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Text Part Number: 78EE117C99-1454469403

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1.3 logrus 1.6.0

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1.4 etree 1.1.0

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1.5 influxdb 1.9.5

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1.6 nats.go 1.13.1-0.20211018182449-f2416a8b1483

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1.7 google-uuid 1.3.0

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1.8 lsb 11.1.0ubuntu2

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1.9 google-api-go-client 0.33.0
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```
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package api

import (
 "bytes"
 "io/ioutil"
 "os"
 "path/filepath"
 "regexp"
 "testing"
)

// Files in this package use a BSD-style license.
var sentinel = regexp.MustCompile(`(//|#) Copyright \d\d\d\d (Google LLC|The Go Authors)(\.)*( All rights
reserved\.)*
(//|#) Use of this source code is governed by a BSD-style
(//|#) license that can be found in the LICENSE file.
`)
```

```go
const prefix = "// Copyright"

// A few files have to be skipped.
var skip = map[string]bool{
 "tools.go": true, // This file requires another comment above the license.
 "internal/third_party/uritemplates/uritemplates.go":     true, // This file is licensed to an individual.
 "internal/third_party/uritemplates/uritemplates_test.go": true, // This file is licensed to an individual.
}

// This test validates that all go files in the repo start with an appropriate license.
func TestLicense(t *testing.T) {
 err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
  if skip[path] {
   return nil
  }

  if err != nil {
   return err
  }

  if filepath.Ext(path) != ".go" && filepath.Ext(path) != ".sh" {
   return nil
  }

  src, err := ioutil.ReadFile(path)
  if err != nil {
   return nil
  }

  // Verify that the license is matched.
  if !sentinel.Match(src) {
   t.Errorf("%v: license header not present", path)
   return nil
  }

  // Also check it is at the top of .go files (but not .sh files, because they must have a shebang first).
  if filepath.Ext(path) == ".go" && !bytes.HasPrefix(src, []byte(prefix)) {
   t.Errorf("%v: license header not at the top", path)
  }
  return nil
 })
 if err != nil {
  t.Fatal(err)
 }
}
```

1.10 json-iterator-go 1.1.10

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1.11 errors 0.9.1

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1.12 x-sys 0.0.0-20201022201747-fb209a7c41cd

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1.13 jcmturner-rpc 2.0.3

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1.14 color 1.10.0

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1.15 perl 5.30.0 9ubuntu0.2

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 *
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1.16 nkeys 0.3.0

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1.17 procps 3.3.16-1ubuntu2.3

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The source code for a work means the preferred form of the work for
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[This is the first released version of the library GPL. It is
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<div align="center">

Preamble

</div>

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Finally, any free program is threatened constantly by software
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Most GNU software, including some libraries, is covered by the ordinary
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The reason we have a separate public license for some libraries is that
they blur the distinction we usually make between modifying or adding to a
program and simply using it. Linking a program with a library, without
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analogous to running a utility program or application program. However, in
a textual and legal sense, the linked executable is a combined work, a
derivative of the original library, and the ordinary General Public License
treats it as such.

Because of this blurred distinction, using the ordinary General
Public License for libraries did not effectively promote software
sharing, because most developers did not use the libraries. We
concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the
libraries themselves. This Library General Public License is intended to
permit developers of non-free programs to use free libraries, while
preserving your freedom as a user of such programs to change the free
libraries that are incorporated in them. (We have not seen how to achieve
this as regards changes in header files, but we have achieved it as regards
changes in the actual functions of the Library.) The hope is that this
will lead to faster development of free libraries.

 The precise terms and conditions for copying, distribution and
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 Note that it is possible for a library to be covered by the ordinary
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 The "Library", below, refers to any such software library or work
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 "Source code" for a work means the preferred form of the work for
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interface definition files, plus the scripts used to control compilation
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 Activities other than copying, distribution and modification are not
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 1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

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  a) The modified work must itself be a software library.

  b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

  c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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  (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in

themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
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entire whole, and thus to each and every part regardless of who wrote
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Thus, it is not the intent of this section to claim rights or contest
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In addition, mere aggregation of another work not based on the Library
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subsequent copies and derivative works made from that copy.

 This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

 4. You may copy and distribute the Library (or a portion or
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it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

 If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

 5. A program that contains no derivative of any portion of the

Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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Sections 1 and 2 above); and, if the work is an executable linked
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user can modify the Library and then relink to produce a modified
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b) Accompany the work with a written offer, valid for at
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c) If distribution of the work is made by offering access to copy
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d) Verify that the user has already received a copy of these
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For an executable, the required form of the "work that uses the
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reproducing the executable from it. However, as a special exception,
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distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
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1.18 distlib 0.3.0

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A. HISTORY OF THE SOFTWARE
==========================

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

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

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

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

Release	Derived from	Year	Owner	GPL-compatible? (1)

```
0.9.0 thru 1.2          1991-1995  CWI        yes
1.3 thru 1.5.2  1.2     1995-1999  CNRI       yes
1.6          1.5.2    2000      CNRI      no
2.0          1.6      2000      BeOpen.com no
1.6.1        1.6      2001      CNRI      yes (2)
2.1          2.0+1.6.1  2001    PSF        no
2.0.1        2.0+1.6.1  2001    PSF        yes
2.1.1        2.1+2.0.1  2001    PSF        yes
2.2          2.1.1    2001      PSF        yes
2.1.2        2.1.1    2002      PSF        yes
2.1.3        2.1.2    2002      PSF        yes
2.2.1        2.2      2002      PSF        yes
2.2.2        2.2.1    2002      PSF        yes
2.2.3        2.2.2    2003      PSF        yes
2.3          2.2.2    2002-2003  PSF        yes
2.3.1        2.3      2002-2003  PSF        yes
2.3.2        2.3.1    2002-2003  PSF        yes
2.3.3        2.3.2    2002-2003  PSF        yes
2.3.4        2.3.3    2004      PSF        yes
2.3.5        2.3.4    2005      PSF        yes
2.4          2.3      2004      PSF        yes
2.4.1        2.4      2005      PSF        yes
2.4.2        2.4.1    2005      PSF        yes
2.4.3        2.4.2    2006      PSF        yes
2.4.4        2.4.3    2006      PSF        yes
2.5          2.4      2006      PSF        yes
2.5.1        2.5      2007      PSF        yes
2.5.2        2.5.1    2008      PSF        yes
2.5.3        2.5.2    2008      PSF        yes
2.6          2.5      2008      PSF        yes
2.6.1        2.6      2008      PSF        yes
2.6.2        2.6.1    2009      PSF        yes
2.6.3        2.6.2    2009      PSF        yes
2.6.4        2.6.3    2009      PSF        yes
2.6.5        2.6.4    2010      PSF        yes
3.0          2.6      2008      PSF        yes
3.0.1        3.0      2009      PSF        yes
3.1          3.0.1    2009      PSF        yes
3.1.1        3.1      2009      PSF        yes
3.1.2        3.1      2010      PSF        yes
3.2          3.1      2010      PSF        yes
```

Footnotes:

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

(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
because its license has a choice of law clause. According to
CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1
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Thanks to the many outside volunteers who have worked under Guido's
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The Distutils2 project was started by Tarek Ziad and is currently
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distlib has started off using some of the code from distutil2.

If you're making a patch, please add your name below in alphabetical order,
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Thanks to:

- Rajiv Abraham
- Ali Afshar
- David Barnett
- Pior Bastida
- Anthony Baxter
- Erik Bray
- C. Titus Brown
- Francisco Martn Brugu
- Nicolas Cadou
- Godefroid Chapelle
- Julien Courteau
- Christophe Combelles
- Jason R. Coombs
- Pierre-Yves David
- Ned Deily
- Konrad Delong
- Josip Djolonga
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- Boris Feld
- Andrew Francis
- Hallvard B Furuseth
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- Kelsey Hightower
- Thomas Holmes
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* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/misc.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/job.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/compat.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/do_command.c
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/user.c
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$Id: INSTALL,v 2.5 1994/01/15 20:43:43 vixie Exp $

Read the comments at the top of the Makefile, then edit the area marked
'configurable stuff'.

Edit config.h. The stuff I expect you to change is down a bit from the
top of the file, but it's clearly marked. Also look at pathnames.h.

You don't have to create the /var/cron or /var/cron/tabs directories, since
both the daemon and the `crontab' program will do this the first time they
run if they don't exist. You do need to have a /var, though -- just "mkdir
/var" if you don't have one, or you can "mkdir /usr/var; ln -s /usr/var /var"

if you expect your /var to have a lot of stuff in it.

You will also need /usr/local/etc and /usr/local/bin directories unless you change the Makefile. These will have to be created by hand, but if you are a long-time Usenet user you probably have them already. /usr/local/man is where I keep my man pages, but I have the source for `man' and you probably do not. Therefore you may have to put the man pages into /usr/man/manl, which will be hard since there will be name collisions. (Note that the man command was originally written by Bill Joy before he left Berkeley, and it contains no AT&T code, so it is in UUNET's archive of freely-distributable BSD code.)

LINUX note: /usr/include/paths.h on some linux systems shows _PATH_SENDMAIL
 to be /usr/bin/sendmail even though sendmail is installed in /usr/lib.
 you should check this out.

say:
 make all

su and say:
 make install

Note that if I can get you to "su and say" something just by asking, you have a very serious security problem on your system and you should look into it.

Edit your /usr/lib/crontab file into little pieces -- see the CONVERSION file for help on this.

Use the `crontab' command to install all the little pieces you just created. Some examples (see below before trying any of these!)

 crontab -u uucp -r /usr/lib/uucp/crontab.src
 crontab -u news -r /usr/lib/news/crontab.src
 crontab -u root -r /usr/adm/crontab.src

Notes on above examples: (1) the .src files are copied at the time the command is issued; changing the source files later will have no effect until they are reinstalled with another `crontab -r' command.  (2) The crontab command will affect the crontab of the person using the command unless `-u USER' is given; `-u' only works for root.  When using most `su' commands under most BSD's, `crontab' will still think of you as yourself even though you may think of yourself as root -- so use `-u' liberally. (3) the `-r' option stands for `replace'; check the man page for crontab(1) for other possibilities.

Kill your existing cron daemon -- do `ps aux' and look for /etc/cron.

Edit your /etc/rc or /etc/rc.local, looking for the line that starts up

/etc/cron. Comment it out and add a line to start the new cron daemon
-- usually /usr/local/etc/cron, unless you changed it in the Makefile.

Start up this cron daemon yourself as root. Just type /usr/local/etc/cron
(or whatever); no '&' is needed since the daemon forks itself and the
process you executed returns immediately.

ATT notes: for those people unfortunate enough to be stuck on a AT&T UNIX,
you will need the public-domain "libndir", found in the B News source and in
any comp.sources.unix archive. You will also need to hack the code some.

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.\" */
.\"
.\" $Id: crontab.1,v 2.4 1993/12/31 10:47:33 vixie Exp $
.\"

Found in path(s):
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/crontab.1
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Found in path(s):
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/compat.h
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/pathnames.h
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/externs.h
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.\" */
.\"
.\" $Id: cron.8,v 2.2 1993/12/28 08:34:43 vixie Exp $
.\"

Found in path(s):
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/cron.8
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*
* @(#)bitstring.h 5.2 (Berkeley) 4/4/90
*/

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.\" */
.\"
.\" $Id: crontab.5,v 2.4 1994/01/15 20:43:43 vixie Exp $
.\"

Found in path(s):
* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/crontab.5
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Vixie Cron V3.0
December 27, 1993
[V2.2 was some time in 1992]
[V2.1 was May 29, 1991]
[V2.0 was July 5, 1990]
[V2.0-beta was December 9, 1988]
[V1.0 was May 6, 1987]
Paul Vixie

This is a version of 'cron' that is known to run on BSD 4.[23] systems. It
is functionally based on the SysV cron, which means that each user can have
their own crontab file (all crontab files are stored in a read-protected
directory, usually /var/cron/tabs). No direct support is provided for
'at'; you can continue to run 'atrun' from the crontab as you have been
doing. If you don't have atrun (i.e., System V) you are in trouble.

A messages is logged each time a command is executed; also, the files
"allow" and "deny" in /var/cron can be used to control access to the
"crontab" command (which installs crontabs). It hasn't been tested on
SysV, although some effort has gone into making the port an easy one.

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To use this: Sorry, folks, there is no cutesy 'Configure' script. You'll
have to go edit a couple of files... So, here's the checklist:

 Read all the FEATURES, INSTALL, and CONVERSION files
 Edit config.h
 Edit Makefile
  (both of these files have instructions inside; note that
   some things in config.h are definable in Makefile and are
   therefore surrounded by #ifndef...#endif)
 'make'
 'su' and 'make install'

(you may have to install the man pages by hand)

kill your existing cron process

(actually you can run your existing cron if you want, but why?)

build new crontabs using /usr/lib/{crontab,crontab.local}

(either put them all in "root"'s crontab, or divide it up

and rip out all the 'su' commands, collapse the lengthy

lists into ranges with steps -- basically, this step is

as much work as you want to make it)

start up the new cron

(must be done as root)

watch it. test it with 'crontab -r' and watch the daemon track your

changes.

if you like it, change your /etc/{rc,rc.local} to use it instead of

the old one.

$Id: README,v 2.3 1993/12/28 08:34:43 vixie Exp $

Found in path(s):

* /opt/cola/permits/1029757352_1619638247.49/0/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/README

1.20 x-text 0.3.7

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1.21 benbjohnson-clock 0.0.0-20161215174838-7dc76406b6d3

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1.22 bash 5.0 6ubuntu1.1

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b) Use a suitable shared library mechanism for linking with the
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copy of the library already present on the user's computer system,
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will operate properly with a modified version of the library, if
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interface-compatible with the version that the work was made with.

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lib/csharp/src/Server/TServer.cs

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lib/csharp/src/TProcessor.cs

lib/csharp/src/Transport/TServerSocket.cs

lib/csharp/src/Transport/TServerTransport.cs

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lib/csharp/src/Transport/TTransportFactory.cs

lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs

lib/csharp/ThriftMSBuildTask/ThriftBuild.cs

lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj

lib/rb/lib/thrift.rb

lib/st/README

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1.26 cpp 10.3.0-1ubuntu1~20.04

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1.29 antchfx-xpath 1.2.0

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1.30 netmiko 2.4.1

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1.32 typing-extensions 3.10.0.2

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Python was created in the early 1990s by Guido van Rossum at Stichting

Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands

as a successor of a language called ABC. Guido remains Python's

principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for

National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software
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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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1.33 python-certifi 2019.11.28

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This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.34 expat 2.2.9 1ubuntu0.4

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1.35 go-datemath 0.1.1-0.20200323150745-74ddef604fff

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1.36 grep 3.4 1

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1.42 grpc-go 1.35.0

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1.43 gorilla 1.8.0

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1.45 common 0.0.0-20201119133501-0619918236ec

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```go
package api

import (
 "io/ioutil"
 "strings"
 "time"
)

type License struct {
 // The unique identifier of the license
 LicenseID string `json:"license_id"`

 // The customer ID associated with the license
 CustomerID string `json:"customer_id"`

 // If set, an identifier that should be used to lock the license to a
 // particular site, cluster, etc.
 InstallationID string `json:"installation_id"`

 // The time at which the license was issued
 IssueTime time.Time `json:"issue_time"`

 // The time at which the license starts being valid
 StartTime time.Time `json:"start_time"`
```

```go
	// The time after which the license expires
	ExpirationTime time.Time `json:"expiration_time"`

	// The time at which the license ceases to function and can
	// no longer be used in any capacity
	TerminationTime time.Time `json:"termination_time"`

	// The product the license is valid for
	Product string `json:"product"`

	// License Specific Flags
	Flags map[string]interface{} `json:"flags"`

	// Modules is a list of the licensed enterprise modules
	Modules []string `json:"modules"`

	// List of features enabled by the license
	Features []string `json:"features"`
}

type LicenseReply struct {
	Valid    bool
	License  *License
	Warnings []string
}

func (op *Operator) LicenseGet(q *QueryOptions) (*LicenseReply, error) {
	var reply LicenseReply
	if _, err := op.c.query("/v1/operator/license", &reply, q); err != nil {
		return nil, err
	} else {
		return &reply, nil
	}
}

func (op *Operator) LicenseGetSigned(q *QueryOptions) (string, error) {
	r := op.c.newRequest("GET", "/v1/operator/license")
	r.params.Set("signed", "1")
	r.setQueryOptions(q)
	_, resp, err := requireOK(op.c.doRequest(r))
	if err != nil {
		return "", err
	}
	defer resp.Body.Close()

	data, err := ioutil.ReadAll(resp.Body)
	if err != nil {
```

```go
    return "", err
  }

  return string(data), nil
}

// LicenseReset will reset the license to the builtin one if it is still valid.
// If the builtin license is invalid, the current license stays active.
func (op *Operator) LicenseReset(opts *WriteOptions) (*LicenseReply, error) {
 var reply LicenseReply
 r := op.c.newRequest("DELETE", "/v1/operator/license")
 r.setWriteOptions(opts)
 _, resp, err := requireOK(op.c.doRequest(r))
 if err != nil {
  return nil, err
 }
 defer resp.Body.Close()

 if err := decodeBody(resp, &reply); err != nil {
  return nil, err
 }

 return &reply, nil
}

func (op *Operator) LicensePut(license string, opts *WriteOptions) (*LicenseReply, error) {
 var reply LicenseReply
 r := op.c.newRequest("PUT", "/v1/operator/license")
 r.setWriteOptions(opts)
 r.body = strings.NewReader(license)
 _, resp, err := requireOK(op.c.doRequest(r))
 if err != nil {
  return nil, err
 }
 defer resp.Body.Close()

 if err := decodeBody(resp, &reply); err != nil {
  return nil, err
 }

 return &reply, nil
}
```

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tomb - support for clean goroutine termination in Go.

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package spec

import (
 "encoding/json"

 "github.com/go-openapi/swag"
)

// License information for the exposed API.
//
```

```
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
 LicenseProps
 VendorExtensible
}

type LicenseProps struct {
 Name string `json:"name,omitempty"`
 URL  string `json:"url,omitempty"`
}

func (l *License) UnmarshalJSON(data []byte) error {
 if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
  return err
 }
 return json.Unmarshal(data, &l.VendorExtensible)
}

func (l License) MarshalJSON() ([]byte, error) {
 b1, err := json.Marshal(l.LicenseProps)
 if err != nil {
  return nil, err
 }
 b2, err := json.Marshal(l.VendorExtensible)
 if err != nil {
  return nil, err
 }
 return swag.ConcatJSON(b1, b2), nil
}
```

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*/

package minio

import (
 "bytes"
 "context"
 "encoding/xml"

```
    "fmt"
    "net/http"
    "net/url"

    "github.com/minio/minio-go/v7/pkg/s3utils"
)

// objectLegalHold - object legal hold specified in
// https://docs.aws.amazon.com/AmazonS3/latest/API/archive-RESTObjectPUTLegalHold.html
type objectLegalHold struct {
    XMLNS    string         `xml:"xmlns,attr,omitempty"`
    XMLName  xml.Name       `xml:"LegalHold"`
    Status   LegalHoldStatus `xml:"Status,omitempty"`
}

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call
type PutObjectLegalHoldOptions struct {
    VersionID string
    Status    *LegalHoldStatus
}

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call
type GetObjectLegalHoldOptions struct {
    VersionID string
}

// LegalHoldStatus - object legal hold status.
type LegalHoldStatus string

const (
    // LegalHoldEnabled indicates legal hold is enabled
    LegalHoldEnabled LegalHoldStatus = "ON"

    // LegalHoldDisabled indicates legal hold is disabled
    LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
    return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
    return r == LegalHoldEnabled || r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus) (*objectLegalHold, error) {
    if status == nil {
```

```go
	return nil, fmt.Errorf("Status not set")
	}
	if !status.IsValid() {
	return nil, fmt.Errorf("invalid legal hold status `%v`", status)
	}
	legalHold := &objectLegalHold{
	Status: *status,
	}
	return legalHold, nil
}

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(ctx context.Context, bucketName, objectName string, opts PutObjectLegalHoldOptions) error {
	// Input validation.
	if err := s3utils.CheckValidBucketName(bucketName); err != nil {
	return err
	}

	if err := s3utils.CheckValidObjectName(objectName); err != nil {
	return err
	}

	// Get resources properly escaped and lined up before
	// using them in http request.
	urlValues := make(url.Values)
	urlValues.Set("legal-hold", "")

	if opts.VersionID != "" {
	urlValues.Set("versionId", opts.VersionID)
	}

	lh, err := newObjectLegalHold(opts.Status)
	if err != nil {
	return err
	}

	lhData, err := xml.Marshal(lh)
	if err != nil {
	return err
	}

	reqMetadata := requestMetadata{
	bucketName:     bucketName,
	objectName:     objectName,
	queryValues:    urlValues,
	contentBody:    bytes.NewReader(lhData),
	contentLength:  int64(len(lhData)),
```

```go
  contentMD5Base64: sumMD5Base64(lhData),
  contentSHA256Hex: sum256Hex(lhData),
 }

 // Execute PUT Object Legal Hold.
 resp, err := c.executeMethod(ctx, http.MethodPut, reqMetadata)
 defer closeResponse(resp)
 if err != nil {
  return err
 }
 if resp != nil {
  if resp.StatusCode != http.StatusOK && resp.StatusCode != http.StatusNoContent {
   return httpRespToErrorResponse(resp, bucketName, objectName)
  }
 }
 return nil
}

// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
GetObjectLegalHoldOptions) (status *LegalHoldStatus, err error) {
 // Input validation.
 if err := s3utils.CheckValidBucketName(bucketName); err != nil {
  return nil, err
 }

 if err := s3utils.CheckValidObjectName(objectName); err != nil {
  return nil, err
 }
 urlValues := make(url.Values)
 urlValues.Set("legal-hold", "")

 if opts.VersionID != "" {
  urlValues.Set("versionId", opts.VersionID)
 }

 // Execute GET on bucket to list objects.
 resp, err := c.executeMethod(ctx, http.MethodGet, requestMetadata{
  bucketName:       bucketName,
  objectName:       objectName,
  queryValues:      urlValues,
  contentSHA256Hex: emptySHA256Hex,
 })
 defer closeResponse(resp)
 if err != nil {
  return nil, err
 }
 if resp != nil {
```

```
if resp.StatusCode != http.StatusOK {
  return nil, httpRespToErrorResponse(resp, bucketName, objectName)
 }
}
lh := &objectLegalHold{}
if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
 return nil, err
}

 return &lh.Status, nil
}
```

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metrics from the pseudo-filesystem proc.

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1.49 x-crypto 0.0.0-20211115234514-b4de73f9ece8

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1.51 gojsondiff 1.0.0

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1.52 vividcortex-mysqlerr 0.0.0-20170204212430-6c6b55f8796f

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1.53 x-term 0.0.0-20201126162022-7de9c90e9dd1

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1.54 gnutls 3.6.13-2ubuntu1.6

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==============

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1.57 bash 5.0 6ubuntu1.2

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1.60 x-net 0.0.0-20220225172249-27dd8689420f

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1.61 etcd-client-pkg 3.5.2

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1.62 gomemcache 0.0.0-20190913173617-a41fca850d0b

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1.64 lib-pq 1.10.4

1.64.1 Available under license :

```
//go:build go1.10
// +build go1.10

package pq

import (
 "context"
 "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
 return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
 c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
// on it.
type NoticeHandlerConnector struct {
 driver.Connector
 noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
 c, err := n.Connector.Connect(ctx)
 if err == nil {
  SetNoticeHandler(c, n.noticeHandler)
 }
```

```
  return c, err
 }


// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  return c.noticeHandler
 }
 return nil
}


// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  c.noticeHandler = handler
  return c
 }
 return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}
```

1.65 x-text 0.3.3

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1.66 log-rotate 3.14.0 4ubuntu3

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1.67 markupsafe 2.1.1

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* /opt/cola/permits/1288546271_1649055323.54/0/markupsafe-2-1-1-tar-gz/MarkupSafe-2.1.1/LICENSE.rst
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[metadata]
name = MarkupSafe
version = attr: markupsafe.__version__
url = https://palletsprojects.com/p/markupsafe/
project_urls =
 Donate = https://palletsprojects.com/donate
 Documentation = https://markupsafe.palletsprojects.com/
 Changes = https://markupsafe.palletsprojects.com/changes/
 Source Code = https://github.com/pallets/markupsafe/
 Issue Tracker = https://github.com/pallets/markupsafe/issues/
 Twitter = https://twitter.com/PalletsTeam
 Chat = https://discord.gg/pallets
license = BSD-3-Clause
license_files = LICENSE.rst
author = Armin Ronacher
author_email = armin.ronacher@active-4.com
maintainer = Pallets
maintainer_email = contact@palletsprojects.com
description = Safely add untrusted strings to HTML/XML markup.
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
 Development Status :: 5 - Production/Stable
 Environment :: Web Environment

Intended Audience :: Developers
License :: OSI Approved :: BSD License
Operating System :: OS Independent
Programming Language :: Python
Topic :: Internet :: WWW/HTTP :: Dynamic Content
Topic :: Text Processing :: Markup :: HTML

```
[options]
packages = find:
package_dir = = src
include_package_data = True
python_requires = >= 3.7

[options.packages.find]
where = src

[tool:pytest]
testpaths = tests
filterwarnings =
 error

[coverage:run]
branch = True
source =
 markupsafe
 tests

[coverage:paths]
source =
 src
 */site-packages

[flake8]
select = B, E, F, W, B9, ISC
ignore =
 E203
 E501
 E722
 W503
max-line-length = 80

[mypy]
files = src/markupsafe
python_version = 3.7
show_error_codes = True
disallow_subclassing_any = True
disallow_untyped_calls = True
disallow_untyped_defs = True
```

disallow_incomplete_defs = True
no_implicit_optional = True
local_partial_types = True
no_implicit_reexport = True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True

[egg_info]
tag_build =
tag_date = 0

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* /opt/cola/permits/1288546271_1649055323.54/0/markupsafe-2-1-1-tar-gz/MarkupSafe-2.1.1/setup.cfg
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Metadata-Version: 2.1
Name: MarkupSafe
Version: 2.1.1
Summary: Safely add untrusted strings to HTML/XML markup.
Home-page: https://palletsprojects.com/p/markupsafe/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
Maintainer: Pallets
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Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=3.7
Description-Content-Type: text/x-rst
License-File: LICENSE.rst

MarkupSafe
==========

MarkupSafe implements a text object that escapes characters so it is
safe to use in HTML and XML. Characters that have special meanings are
replaced so that they display as the actual characters. This mitigates
injection attacks, meaning untrusted user input can safely be displayed
on a page.

Installing

Install and update using `pip`_:

.. code-block:: text

    pip install -U MarkupSafe

.. _pip: https://pip.pypa.io/en/stable/getting-started/

Examples

.. code-block:: pycon

    >>> from markupsafe import Markup, escape

    >>> # escape replaces special characters and wraps in Markup
    >>> escape("<script>alert(document.cookie);</script>")
    Markup('<script>alert(document.cookie);</script>')

    >>> # wrap in Markup to mark text "safe" and prevent escaping
    >>> Markup("Hello")
    Markup('hello')

    >>> escape(Markup("Hello"))
    Markup('hello')

    >>> # Markup is a str subclass
    >>> # methods and operators escape their arguments
    >>> template = Markup("Hello {name}")
    >>> template.format(name='"World"')
    Markup('Hello "World"')

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1.78 python 3.8.10

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

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

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

All Python releases are Open Source (see http://www.opensource.org for
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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
@author Paulo Barreto <paulo.barreto@terra.com.br>

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D3DES (V5.09) -

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Thanks to: Dan Hoey for his excellent Initial and Inverse permutation
code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis
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Python was created in the early 1990s by Guido van Rossum at Stichting
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as a successor of a language called ABC. Guido remains Python's

principal author, although it includes many contributions from others.

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

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

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2.5	2.4	2006	PSF	yes
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2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1.1	2010	PSF	yes
3.1.3	3.1.2	2010	PSF	yes
3.1.4	3.1.3	2011	PSF	yes
3.2	3.1	2011	PSF	yes
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In 1995, Guido continued his work on Python at the Corporation for
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In May 2000, Guido and the Python core development team moved to

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2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes

2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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//
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
 Name string `json:"name,omitempty"`
 URL  string `json:"url,omitempty"`
}
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Go support for Protocol Buffers - Google's data interchange format

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1.83 pretty 1.2.0

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1.86 iotop 0.6-24-g733f3f8-1

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1.88 x-crypto 0.0.0-20220314234659-1baeb1ce4c0b

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1.89 prometheus-procfs 0.0.11

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1.90 sh 1.13.1

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* /opt/cola/permits/1212966988_1633989798.74/0/cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/validation/Saml11TicketValidationFilter.java

* /opt/cola/permits/1212966988_1633989798.74/0/cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/util/SamlUtils.java

* /opt/cola/permits/1212966988_1633989798.74/0/cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/validation/Saml11TicketValidator.java

* /opt/cola/permits/1212966988_1633989798.74/0/cas-client-support-saml-3-4-1-sources-jar/org/jasig/cas/client/authentication/Saml11AuthenticationFilter.java

1.92 prometheus-procfs 0.7.3

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metrics from the pseudo-filesystem proc.

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1.94 python-setuptools 44.0.0

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1.95 felixge-httpsnoop 1.0.1

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1.96 etcd 3.5.2

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

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
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In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
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1.6	1.5.2	2000	CNRI	no
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1.6.1	1.6	2001	CNRI	yes (2)
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2.1.2	2.1.1	2002	PSF	yes
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Support for streaming Protocol Buffer messages for the Go language (golang).

https://github.com/matttproud/golang_protobuf_extensions

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man/byteorder.3bsd
man/closefrom.3bsd
man/expand_number.3bsd
man/flopen.3bsd
man/getpeereid.3bsd
man/pidfile.3bsd
src/expand_number.c
src/hash/sha512.h
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man/readpassphrase.3bsd
man/strlcpy.3bsd
man/strtonum.3bsd
src/arc4random.c
src/arc4random_linux.h
src/arc4random_openbsd.h
src/arc4random_uniform.c
src/arc4random_unix.h
src/arc4random_win.h
src/closefrom.c
src/getentropy_aix.c
src/getentropy_bsd.c
src/getentropy_hpux.c
src/getentropy_hurd.c
src/getentropy_linux.c
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1.106 packaging 20.3

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1.109 wget 1.20.3 1ubuntu2

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1.110 pcre 8.39-12ubuntu0.1

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THE BASIC LIBRARY FUNCTIONS

Written by: Philip Hazel
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1.111 getsentry-sentry-go 0.9.0

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1.112 appdirs 1.4.3

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1.113 cpp 9.4.0-1ubuntu1~20.04.1

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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  in the event an application does not supply such function or
  table, the facility still operates, and performs whatever part of
  its purpose remains meaningful.

  (For example, a function in a library to compute square roots has
  a purpose that is entirely well-defined independent of the
  application. Therefore, Subsection 2d requires that any
  application-supplied function or table used by this function must
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===

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(34) - Jon Beniston (only lm32-* targets)

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Version 3.1, 31 March 2009

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This is the Debian GNU/Linux prepackaged version of the GNU compiler
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Objective-C++, and Modula-2 compilers, documentation, and support
libraries. In addition, Debian provides the gm2 compiler, either in
the same source package, or built from a separate same source package.
Packaging is done by the Debian GCC Maintainers
<debian-gcc@lists.debian.org>, with sources obtained from:

```
ftp://gcc.gnu.org/pub/gcc/releases/  (for full releases)
svn://gcc.gnu.org/svn/gcc/           (for prereleases)
ftp://sourceware.org/pub/newlib/     (for newlib)
git://git.savannah.gnu.org/gm2.git   (for Modula-2)
```

The current gcc-9 source package is taken from the SVN gcc-9-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language,
library, and documentation as follows:

Language	Compiler package	Library package	Documentation
Ada	gnat-9	libgnat-9	gnat-9-doc
BRIG	gccbrig-9	libhsail-rt0	
C	gcc-9		gcc-9-doc
C++	g++-9	libstdc++6	libstdc++6-9-doc
D	gdc-9		
Fortran 95	gfortran-9	libgfortran3	gfortran-9-doc
Go	gccgo-9	libgo0	
Objective C	gobjc-9	libobjc2	
Objective C++	gobjc++-9		
Modula-2	gm2-9	libgm2	

For some language run-time libraries, Debian provides source files,
development files, debugging symbols and libraries containing position-
independent code in separate packages:

Language	Sources	Development	Debugging	Position-Independent
C++			libstdc++6-9-dbg	libstdc++6-9-pic
D	libphobos-9-dev			

Additional packages include:

All languages:
libgcc1, libgcc2, libgcc4   GCC intrinsics (platform-dependent)
gcc-9-base   Base files common to all compilers
gcc-9-soft-float   Software floating point (ARM only)
gcc-9-source   The sources with patches

Ada:
libgnatvsn-dev, libgnatvsn9   GNAT version library

C:
cpp-9, cpp-9-doc   GNU C Preprocessor
libssp0-dev, libssp0   GCC stack smashing protection library
libquadmath0   Math routines for the __float128 type
fixincludes   Fix non-ANSI header files

C, C++ and Fortran 95:
libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code,
Debian provides additional packages containing 32-bit versions of some
libraries. These packages have names beginning with 'lib32' instead of
'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which
can also run 64-bit code, Debian provides additional packages with names
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- libdecnumber
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- libitm
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  * Conversion to long double by Ulrich Drepper,
  * Cygnus Support, drepper@cygnus.com.

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gdc-9   GNU D Compiler
libphobos-9-dev   D standard runtime library

The D source package is made up of the following components.

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./gm2-libs/SFIO.mod:
./gm2-libs/MathLib0.mod:
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1.114 python-certifi 2021.10.8

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This package contains a modified version of ca-bundle.crt:

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Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#
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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.115 gojsonpointer 0.0.0-20180127040702-4e3ac2762d5f

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1.116 prometheus-common 0.9.1

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1.120 glob 0.2.3

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Found in path(s):
* /opt/cola/permits/1110810307_1606855956.29/0/kjd-idna-v2-8-0-g1cdf175-1-tar-gz/kjd-idna-375dc46/LICENSE.rst
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"""
A library to support the Internationalised Domain Names in Applications
(IDNA) protocol as specified in RFC 5890 et.al. This new methodology,
known as IDNA 2008, can generate materially different results to the

previous standard. The library can act as a drop-in replacement for
the "encodings.idna" module.
"""

```python
import io, sys
from setuptools import setup


def main():

    python_version = sys.version_info[:2]
    if python_version < (2,7):
        raise SystemExit("Sorry, Python 2.7 or newer required")

    package_data = {}
    exec(open('idna/package_data.py').read(), package_data)

    arguments = {
        'name': 'idna',
        'packages': ['idna'],
        'version': package_data['__version__'],
        'description': 'Internationalized Domain Names in Applications (IDNA)',
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
        'author': 'Kim Davies',
        'author_email': 'kim@cynosure.com.au',
        'license': 'BSD-like',
        'url': 'https://github.com/kjd/idna',
        'classifiers': [
            'Development Status :: 5 - Production/Stable',
            'Intended Audience :: Developers',
            'Intended Audience :: System Administrators',
            'License :: OSI Approved :: BSD License',
            'Operating System :: OS Independent',
            'Programming Language :: Python',
            'Programming Language :: Python :: 2',
            'Programming Language :: Python :: 2.7',
            'Programming Language :: Python :: 3',
            'Programming Language :: Python :: 3.4',
            'Programming Language :: Python :: 3.5',
            'Programming Language :: Python :: 3.6',
            'Topic :: Internet :: Name Service (DNS)',
            'Topic :: Software Development :: Libraries :: Python Modules',
            'Topic :: Utilities',
        ],
        'python_requires': '>=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*',
        'test_suite': 'tests',
    }
```

```
    setup(**arguments)


if __name__ == '__main__':
    main()
```

Found in path(s):

* /opt/cola/permits/1110810307_1606855956.29/0/kjd-idna-v2-8-0-g1cdf175-1-tar-gz/kjd-idna-375dc46/setup.py

1.123 apt 2.0.6

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1.125 libunistring 0.9.10 2

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your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Library.

In addition, mere aggregation of another work not based on the Library
with the Library (or with a work based on the Library) on a volume of
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the scope of this License.

 3. You may opt to apply the terms of the ordinary GNU General Public
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subsequent copies and derivative works made from that copy.

 This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

 4. You may copy and distribute the Library (or a portion or
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under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

 If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

 5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

 When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

 Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

 6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

 You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

  a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood

that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)
will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.

e) Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.

 For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
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normally distributed (in either source or binary form) with the major
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which the executable runs, unless that component itself accompanies
the executable.

 It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
distribute.

 7. You may place library facilities that are a work based on the
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facilities not covered by this License, and distribute such a combined
library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work
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facilities. This must be distributed under the terms of the
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Version 3, 29 June 2007

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1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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implementation is available to the public in source code form. A
"Major Component", in this context, means a major essential component
(kernel, window system, and so on) of the specific operating system
(if any) on which the executable work runs, or a compiler used to
produce the work, or an object code interpreter used to run it.

 The "Corresponding Source" for a work in object code form means all
the source code needed to generate, install, and (for an executable
work) run the object code and to modify the work, including scripts to
control those activities. However, it does not include the work's
System Libraries, or general-purpose tools or generally available free
programs which are used unmodified in performing those activities but
which are not part of the work. For example, Corresponding Source
includes interface definition files associated with source files for
the work, and the source code for shared libraries and dynamically
linked subprograms that the work is specifically designed to require,
such as by intimate data communication or control flow between those
subprograms and other parts of the work.

 The Corresponding Source need not include anything that users
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  You may convey a work based on the Program, or the modifications to
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terms of section 4, provided that you also meet all of these conditions:

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    b) The work must carry prominent notices stating that it is
    released under this License and any conditions added under section
    7. This requirement modifies the requirement in section 4 to
    "keep intact all notices".

    c) You must license the entire work, as a whole, under this
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 6. Conveying Non-Source Forms.

 You may convey a covered work in object code form under the terms
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  Corresponding Source fixed on a durable physical medium
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  b) Convey the object code in, or embodied in, a physical product
  (including a physical distribution medium), accompanied by a
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d) Convey the object code by offering access from a designated
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network may be denied when the modification itself materially and
adversely affects the operation of the network or violates the rules and
protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided,
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documented (and with an implementation available to the public in
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1.130 go-kit 0.10.0

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1.131 go-redis-redis 5.2.9

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1.132 python-certifi 2021.10.08

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ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.133 go-sourcemap-sourcemap 2.1.3+incompatible

1.133.1 Available under license :

1.134 coreutils 8.30 3ubuntu2

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1.139 openssl 1.1.1f-1ubuntu2.16

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1.141 ansible-base 2.10.14

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1.142 sqlx 1.3.4

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1.144 init-system-helpers 1.57

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possible use to humanity, the best way to achieve this is to make it
free software which everyone can redistribute and change under these
terms.

To do so, attach the following notices to the program. It is safest to
attach them to the start of each source file to most effectively convey
the exclusion of warranty; and each file should have at least the
"copyright" line and a pointer to where the full notice is found.

    <one line to give the program's name and a brief idea of what it does.>
    Copyright (C) 19yy <name of author>

    This program is free software; you can redistribute it and/or modify
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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) 19xx name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the
appropriate parts of the General Public License. Of course, the
commands you use may be called something other than `show w' and `show
c'; they could even be mouse-clicks or menu items--whatever suits your
program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary. Here a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the
program `Gnomovision' (a program to direct compilers to make passes
at assemblers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

That's all there is to it!

--- The Artistic License 1.0 ---

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The Artistic License

Preamble

The intent of this document is to state the conditions under which a Package may be copied, such that the Copyright Holder maintains some semblance of artistic control over the development of the package, while giving the users of the package the right to use and distribute the Package in a more-or-less customary fashion, plus the right to make reasonable modifications.

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3. You may otherwise modify your copy of this Package in any way, provided that you insert a prominent notice in each changed file stating how and when you changed that file, and provided that you do at least ONE of the following:

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    modifications in the Standard Version of the Package.

 b) use the modified Package only within your corporation or organization.

 c) rename any non-standard executables so the names do not conflict with
    standard executables, which must also be provided, and provide a separate

manual page for each non-standard executable that clearly documents how it differs from the Standard Version.

 d) make other distribution arrangements with the Copyright Holder.

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 a) distribute a Standard Version of the executables and library files, together with instructions (in the manual page or equivalent) on where to get the Standard Version.

 b) accompany the distribution with the machine-readable source of the Package with your modifications.

 c) accompany any non-standard executables with their corresponding Standard Version executables, giving the non-standard executables non-standard names, and clearly documenting the differences in manual pages (or equivalent), together with instructions on where to get the Standard Version.

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1.146 xorm.io-builder 0.3.6

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1.147 centrifugal-protocol 0.3.4
1.147.1 Available under license :
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1.148 libxcrypt 4.4.10-10ubuntu4

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free
programs enables a greater number of people to use a large body of
free software. For example, permission to use the GNU C Library in
non-free programs enables many more people to use the whole GNU
operating system, as well as its variant, the GNU/Linux operating
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Although the Lesser General Public License is Less protective of the
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The precise terms and conditions for copying, distribution and
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The "Library", below, refers to any such software library or work
which has been distributed under these terms. A "work based on the
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copyright law: that is to say, a work containing the Library or a
portion of it, either verbatim or with modifications and/or translated
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included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for
making modifications to it. For a library, complete source code means
all the source code for all modules it contains, plus any associated
interface definition files, plus the scripts used to control compilation
and installation of the library.

Activities other than copying, distribution and modification are not
covered by this License; they are outside its scope. The act of

running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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  2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

    a) The modified work must itself be a software library.

    b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

    c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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    (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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sections when you distribute them as separate works. But when you
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on the Library, the distribution of the whole must be on the terms of
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entire whole, and thus to each and every part regardless of who wrote
it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Library.

In addition, mere aggregation of another work not based on the Library
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the scope of this License.

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 This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

 4. You may copy and distribute the Library (or a portion or
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under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

 If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

 However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

 When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

 Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

 6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
engineering for debugging such modifications.

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during execution displays copyright notices, you must include the
copyright notice for the Library among them, as well as a reference
directing the user to the copy of this License. Also, you must do one
of these things:

  a) Accompany the work with the complete corresponding
  machine-readable source code for the Library including whatever

changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)
will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.

e) Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.

 For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that is
normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
the executable.

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1.149 urllib3 1.26.10

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1.150 jinja2 3.0.2

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[metadata]
name = Jinja2
version = attr: jinja2.__version__
url = https://palletsprojects.com/p/jinja/
project_urls =
 Donate = https://palletsprojects.com/donate
 Documentation = https://jinja.palletsprojects.com/

```
    Changes = https://jinja.palletsprojects.com/changes/
    Source Code = https://github.com/pallets/jinja/
    Issue Tracker = https://github.com/pallets/jinja/issues/
    Twitter = https://twitter.com/PalletsTeam
    Chat = https://discord.gg/pallets
license = BSD-3-Clause
license_files = LICENSE.rst
author = Armin Ronacher
author_email = armin.ronacher@active-4.com
maintainer = Pallets
maintainer_email = contact@palletsprojects.com
description = A very fast and expressive template engine.
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
    Development Status :: 5 - Production/Stable
    Environment :: Web Environment
    Intended Audience :: Developers
    License :: OSI Approved :: BSD License
    Operating System :: OS Independent
    Programming Language :: Python
    Topic :: Internet :: WWW/HTTP :: Dynamic Content
    Topic :: Text Processing :: Markup :: HTML

[options]
packages = find:
package_dir = = src
include_package_data = true
python_requires = >= 3.6

[options.packages.find]
where = src

[options.entry_points]
babel.extractors =
    jinja2 = jinja2.ext:babel_extract[i18n]

[tool:pytest]
testpaths = tests
filterwarnings =
    error
    ignore:The loop argument:DeprecationWarning:asyncio[.]base_events:542

[coverage:run]
branch = True
source =
    jinja2
    tests
```

```
[coverage:paths]
source =
 src
 */site-packages

[flake8]
select = B, E, F, W, B9, ISC
ignore =
 E203
 E501
 E722
 W503
max-line-length = 80
per-file-ignores =
 src/jinja2/__init__.py: F401

[mypy]
files = src/jinja2
python_version = 3.6
disallow_subclassing_any = True
disallow_untyped_calls = True
disallow_untyped_defs = True
disallow_incomplete_defs = True
no_implicit_optional = True
local_partial_types = True
no_implicit_reexport = True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True

[mypy-jinja2.defaults]
no_implicit_reexport = False

[mypy-markupsafe]
no_implicit_reexport = False

[egg_info]
tag_build =
tag_date = 0
```

Found in path(s):
* /opt/cola/permits/1210557185_1633418177.62/0/jinja2-3-0-2-tar-gz/Jinja2-3.0.2/setup.cfg
No license file was found, but licenses were detected in source scan.

Metadata-Version: 2.1
Name: Jinja2
Version: 3.0.2
Summary: A very fast and expressive template engine.
Home-page: https://palletsprojects.com/p/jinja/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
Maintainer: Pallets
Maintainer-email: contact@palletsprojects.com
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Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
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Classifier: Intended Audience :: Developers
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Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Classifier: Topic :: Text Processing :: Markup :: HTML
Requires-Python: >=3.6
Description-Content-Type: text/x-rst
Provides-Extra: i18n
License-File: LICENSE.rst

Jinja
=====

Jinja is a fast, expressive, extensible templating engine. Special
placeholders in the template allow writing code similar to Python
syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted
  user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async
  functions.
- I18N support with Babel.

-   Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
-   Exceptions point to the correct line in templates to make debugging easier.
-   Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing

Install and update using `pip`_:

.. code-block:: text

   $ pip install -U Jinja2

.. _pip: https://pip.pypa.io/en/stable/getting-started/

In A Nutshell

.. code-block:: jinja

  {% extends "base.html" %}
  {% block title %}Members{% endblock %}
  {% block content %}

   {% for user in users %}
     {{ user.username }}
   {% endfor %}

  {% endblock %}

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- Documentation: https://jinja.palletsprojects.com/
- Changes: https://jinja.palletsprojects.com/changes/
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- Source Code: https://github.com/pallets/jinja/
- Issue Tracker: https://github.com/pallets/jinja/issues/
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* /opt/cola/permits/1210557185_1633418177.62/0/jinja2-3-0-2-tar-gz/Jinja2-3.0.2/PKG-INFO
* /opt/cola/permits/1210557185_1633418177.62/0/jinja2-3-0-2-tar-gz/Jinja2-3.0.2/src/Jinja2.egg-info/PKG-INFO

1.151 gopkg-in/mail 2.3.1

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1.152 grpc-go 1.42.0

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  with the Library, with the complete machine-readable "work that
  uses the Library", as object code and/or source code, so that the
  user can modify the Library and then relink to produce a modified
  executable containing the modified Library. (It is understood
  that the user who changes the contents of definitions files in the
  Library will not necessarily be able to recompile the application
  to use the modified definitions.)

  b) Use a suitable shared library mechanism for linking with the
  Library. A suitable mechanism is one that (1) uses at run time a
  copy of the library already present on the user's computer system,
  rather than copying library functions into the executable, and (2)
  will operate properly with a modified version of the library, if
  the user installs one, as long as the modified version is
  interface-compatible with the version that the work was made with.

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* DNS resolver (dirmngr/dns.c)

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1.154 e2fsprogs 1.45.5 2ubuntu1.1

1.154.1 Available under license :

This is the Debian GNU/Linux prepackaged version of the static EXT2
file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

#
This is a Makefile stub which handles the creation of BSD shared
libraries.
#
In order to use this stub, the following makefile variables must be defined.
#
BSDLIB_VERSION = 1.0
BSDLIB_IMAGE = libce
BSDLIB_MYDIR = et
BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image: $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)

```
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
 `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM) -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
```
This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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Index: tdbsa/tdb.c
===
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
- Unix SMB/CIFS implementation.
+   trivial database library - standalone version

- trivial database library - private includes
-
- Copyright (C) Andrew Tridgell   2005
+ Copyright (C) Andrew Tridgell   1999-2005
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Theodore Ts'o

23-June-2007

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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the

users of those programs of all benefit from the free status of the
libraries themselves. This Library General Public License is intended to
permit developers of non-free programs to use free libraries, while
preserving your freedom as a user of such programs to change the free
libraries that are incorporated in them. (We have not seen how to achieve
this as regards changes in header files, but we have achieved it as regards
changes in the actual functions of the Library.) The hope is that this
will lead to faster development of free libraries.

 The precise terms and conditions for copying, distribution and
modification follow. Pay close attention to the difference between a
"work based on the library" and a "work that uses the library". The
former contains code derived from the library, while the latter only
works together with the library.

 Note that it is possible for a library to be covered by the ordinary
General Public License rather than by this special one.

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prepared so as to be conveniently linked with application programs
(which use some of those functions and data) to form executables.

 The "Library", below, refers to any such software library or work
which has been distributed under these terms. A "work based on the
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copyright law: that is to say, a work containing the Library or a
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included without limitation in the term "modification".)

 "Source code" for a work means the preferred form of the work for
making modifications to it. For a library, complete source code means
all the source code for all modules it contains, plus any associated
interface definition files, plus the scripts used to control compilation
and installation of the library.

 Activities other than copying, distribution and modification are not
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  (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in

themselves, then this License, and its terms, do not apply to those
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on the Library, the distribution of the whole must be on the terms of
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entire whole, and thus to each and every part regardless of who wrote
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Thus, it is not the intent of this section to claim rights or contest
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exercise the right to control the distribution of derivative or
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In addition, mere aggregation of another work not based on the Library
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 Once this change is made in a given copy, it is irreversible for
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 This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

 4. You may copy and distribute the Library (or a portion or
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under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

 If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

 5. A program that contains no derivative of any portion of the

Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

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 When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

 Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

 6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

 You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

  a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under

Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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 library `Frob' (a library for tweaking knobs) written by James Random Hacker.

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That's all there is to it!
This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

 http://sourceforge.net/projects/e2fsprogs

Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the ss
command-line interface parsing library. It is currently
distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
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Gadi Oxman, August 1995

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These requirements apply to the modified work as a whole. If
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c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

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1.156 clockwork 0.2.2

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Clockwork - a clock process to replace cron
===

Cron is non-ideal for running scheduled application tasks, especially in an app
deployed to multiple machines. [More details.](http://adam.heroku.com/past/2010/4/13/rethinking_cron/)

Clockwork is a cron replacement. It runs as a lightweight, long-running Ruby
process which sits alongside your web processes (Mongrel/Thin) and your worker
processes (DJ/Resque/Minion/Stalker) to schedule recurring work at particular
times or dates. For example, refreshing feeds on an hourly basis, or send
reminder emails on a nightly basis, or generating invoices once a month on the
1st.

Quickstart

Create clock.rb:

```
  require 'clockwork'
  include Clockwork

  handler do |job|
    puts "Running #{job}"
  end
```

```
every(10.seconds, 'frequent.job')
every(3.minutes, 'less.frequent.job')
every(1.hour, 'hourly.job')

every(1.day, 'midnight.job', :at => '00:00')
```

Run it with the clockwork binary:

```
$ clockwork clock.rb
[2010-05-25 18:16:46 -0700] Starting clock for 4 events: [ frequent.job less.frequent.job hourly.job midnight.job ]
[2010-05-25 18:16:46 -0700] -> frequent.job
```

Use with queueing

The clock process only makes sense as a place to schedule work to be done, not
to do the work. It avoids locking by running as a single process, but this
makes it impossible to parallelize. For doing the work, you should be using a
job queueing system, such as
[Delayed Job](http://www.therailsway.com/2009/7/22/do-it-later-with-delayed-job),
[Beanstalk/Stalker](http://adam.heroku.com/past/2010/4/24/beanstalk_a_simple_and_fast_queueing_backend/),
[RabbitMQ/Minion](http://adamblog.heroku.com/past/2009/9/28/background_jobs_with_rabbitmq_and_minion/),
or
[Resque](http://github.com/blog/542-introducing-resque). This design allows a
simple clock process with no locks, but also offers near infinite horizontal
scalability.

For example, if you're using Beanstalk/Staker:

```
require 'stalker'

handler { |job| Stalker.enqueue(job) }

every(1.hour, 'feeds.refresh')
every(1.day, 'reminders.send', :at => '01:30')
```

Using a queueing system which doesn't require that your full application be
loaded is preferable, because the clock process can keep a tiny memory
footprint. If you're using DJ or Resque, however, you can go ahead and load
your full application enviroment, and use per-event blocks to call DJ or Resque
enqueue methods. For example, with DJ/Rails:

```
require 'config/boot'
require 'config/environment'

every(1.hour, 'feeds.refresh') { Feed.send_later(:refresh) }
every(1.day, 'reminders.send', :at => '01:30') { Reminder.send_later(:send_reminders) }
```

Anatomy of a clock file
----

clock.rb is standard Ruby. Since we include the Clockwork module (the
clockwork binary does this automatically, or you can do it explicitly), this
exposes a small DSL ("handler" and "every") to define the handler for events,
and then the events themselves.

The handler typically looks like this:

```
handler { |job| enqueue_your_job(job) }
```

This block will be invoked every time an event is triggered, with the job name
passed in. In most cases, you should be able to pass the job name directly
through to your queueing system.

The second part of the file are the events, which roughly resembles a crontab:

```
every(5.minutes, 'thing.do')
every(1.hour, 'otherthing.do')
```

In the first line of this example, an event will be triggered once every five
minutes, passing the job name 'thing.do' into the handler. The handler shown
above would thus call enqueue_your_job('thing.do').

You can also pass a custom block to the handler, for job queueing systems that
rely on classes rather than job names (i.e. DJ and Resque). In this case, you
need not define a general event handler, and instead provide one with each
event:

```
every(5.minutes, 'thing.do') { Thing.send_later(:do) }
```

If you provide a custom handler for the block, the job name is used only for
logging.

You can also use blocks to do more complex checks:

```
every(1.day, 'check.leap.year') do
  Stalker.enqueue('leap.year.party') if Time.now.year % 4 == 0
end
```

In production

Only one clock process should ever be running across your whole application
deployment. For example, if your app is running on three VPS machines (two app
servers and one database), your app machines might have the following process

topography:

* App server 1: 3 web (thin start), 3 workers (rake jobs:work), 1 clock (clockwork clock.rb)
* App server 2: 3 web (thin start), 3 workers (rake jobs:work)

You should use Monit, God, Upstart, or Inittab to keep your clock process
running the same way you keep your web and workers running.

Meta

Created by Adam Wiggins

Inspired by [rufus-scheduler](http://rufus.rubyforge.org/rufus-scheduler/) and [http://github.com/bvandenbos/resque-scheduler](resque-scehduler)

Design assistance from Peter van Hardenberg and Matthew Soldo

Patches contributed by Mark McGranaghan

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http://github.com/adamwiggins/clockwork

Found in path(s):
* /opt/cola/permits/1215783807_1634571130.71/0/clockwork-0-2-2-2-gem/data-tar-gz/README.md

1.157 gopkg.in-yaml GOAMD64=v1 build

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1.163 xxhash 2.1.2

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1.165 go-runewidth 0.0.9

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1.166 golang-sql-civil 0.0.0-20190719163853-cb61b32ac6fe

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1.167 go-xerial-snappy 0.0.0-20180814174437-776d5712da21

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 The "Library", below, refers to any such software library or work
which has been distributed under these terms. A "work based on the
Library" means either the Library or any derivative work under
copyright law: that is to say, a work containing the Library or a
portion of it, either verbatim or with modifications and/or translated

straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of

its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
it.

Thus, it is not the intent of this section to claim rights or contest
your rights to work written entirely by you; rather, the intent is to
exercise the right to control the distribution of derivative or
collective works based on the Library.

In addition, mere aggregation of another work not based on the Library
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these notices.

 Once this change is made in a given copy, it is irreversible for
that copy, so the ordinary GNU General Public License applies to all
subsequent copies and derivative works made from that copy.

 This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

 4. You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form

under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

 If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

 5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

 However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

 When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

 Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

 6. As an exception to the Sections above, you may also combine or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies

the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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For the developers' and authors' protection, the GPL clearly explains
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Some devices are designed to deny users access to install or run
modified versions of the software inside them, although the manufacturer
can do so. This is fundamentally incompatible with the aim of
protecting users' freedom to change the software. The systematic
pattern of such abuse occurs in the area of products for individuals to
use, which is precisely where it is most unacceptable. Therefore, we

have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices"

to the extent that it includes a convenient and prominently visible
feature that (1) displays an appropriate copyright notice, and (2)
tells the user that there is no warranty for the work (except to the
extent that warranties are provided), that licensees may convey the
work under this License, and how to view a copy of this License. If
the interface presents a list of user commands or options, such as a
menu, a prominent item in the list meets this criterion.

 1. Source Code.

 The "source code" for a work means the preferred form of the work
for making modifications to it. "Object code" means any non-source
form of a work.

 A "Standard Interface" means an interface that either is an official
standard defined by a recognized standards body, or, in the case of
interfaces specified for a particular programming language, one that
is widely used among developers working in that language.

 The "System Libraries" of an executable work include anything, other
than the work as a whole, that (a) is included in the normal form of
packaging a Major Component, but which is not part of that Major
Component, and (b) serves only to enable use of the work with that
Major Component, or to implement a Standard Interface for which an
implementation is available to the public in source code form. A
"Major Component", in this context, means a major essential component
(kernel, window system, and so on) of the specific operating system
(if any) on which the executable work runs, or a compiler used to
produce the work, or an object code interpreter used to run it.

 The "Corresponding Source" for a work in object code form means all
the source code needed to generate, install, and (for an executable
work) run the object code and to modify the work, including scripts to
control those activities. However, it does not include the work's
System Libraries, or general-purpose tools or generally available free
programs which are used unmodified in performing those activities but
which are not part of the work. For example, Corresponding Source
includes interface definition files associated with source files for
the work, and the source code for shared libraries and dynamically
linked subprograms that the work is specifically designed to require,
such as by intimate data communication or control flow between those
subprograms and other parts of the work.

 The Corresponding Source need not include anything that users
can regenerate automatically from other parts of the Corresponding
Source.

 The Corresponding Source for a work in source code form is that

same work.

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You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice;

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non-permissive terms added in accord with section 7 apply to the code;
keep intact all notices of the absence of any warranty; and give all
recipients a copy of this License along with the Program.

  You may charge any price or no price for each copy that you convey,
and you may offer support or warranty protection for a fee.

  5. Conveying Modified Source Versions.

  You may convey a work based on the Program, or the modifications to
produce it from the Program, in the form of source code under the
terms of section 4, provided that you also meet all of these conditions:

    a) The work must carry prominent notices stating that you modified
    it, and giving a relevant date.

    b) The work must carry prominent notices stating that it is
    released under this License and any conditions added under section
    7. This requirement modifies the requirement in section 4 to
    "keep intact all notices".

    c) You must license the entire work, as a whole, under this
    License to anyone who comes into possession of a copy. This
    License will therefore apply, along with any applicable section 7
    additional terms, to the whole of the work, and all its parts,
    regardless of how they are packaged. This License gives no
    permission to license the work in any other way, but it does not
    invalidate such permission if you have separately received it.

    d) If the work has interactive user interfaces, each must display
    Appropriate Legal Notices; however, if the Program has interactive
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  A compilation of a covered work with other separate and independent
works, which are not by their nature extensions of the covered work,
and which are not combined with it such as to form a larger program,
in or on a volume of a storage or distribution medium, is called an
"aggregate" if the compilation and its resulting copyright are not
used to limit the access or legal rights of the compilation's users
beyond what the individual works permit. Inclusion of a covered work
in an aggregate does not cause this License to apply to the other
parts of the aggregate.

  6. Conveying Non-Source Forms.

  You may convey a covered work in object code form under the terms

of sections 4 and 5, provided that you also convey the
machine-readable Corresponding Source under the terms of this License,
in one of these ways:

  a) Convey the object code in, or embodied in, a physical product
  (including a physical distribution medium), accompanied by the
  Corresponding Source fixed on a durable physical medium
  customarily used for software interchange.

  b) Convey the object code in, or embodied in, a physical product
  (including a physical distribution medium), accompanied by a
  written offer, valid for at least three years and valid for as
  long as you offer spare parts or customer support for that product
  model, to give anyone who possesses the object code either (1) a
  copy of the Corresponding Source for all the software in the
  product that is covered by this License, on a durable physical
  medium customarily used for software interchange, for a price no
  more than your reasonable cost of physically performing this
  conveying of source, or (2) access to copy the
  Corresponding Source from a network server at no charge.

  c) Convey individual copies of the object code with a copy of the
  written offer to provide the Corresponding Source. This
  alternative is allowed only occasionally and noncommercially, and
  only if you received the object code with such an offer, in accord
  with subsection 6b.

  d) Convey the object code by offering access from a designated
  place (gratis or for a charge), and offer equivalent access to the
  Corresponding Source in the same way through the same place at no
  further charge. You need not require recipients to copy the
  Corresponding Source along with the object code. If the place to
  copy the object code is a network server, the Corresponding Source
  may be on a different server (operated by you or a third party)
  that supports equivalent copying facilities, provided you maintain
  clear directions next to the object code saying where to find the
  Corresponding Source. Regardless of what server hosts the
  Corresponding Source, you remain obligated to ensure that it is
  available for as long as needed to satisfy these requirements.

  e) Convey the object code using peer-to-peer transmission, provided
  you inform other peers where the object code and Corresponding
  Source of the work are being offered to the general public at no
  charge under subsection 6d.

 A separable portion of the object code, whose source code is excluded
from the Corresponding Source as a System Library, need not be
included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects or is expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

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Constant-time SSSE3 AES core implementation.
version 0.1
##
By Mike Hamburg (Stanford University), 2009
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##
For details see http://shiftleft.org/papers/vector_aes/ and
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Constant-time SSSE3 AES core implementation.
version 0.1
##
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1.170 webencodings 0.5.1

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* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/__init__.py
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/tests.py
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/x_user_defined.py
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```
from setuptools import setup, find_packages
import io
from os import path
import re


VERSION = re.search("VERSION = '([^']+)'", io.open(
    path.join(path.dirname(__file__), 'webencodings', '__init__.py'),
    encoding='utf-8'
).read().strip()).group(1)

LONG_DESCRIPTION = io.open(
    path.join(path.dirname(__file__), 'README.rst'),
    encoding='utf-8'
).read()


setup(
    name='webencodings',
    version=VERSION,
    url='https://github.com/SimonSapin/python-webencodings',
    license='BSD',
```

```
        author='Simon Sapin',
        author_email='simon.sapin@exyr.org',
        maintainer='Geoffrey Sneddon',
        maintainer_email='me@gsnedders.com',
        description='Character encoding aliases for legacy web content',
        long_description=LONG_DESCRIPTION,
        classifiers=[
            'Development Status :: 4 - Beta',
            'Intended Audience :: Developers',
            'License :: OSI Approved :: BSD License',
            'Programming Language :: Python',
            'Programming Language :: Python :: 2',
            'Programming Language :: Python :: 2.6',
            'Programming Language :: Python :: 2.7',
            'Programming Language :: Python :: 3',
            'Programming Language :: Python :: 3.3',
            'Programming Language :: Python :: 3.4',
            'Programming Language :: Python :: 3.5',
            'Programming Language :: Python :: 3.6',
            'Programming Language :: Python :: Implementation :: CPython',
            'Programming Language :: Python :: Implementation :: PyPy',
            'Topic :: Internet :: WWW/HTTP',
        ],
        packages=find_packages(),
    )
```

Found in path(s):
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-
0.5.1/setup.py
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Metadata-Version: 1.1
Name: webencodings
Version: 0.5.1
Summary: Character encoding aliases for legacy web content
Home-page: https://github.com/SimonSapin/python-webencodings
Author: Geoffrey Sneddon
Author-email: me@gsnedders.com
License: BSD
Description: python-webencodings
        ===================

        This is a Python implementation of the `WHATWG Encoding standard
        <http://encoding.spec.whatwg.org/>`_.

        * Latest documentation: http://packages.python.org/webencodings/
        * Source code and issue tracker:
          https://github.com/gsnedders/python-webencodings

* PyPI releases: http://pypi.python.org/pypi/webencodings
* License: BSD
* Python 2.6+ and 3.3+

In order to be compatible with legacy web content
when interpreting something like ``Content-Type: text/html; charset=latin1``,
tools need to use a particular set of aliases for encoding labels
as well as some overriding rules.
For example, ``US-ASCII`` and ``iso-8859-1`` on the web are actually
aliases for ``windows-1252``, and an UTF-8 or UTF-16 BOM takes precedence
over any other encoding declaration.
The Encoding standard defines all such details so that implementations do
not have to reverse-engineer each other.

This module has encoding labels and BOM detection,
but the actual implementation for encoders and decoders is Python's.

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
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Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
Classifier: Programming Language :: Python :: Implementation :: CPython
Classifier: Programming Language :: Python :: Implementation :: PyPy
Classifier: Topic :: Internet :: WWW/HTTP

Found in path(s):
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-
0.5.1/webencodings.egg-info/PKG-INFO
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/PKG-
INFO
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"""

  webencodings.mklabels
  ~~~~~~~~~~~~~~~~~~~~~

  Regenarate the webencodings.labels module.

```
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"""

import json
try:
    from urllib import urlopen
except ImportError:
    from urllib.request import urlopen


def assert_lower(string):
    assert string == string.lower()
    return string


def generate(url):
    parts = ['''\
"""

    webencodings.labels
    ~~~~~~~~~~~~~~~~~~~

    Map encoding labels to their name.

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"""

# XXX Do not edit!
# This file is automatically generated by mklabels.py

LABELS = {
''']
    labels = [
        (repr(assert_lower(label)).lstrip('u'),
         repr(encoding['name']).lstrip('u'))
        for category in json.loads(urlopen(url).read().decode('ascii'))
        for encoding in category['encodings']
        for label in encoding['labels']]
    max_len = max(len(label) for label, name in labels)
    parts.extend(
        '    %s:%s %s,\n' % (label, ' ' * (max_len - len(label)), name)
        for label, name in labels)
    parts.append('}')
    return ''.join(parts)
```

```
if __name__ == '__main__':
    print(generate('http://encoding.spec.whatwg.org/encodings.json'))
```

Found in path(s):
* /opt/cola/permits/1401468445_1661617535.3616152/0/webencodings-0-5-1-1-tar-gz/webencodings-
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python-webencodings
===================

This is a Python implementation of the `WHATWG Encoding standard
<http://encoding.spec.whatwg.org/>`_.

* Latest documentation: http://packages.python.org/webencodings/
* Source code and issue tracker:
  https://github.com/gsnedders/python-webencodings
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tools need to use a particular set of aliases for encoding labels
as well as some overriding rules.
For example, ``US-ASCII`` and ``iso-8859-1`` on the web are actually
aliases for ``windows-1252``, and an UTF-8 or UTF-16 BOM takes precedence
over any other encoding declaration.
The Encoding standard defines all such details so that implementations do
not have to reverse-engineer each other.

This module has encoding labels and BOM detection,
but the actual implementation for encoders and decoders is Python's.

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1.171 modern-go-concurrent 0.0.0-20180306012644-bacd9c7ef1dd

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1.174 six 1.14.0

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The primary author and maintainer of six is Benjamin Peterson. He would like to
acknowledge the following people who submitted bug reports, pull requests, and
otherwise worked to improve six:

Marc Abramowitz
immerrr again
Alexander Artemenko
Aymeric Augustin
Lee Ball
Ben Bariteau
Ned Batchelder
Wouter Bolsterlee
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Ben Darnell
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Jordan Moldow

Berker Peksag

Sridhar Ratnakumar

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1.175 base-files 11ubuntu5.5

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set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
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1.177 x-term 0.0.0-20210927222741-03fcf44c2211

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1.179 gosimple-slug 1.9.0

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1.190 kerberos 1.17-6ubuntu4.1

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1.193 google-uuid 1.1.5

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1.195 com 1.0.1

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A grammar to describe tree matching patterns.
Not shown here:
- 'TOKEN' stands for any token (leaf node)
- 'any' stands for any node (leaf or interior)
With 'any' we can still specify the sub-structure.

The start symbol is 'Matcher'.

Matcher: Alternatives ENDMARKER

Alternatives: Alternative ('|' Alternative)*

Alternative: (Unit | NegatedUnit)+

Unit: [NAME '='] (STRING [Repeater]
        | NAME [Details] [Repeater]
        | '(' Alternatives ')' [Repeater]
        | '[' Alternatives ']'
)

NegatedUnit: 'not' (STRING | NAME [Details] | '(' Alternatives ')')

Repeater: '*' | '+' | '{' NUMBER [',' NUMBER] '}'

Details: '<' Alternatives '>'

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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/lib2to3/PatternGrammar.txt
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/lib2to3/PatternGrammar.txt
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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Modules/_tkinter.c
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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.8/Lib/distutils/command/bdist_msi.py
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* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.6/Lib/distutils/command/bdist_wininst.py
* /opt/cola/permits/1168963812_1622802919.99/0/python3-stdlib-extensions-3-8-2-orig-tar-xz/python3-stdlib-extensions-3.8.2/3.7/Lib/distutils/command/bdist_msi.py
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1.199 antchfx-xmlquery 1.3.9

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* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/WebSocketTransport.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/XhrTransport.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/Session.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/JsonCodec.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/EventBusBridgeHook.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/EventBusBridge.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/RawWebSocketTransport.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/TransportListener.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/JsonPTransport.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/BaseTransport.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/HtmlFileTransport.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/SockJSServerImpl.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/SockJSSocketBase.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/SockJSSocket.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/Transport.java
* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-
jar/io/vertx/ext/sockjs/impl/EventSourceTransport.java
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* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/io/vertx/ext/sockjs/BridgeOptions.java

* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/io/vertx/ext/sockjs/SockJSServer.java

* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/io/vertx/ext/sockjs/SockJSServerOptions.java

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* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/ext-sockjs-js/sock_js_server.js

* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/io/vertx/groovy/ext/sockjs/SockJSServer.groovy

* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/ext-sockjs-js/sock_jsserver.js

* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/ext-sockjs-js/sock_jssocket.js

* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/io/vertx/groovy/ext/sockjs/SockJSSocket.groovy

* /opt/cola/permits/1217182149_1635515105.41/0/vertx-sockjs-3-0-0-dev-preview1-sources-jar/ext-sockjs-js/sock_js_socket.js

1.201 pynacl 1.4.0

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1.202 ini 1.57.0

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and what the program that uses the Library does.

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  table of data to be supplied by an application program that uses
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is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
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If distribution of object code is made by offering access to copy
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5. A program that contains no derivative of any portion of the
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However, linking a "work that uses the Library" with the Library
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library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

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Whether this is true is especially significant if the work can be
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threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
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  c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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That's all there is to it!

1.208 base-files 11ubuntu5.6

1.208.1 Available under license :

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

                   Preamble

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complete object files to the recipients so that they can relink them
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 Finally, any free program is threatened constantly by software
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the same as in the ordinary license.

 The reason we have a separate public license for some libraries is that

they blur the distinction we usually make between modifying or adding to a
program and simply using it. Linking a program with a library, without
changing the library, is in some sense simply using the library, and is
analogous to running a utility program or application program. However, in
a textual and legal sense, the linked executable is a combined work, a
derivative of the original library, and the ordinary General Public License
treats it as such.

 Because of this blurred distinction, using the ordinary General
Public License for libraries did not effectively promote software
sharing, because most developers did not use the libraries. We
concluded that weaker conditions might promote sharing better.

 However, unrestricted linking of non-free programs would deprive the
users of those programs of all benefit from the free status of the
libraries themselves. This Library General Public License is intended to
permit developers of non-free programs to use free libraries, while
preserving your freedom as a user of such programs to change the free
libraries that are incorporated in them. (We have not seen how to achieve
this as regards changes in header files, but we have achieved it as regards
changes in the actual functions of the Library.) The hope is that this
will lead to faster development of free libraries.

 The precise terms and conditions for copying, distribution and
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works together with the library.

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1.211 blang-semver 3.5.1+incompatible

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1.212 globalsign-mgo 0.0.0-20181015135952-eeefdecb41b8

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1.213 xz 5.2.4 1ubuntu1

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LIBGCRYPT   Werner Koch   2001-06-07

Assigns past and future changes.

Assignment for future changes terminated on 2012-12-04.

wk@gnupg.org

Designed and implemented Libgcrypt.

GNUPG Matthew Skala   1998-08-10

Disclaims changes.

mskala@ansuz.sooke.bc.ca

Wrote cipher/twofish.c.

GNUPG Natural Resources Canada   1998-08-11

Disclaims changes by Matthew Skala.

GNUPG Michael Roth Germany   1998-09-17

Assigns changes.

mroth@nessie.de

Wrote cipher/des.c.

Changes and bug fixes all over the place.

GNUPG Niklas Hernaeus 1998-09-18

Disclaims changes.

nh@df.lth.se

Weak key patches.

GNUPG Rmi Guyomarch 1999-05-25

Assigns past and future changes. (g10/compress.c, g10/encr-data.c,

g10/free-packet.c, g10/mdfilter.c, g10/plaintext.c, util/iobuf.c)

rguyom@mail.dotcom.fr

ANY   g10 Code GmbH   2001-06-07
Assignment for future changes terminated on 2012-12-04.
Code marked with ChangeLog entries of g10 Code employees.

LIBGCRYPT Timo Schulz   2001-08-31
Assigns past and future changes.
twoaday@freakmail.de

LIBGCRYPT Simon Josefsson   2002-10-25
Assigns past and future changes to FSF (cipher/{md4,crc}.c, CTR mode,
CTS/MAC flags, self test improvements)
simon@josefsson.org

LIBGCRYPT Moritz Schulte 2003-04-17
Assigns past and future changes.
moritz@g10code.com

GNUTLS Nikolaos Mavrogiannopoulos 2003-11-22
nmav@gnutls.org
Original code for cipher/rfc2268.c.

LIBGCRYPT The Written Word 2005-04-15
Assigns past and future changes. (new: src/libgcrypt.pc.in,
src/Makefile.am, src/secmem.c, mpi/hppa1.1/mpih-mul3.S,
mpi/hppa1.1/udiv-qrnnd.S, mpi/hppa1.1/mpih-mul2.S,
mpi/hppa1.1/mpih-mul1.S, mpi/Makefile.am, tests/prime.c,
tests/register.c, tests/ac.c, tests/basic.c, tests/tsexp.c,
tests/keygen.c, tests/pubkey.c, configure.ac, acinclude.m4)

LIBGCRYPT   Brad Hards   2006-02-09
Assigns Past and Future Changes
bradh@frogmouth.net
(Added OFB mode. Changed cipher/cipher.c, test/basic.c doc/gcrypt.tex.
added SHA-224, changed cipher/sha256.c, added HMAC tests.)

LIBGCRYPT   Hye-Shik Chang   2006-09-07
Assigns Past and Future Changes
perky@freebsd.org
(SEED cipher)

LIBGCRYPT   Werner Dittmann 2009-05-20
Assigns Past and Future Changes
werner.dittmann@t-online.de
(mpi/amd64, tests/mpitests.c)

GNUPG   David Shaw

Assigns past and future changes.
dshaw@jabberwocky.com
(cipher/camellia-glue.c and related stuff)

LIBGCRYPT   Andrey Jivsov   2010-12-09
Assigns Past and Future Changes
openpgp@brainhub.org
(cipher/ecc.c and related files)

LIBGCRYPT   Ulrich Mller   2012-02-15
Assigns Past and Future Changes
ulm@gentoo.org
(Changes to cipher/idea.c and related files)

LIBGCRYPT   Vladimir Serbinenko 2012-04-26
Assigns Past and Future Changes
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(cipher/serpent.c)

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Vitezslav Cizek <vcizek@suse.com>
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Werner Koch <wk@gnupg.org> (g10 Code GmbH)
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============

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Most of the stuff in mpi has been taken from an old GMP library
version by Torbjorn Granlund <tege@noisy.tmg.se>.

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Wedgwood 1996-1999.

The ECC code cipher/ecc.c was based on code by Sergi Blanch i Torne,
sergi at calcurco dot org.

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Marc Abramowitz

immerrr again

Alexander Artemenko

Aymeric Augustin

Lee Ball

Ben Bariteau

Ned Batchelder

Wouter Bolsterlee

Brett Cannon

Jason R. Coombs

Julien Danjou

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Ben Davis

Jon Dufresne

Tim Graham

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Max Grender-Jones

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Toshiki Kataoka

Hugo van Kemenade

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Jordan Moldow

Berker Peksag

Sridhar Ratnakumar

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    include/libssh/keys.h
    include/libssh/legacy.h
    include/libssh/libcrypto.h
    include/libssh/libgcrypt.h
    include/libssh/libssh.h
    include/libssh/libsshpp.hpp
    include/libssh/messages.h

include/libssh/misc.h

include/libssh/packet.h

include/libssh/pcap.h

include/libssh/pki.h

include/libssh/pki_priv.h

include/libssh/poll.h

include/libssh/priv.h

include/libssh/scp.h

include/libssh/server.h

include/libssh/session.h

include/libssh/sftp.h

include/libssh/socket.h

include/libssh/string.h

include/libssh/threads.h

include/libssh/wrapper.h

src/auth1.c

src/base64.c

src/bignum.c

src/bind.c

src/buffer.c

src/client.c

src/connect.c

src/crc32.c

src/ecdh.c

src/error.c

src/gcrypt_missing.c

src/init.c

src/kex.c

src/kex1.c

src/legacy.c

src/libcrypto.c

src/libgcrypt.c

src/log.c

src/messages.c

src/packet.c

src/packet1.c

src/packet_cb.c

src/packet_crypt.c

src/pcap.c

src/pki_container_openssh.c

src/pki_ed25519.c

src/server.c

src/session.c

src/sftpserver.c

src/socket.c

src/string.c

src/threads.c

src/threads/pthread.c

src/wrapper.c

tests/benchmarks/bench_raw.c

tests/benchmarks/bench_scp.c

tests/benchmarks/bench_sftp.c

tests/benchmarks/benchmarks.c

tests/benchmarks/benchmarks.h

tests/benchmarks/latency.c

tests/client/torture_algorithms.c

tests/client/torture_auth.c

tests/client/torture_connect.c

tests/client/torture_knownhosts.c

tests/client/torture_session.c

tests/test_pcap.c

tests/test_socket.c

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Files: examples/exec.c

examples/senddata.c

examples/CMakeLists.txt

include/libssh/ssh1.h

include/libssh/ssh2.h

tests/authentication.c

tests/benchmarks/bench1.sh

tests/benchmarks/bench2.sh

tests/chmodtest.c

tests/client/torture_proxycommand.c

tests/client/torture_sftp_dir.c

tests/client/torture_sftp_read.c

tests/cmdline.c

tests/connection.c

tests/generate.py

tests/sftp_stress/main.c

tests/test_exec.c

tests/test_ssh_bind_accept_fd.c

tests/test_tunnel.c

tests/tests.h

tests/unittests/torture_buffer.c

tests/unittests/torture_callbacks.c

tests/unittests/torture_channel.c

tests/unittests/torture_init.c

tests/unittests/torture_isipaddr.c

tests/unittests/torture_keyfiles.c

tests/unittests/torture_list.c

tests/unittests/torture_misc.c

tests/unittests/torture_options.c

tests/unittests/torture_pki.c

tests/unittests/torture_rand.c

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Files: examples/authentication.c

    examples/connect_ssh.c

    examples/examples_common.h

    examples/knownhosts.c

    examples/libssh_scp.c

    examples/libsshpp.cpp

    examples/libsshpp_noexcept.cpp

    examples/proxy.c

    examples/sample.c

    examples/samplesftp.c

    examples/samplesshd-cb.c

    examples/samplesshd-kbdint.c

    examples/scp_download.c

    examples/sshnetcat.c

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    src/external/ed25519.c

    src/external/fe25519.c

    src/external/ge25519.c

    src/external/ge25519_base.data

    src/external/sc25519.c

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Files: tests/pkd/pkd_client.h

    tests/pkd/pkd_daemon.c

    tests/pkd/pkd_daemon.h

    tests/pkd/pkd_hello.c

    tests/pkd/pkd_keyutil.c

    tests/pkd/pkd_keyutil.h

    tests/pkd/pkd_util.c

    tests/pkd/pkd_util.h

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Files: src/channels.c

src/channels1.c
src/gzip.c
src/known_hosts.c
src/misc.c
src/options.c
src/pki.c
src/pki_crypto.c
src/pki_gcrypt.c
src/sftp.c
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Files: include/libssh/agent.h
    include/libssh/options.h
    src/agent.c
    src/callbacks.c
    src/config.c
    tests/client/torture_forward.c
    tests/client/torture_request_env.c
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    tests/torture.c
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     cmake/Modules/DefineCompilerFlags.cmake
     cmake/Modules/DefineInstallationPaths.cmake
     cmake/Modules/DefinePlatformDefaults.cmake
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Files: cmake/Modules/AddCMockaTest.cmake
     cmake/Modules/CheckCCompilerFlagSSP.cmake
     cmake/Modules/FindArgp.cmake
     cmake/Modules/FindCMocka.cmake
     cmake/Modules/FindGCrypt.cmake
     cmake/Modules/FindGSSAPI.cmake
     cmake/Modules/FindNaCl.cmake
     cmake/Modules/FindNSIS.cmake

cmake/Modules/MacroEnsureOutOfSourceBuild.cmake

cmake/Modules/UseDoxygen.cmake

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1.235 sysv-init 2.96-2.1ubuntu1

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1.237 opentracing-go-stdlib 1.0.0

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1.239 supervisor 4.2.0

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1.240 systemd 245.4-4ubuntu3.18

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1.241 mgo 0.0.0-20181015135952-eeefdecb41b8

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mgo - MongoDB driver for Go

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1.242 go-macaron-binding 0.0.0-20190806013118-0b4f37bab25b

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1.243 uap-go 0.0.0-20190826212731-daf92ba38329

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1.244 go-mssqldb 0.0.0-20200910202707-1e08a3fab204

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1.245 python-requests 2.26.0

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1.246 bytebufferpool 1.0.0
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1.247 protobuf 1.27.1

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1.248 c-ares 1.17.0

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1.249 idna 3.3

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1.250 e2fsprogs 1.45.5 2ubuntu1

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were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

#
This is a Makefile stub which handles the creation of BSD shared
libraries.
#
In order to use this stub, the following makefile variables must be defined.
#
BSDLIB_VERSION = 1.0
BSDLIB_IMAGE = libce
BSDLIB_MYDIR = et
BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image: $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM) -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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===
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
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+   trivial database library - standalone version

- trivial database library - private includes
-
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 If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

 Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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That's all there is to it!
This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This package was put together by Yann Dirson <dirson@debian.org>,
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Protocol Buffers for Go with Gadgets

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Go support for leveled logs, analogous to

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Support for streaming Protocol Buffer messages for the Go language (golang).

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DNS library in Go

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LevelDB key/value database in Go

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gosnappy - a fork of code.google.com/p/snappy-go

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```go
package api

import (
 "io/ioutil"
 "strings"
 "time"
)

type License struct {
 // The unique identifier of the license
 LicenseID string `json:"license_id"`

 // The customer ID associated with the license
 CustomerID string `json:"customer_id"`

 // If set, an identifier that should be used to lock the license to a
 // particular site, cluster, etc.
 InstallationID string `json:"installation_id"`

 // The time at which the license was issued
 IssueTime time.Time `json:"issue_time"`

 // The time at which the license starts being valid
 StartTime time.Time `json:"start_time"`

 // The time after which the license expires
 ExpirationTime time.Time `json:"expiration_time"`

 // The time at which the license ceases to function and can
 // no longer be used in any capacity
 TerminationTime time.Time `json:"termination_time"`

 // The product the license is valid for
 Product string `json:"product"`

 // License Specific Flags
 Flags map[string]interface{} `json:"flags"`

 // Modules is a list of the licensed enterprise modules
 Modules []string `json:"modules"`
```

```go
    // List of features enabled by the license
    Features []string `json:"features"`
}

type LicenseReply struct {
    Valid   bool
    License *License
    Warnings []string
}

func (op *Operator) LicenseGet(q *QueryOptions) (*LicenseReply, error) {
    var reply LicenseReply
    if _, err := op.c.query("/v1/operator/license", &reply, q); err != nil {
        return nil, err
    } else {
        return &reply, nil
    }
}

func (op *Operator) LicenseGetSigned(q *QueryOptions) (string, error) {
    r := op.c.newRequest("GET", "/v1/operator/license")
    r.params.Set("signed", "1")
    r.setQueryOptions(q)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return "", err
    }
    defer closeResponseBody(resp)

    data, err := ioutil.ReadAll(resp.Body)
    if err != nil {
        return "", err
    }

    return string(data), nil
}

// LicenseReset will reset the license to the builtin one if it is still valid.
// If the builtin license is invalid, the current license stays active.
//
// DEPRECATED: Consul 1.10 removes the corresponding HTTP endpoint as licenses
// are now set via agent configuration instead of through the API
func (op *Operator) LicenseReset(opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("DELETE", "/v1/operator/license")
    r.setWriteOptions(opts)
    _, resp, err := requireOK(op.c.doRequest(r))
```

```
if err != nil {
 return nil, err
 }
 defer resp.Body.Close()
 if err := decodeBody(resp, &reply); err != nil {
 return nil, err
 }
 return &reply, nil
}

// LicensePut will configure the Consul Enterprise license for the target datacenter
//
// DEPRECATED: Consul 1.10 removes the corresponding HTTP endpoint as licenses
// are now set via agent configuration instead of through the API
func (op *Operator) LicensePut(license string, opts *WriteOptions) (*LicenseReply, error) {
 var reply LicenseReply
 r := op.c.newRequest("PUT", "/v1/operator/license")
 r.setWriteOptions(opts)
 r.body = strings.NewReader(license)
 _, resp, err := requireOK(op.c.doRequest(r))
 if err != nil {
 return nil, err
 }
 defer resp.Body.Close()

 if err := decodeBody(resp, &reply); err != nil {
 return nil, err
 }

 return &reply, nil
}
```
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*/

package minio

import (
 "bytes"
 "context"
 "encoding/xml"
 "fmt"
 "net/http"
 "net/url"

 "github.com/minio/minio-go/v7/pkg/s3utils"
)

// objectLegalHold - object legal hold specified in
// https://docs.aws.amazon.com/AmazonS3/latest/API/archive-RESTObjectPUTLegalHold.html
type objectLegalHold struct {
 XMLNS   string   `xml:"xmlns,attr,omitempty"`
 XMLName xml.Name   `xml:"LegalHold"`
 Status LegalHoldStatus `xml:"Status,omitempty"`
}

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call

```go
type PutObjectLegalHoldOptions struct {
 VersionID string
 Status    *LegalHoldStatus
}

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call
type GetObjectLegalHoldOptions struct {
 VersionID string
}

// LegalHoldStatus - object legal hold status.
type LegalHoldStatus string

const (
 // LegalHoldEnabled indicates legal hold is enabled
 LegalHoldEnabled LegalHoldStatus = "ON"

 // LegalHoldDisabled indicates legal hold is disabled
 LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
 return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
 return r == LegalHoldEnabled || r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus) (*objectLegalHold, error) {
 if status == nil {
  return nil, fmt.Errorf("Status not set")
 }
 if !status.IsValid() {
  return nil, fmt.Errorf("invalid legal hold status `%v`", status)
 }
 legalHold := &objectLegalHold{
  Status: *status,
 }
 return legalHold, nil
}

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
PutObjectLegalHoldOptions) error {
 // Input validation.
 if err := s3utils.CheckValidBucketName(bucketName); err != nil {
```

```
    return err
  }

  if err := s3utils.CheckValidObjectName(objectName); err != nil {
   return err
  }

  // Get resources properly escaped and lined up before
  // using them in http request.
  urlValues := make(url.Values)
  urlValues.Set("legal-hold", "")

  if opts.VersionID != "" {
   urlValues.Set("versionId", opts.VersionID)
  }

  lh, err := newObjectLegalHold(opts.Status)
  if err != nil {
   return err
  }

  lhData, err := xml.Marshal(lh)
  if err != nil {
   return err
  }

  reqMetadata := requestMetadata{
   bucketName:      bucketName,
   objectName:      objectName,
   queryValues:     urlValues,
   contentBody:     bytes.NewReader(lhData),
   contentLength:   int64(len(lhData)),
   contentMD5Base64: sumMD5Base64(lhData),
   contentSHA256Hex: sum256Hex(lhData),
  }

  // Execute PUT Object Legal Hold.
  resp, err := c.executeMethod(ctx, http.MethodPut, reqMetadata)
  defer closeResponse(resp)
  if err != nil {
   return err
  }
  if resp != nil {
   if resp.StatusCode != http.StatusOK && resp.StatusCode != http.StatusNoContent {
    return httpRespToErrorResponse(resp, bucketName, objectName)
   }
  }
  return nil
```

```
}

// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(ctx context.Context, bucketName, objectName string, opts
GetObjectLegalHoldOptions) (status *LegalHoldStatus, err error) {
 // Input validation.
 if err := s3utils.CheckValidBucketName(bucketName); err != nil {
  return nil, err
 }

 if err := s3utils.CheckValidObjectName(objectName); err != nil {
  return nil, err
 }
 urlValues := make(url.Values)
 urlValues.Set("legal-hold", "")

 if opts.VersionID != "" {
  urlValues.Set("versionId", opts.VersionID)
 }

 // Execute GET on bucket to list objects.
 resp, err := c.executeMethod(ctx, http.MethodGet, requestMetadata{
  bucketName:      bucketName,
  objectName:      objectName,
  queryValues:     urlValues,
  contentSHA256Hex: emptySHA256Hex,
 })
 defer closeResponse(resp)
 if err != nil {
  return nil, err
 }
 if resp != nil {
  if resp.StatusCode != http.StatusOK {
   return nil, httpRespToErrorResponse(resp, bucketName, objectName)
  }
 }
 lh := &objectLegalHold{}
 if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
  return nil, err
 }

 return &lh.Status, nil
}
```
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package spec

import (
 "encoding/json"

 "github.com/go-openapi/swag"
)

// License information for the exposed API.
//

```go
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
 LicenseProps
 VendorExtensible
 }

// LicenseProps holds the properties of a License object
type LicenseProps struct {
 Name string `json:"name,omitempty"`
 URL  string `json:"url,omitempty"`
 }

// UnmarshalJSON hydrates License from json
func (l *License) UnmarshalJSON(data []byte) error {
 if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
  return err
 }
 return json.Unmarshal(data, &l.VendorExtensible)
 }

// MarshalJSON produces License as json
func (l License) MarshalJSON() ([]byte, error) {
 b1, err := json.Marshal(l.LicenseProps)
 if err != nil {
  return nil, err
 }
 b2, err := json.Marshal(l.VendorExtensible)
 if err != nil {
  return nil, err
 }
 return swag.ConcatJSON(b1, b2), nil
 }
```
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1.252 futures 3.1.1

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1.253 ubuntu-keyring 2020.02.11.4

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1.255 prometheus-node-exporter 1.0.0-rc.0.0.20200428091818-01054558c289

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update-license

This is a small tool that updates the license header for Uber's open source Golang files.

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```

Usage

```
update-license go_files...
```

Further Work

* Support more licenses by name (MIT, Apache 2.0, etc), file path, url (http GET)
* Support custom owner (not just "Uber Technologies, Inc.")
* Support more languages than go (cover go, java, js, py to start, along with LICENSE, LICENSE.txt)

* Talk about removing custom logic for header comments (ie `@generated`, `Code generated by`), it probably makes more sense just to put the license at the top
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* github.com/rogpeppe/go-internal - https://github.com/rogpeppe/go-internal

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* golang.org/x/tools/go/analysis - https://github.com/golang/tools

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.
^L
6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood

that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)
will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.

e) Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.

 For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that is
normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
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accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
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facilities not covered by this License, and distribute such a combined
library, provided that the separate distribution of the work based on
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Sections above.

b) Give prominent notice with the combined library of the fact
that part of it is a work based on the Library, and explaining
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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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covered by this License; they are outside its scope. The act of
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d) If a facility in the modified Library refers to a function or a
table of data to be supplied by an application program that uses
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in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)

These requirements apply to the modified work as a whole. If
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 This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

 4. You may copy and distribute the Library (or a portion or
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from a designated place, then offering equivalent access to copy the
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 5. A program that contains no derivative of any portion of the
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 When a "work that uses the Library" uses material from a header file
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Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

 6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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 b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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reproducing the executable from it. However, as a special exception,
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components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see http://www.cnri.reston.va.us) in Reston, Virginia where he released several versions of the software.

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

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1.274 iconv 2.31

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 If the program does terminal interaction, make it output a short
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    This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
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[This is the first released version of the library GPL. It is
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 The reason we have a separate public license for some libraries is that
they blur the distinction we usually make between modifying or adding to a
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 Because of this blurred distinction, using the ordinary General
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concluded that weaker conditions might promote sharing better.

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  table, the facility still operates, and performs whatever part of
  its purpose remains meaningful.

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  a purpose that is entirely well-defined independent of the
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  application-supplied function or table used by this function must
  be optional: if the application does not supply it, the square
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medium customarily used for software interchange.

 If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

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creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

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that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
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linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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 Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
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 6. As an exception to the Sections above, you may also compile or
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d) Verify that the user has already received a copy of these
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which the executable runs, unless that component itself accompanies
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1.279 keyutils 1.6-6ubuntu1.1

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 * Rob Earhart
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1.283 google-go-cmp 0.5.4

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1.285 prometheus-common 0.32.1

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1.286 curl 7.68.0-1ubuntu2.13

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1.287 golang-genproto 0.0.0-20201022181438-0ff5f38871d5

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1.291 zlib 1.2.11

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1.292 lib-pq 1.9.0

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```
// +build go1.10

package pq

import (
 "context"
 "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
 return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
 c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
// on it.
type NoticeHandlerConnector struct {
 driver.Connector
 noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
 c, err := n.Connector.Connect(ctx)
 if err == nil {
  SetNoticeHandler(c, n.noticeHandler)
 }
 return c, err
```

```
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  return c.noticeHandler
 }
 return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  c.noticeHandler = handler
  return c
 }
 return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}
```
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1.293 toml 0.10.0

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1.294 cron 3.0pl1 136ubuntu1

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*/
```

$Id: INSTALL,v 2.5 1994/01/15 20:43:43 vixie Exp $

Read the comments at the top of the Makefile, then edit the area marked
'configurable stuff'.

Edit config.h. The stuff I expect you to change is down a bit from the
top of the file, but it's clearly marked. Also look at pathnames.h.

You don't have to create the /var/cron or /var/cron/tabs directories, since
both the daemon and the `crontab' program will do this the first time they
run if they don't exist. You do need to have a /var, though -- just "mkdir
/var" if you don't have one, or you can "mkdir /usr/var; ln -s /usr/var /var"
if you expect your /var to have a lot of stuff in it.

You will also need /usr/local/etc and /usr/local/bin directories unless you
change the Makefile. These will have to be created by hand, but if you are
a long-time Usenet user you probably have them already. /usr/local/man is
where I keep my man pages, but I have the source for `man' and you probably
do not. Therefore you may have to put the man pages into /usr/man/manl,
which will be hard since there will be name collisions. (Note that the man
command was originally written by Bill Joy before he left Berkeley, and it
contains no AT&T code, so it is in UUNET's archive of freely-distributable
BSD code.)

LINUX note: /usr/include/paths.h on some linux systems shows _PATH_SENDMAIL
 to be /usr/bin/sendmail even though sendmail is installed in /usr/lib.
 you should check this out.

say:
 make all

su and say:
 make install

Note that if I can get you to "su and say" something just by asking, you have
a very serious security problem on your system and you should look into it.

Edit your /usr/lib/crontab file into little pieces -- see the CONVERSION file
for help on this.

Use the `crontab' command to install all the little pieces you just created.
Some examples (see below before trying any of these!)

---

crontab -u uucp -r /usr/lib/uucp/crontab.src

crontab -u news -r /usr/lib/news/crontab.src

crontab -u root -r /usr/adm/crontab.src

Notes on above examples: (1) the .src files are copied at the time the command is issued; changing the source files later will have no effect until they are reinstalled with another `crontab -r' command.  (2) The crontab command will affect the crontab of the person using the command unless `-u USER' is given; `-u' only works for root.  When using most `su' commands under most BSD's, `crontab' will still think of you as yourself even though you may think of yourself as root -- so use `-u' liberally. (3) the `-r' option stands for `replace'; check the man page for crontab(1) for other possibilities.

Kill your existing cron daemon -- do `ps aux' and look for /etc/cron.

Edit your /etc/rc or /etc/rc.local, looking for the line that starts up /etc/cron. Comment it out and add a line to start the new cron daemon -- usually /usr/local/etc/cron, unless you changed it in the Makefile.

Start up this cron daemon yourself as root. Just type /usr/local/etc/cron (or whatever); no '&' is needed since the daemon forks itself and the process you executed returns immediately.

ATT notes: for those people unfortunate enough to be stuck on a AT&T UNIX, you will need the public-domain "libndir", found in the B News source and in any comp.sources.unix archive. You will also need to hack the code some.

Found in path(s):
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/INSTALL
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*/

Vixie Cron V3.0

December 27, 1993

[V2.2 was some time in 1992]

[V2.1 was May 29, 1991]

[V2.0 was July 5, 1990]

[V2.0-beta was December 9, 1988]

[V1.0 was May 6, 1987]

Paul Vixie

This is a version of 'cron' that is known to run on BSD 4.[23] systems. It
is functionally based on the SysV cron, which means that each user can have
their own crontab file (all crontab files are stored in a read-protected
directory, usually /var/cron/tabs). No direct support is provided for
'at'; you can continue to run 'atrun' from the crontab as you have been
doing. If you don't have atrun (i.e., System V) you are in trouble.

A messages is logged each time a command is executed; also, the files
"allow" and "deny" in /var/cron can be used to control access to the
"crontab" command (which installs crontabs). It hasn't been tested on
SysV, although some effort has gone into making the port an easy one.

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please, don't flame me for wanting my work to see a wider distribution.

To use this: Sorry, folks, there is no cutesy 'Configure' script. You'll
have to go edit a couple of files... So, here's the checklist:

 Read all the FEATURES, INSTALL, and CONVERSION files
 Edit config.h
 Edit Makefile
  (both of these files have instructions inside; note that
   some things in config.h are definable in Makefile and are
   therefore surrounded by #ifndef...#endif)
 'make'
 'su' and 'make install'
  (you may have to install the man pages by hand)
 kill your existing cron process
  (actually you can run your existing cron if you want, but why?)
 build new crontabs using /usr/lib/{crontab,crontab.local}
  (either put them all in "root"'s crontab, or divide it up
   and rip out all the 'su' commands, collapse the lengthy

lists into ranges with steps -- basically, this step is

  as much work as you want to make it)

 start up the new cron

  (must be done as root)

 watch it. test it with 'crontab -r' and watch the daemon track your

  changes.

 if you like it, change your /etc/{rc,rc.local} to use it instead of

  the old one.

$Id: README,v 2.3 1993/12/28 08:34:43 vixie Exp $

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.\" $Id: crontab.1,v 2.4 1993/12/31 10:47:33 vixie Exp $
.\"

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* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/externs.h

* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/pathnames.h

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.\" @(#)bitstring.3 5.1 (Berkeley) 12/13/89

.\"

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* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/env.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/misc.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/job.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/entry.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/cron.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/config.h
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/database.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/crontab.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/cron.h
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/user.c
* /opt/cola/permits/1223164981_1635867556.65/0/cron-3-0pl1-orig-tar-bz2/cron-3-0pl1-orig-tar-gz/cron-3.0pl1.orig/compat.c

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* @(#)bitstring.h 5.2 (Berkeley) 4/4/90
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.\" */
.\"
.\" $Id: crontab.5,v 2.4 1994/01/15 20:43:43 vixie Exp $
.\"

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.\"

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Metadata-Version: 1.1

Name: jsonpath-ng

Version: 1.4.3

Summary: A final implementation of JSONPath for Python that aims to be standard compliant, including arithmetic

and binary comparison operators and providing clear AST for metaprogramming.

Home-page: https://github.com/h2non/jsonpath-ng

Author: Tomas Aparicio

Author-email: tomas@aparicio.me

License: Apache 2.0

Description: Python JSONPath Next-Generation |Build Status| |PyPI| |Coverage Status|

===

A final implementation of JSONPath for Python that aims to be standard compliant, including arithmetic

and binary comparison operators, as defined in the original `JSONPath proposal`_.

This packages merges both `jsonpath-rw`_ and `jsonpath-rw-ext`_ and

provides several AST API enhancements, such as the ability to update or removes nodes in the tree.

About

This library provides a robust and significantly extended implementation

of JSONPath for Python. It is tested with CPython 2.6, 2.7 & 3.x.

This library differs from other JSONPath implementations in that it is a full *language* implementation, meaning the JSONPath expressions are first class objects, easy to analyze, transform, parse, print, and extend.

Quick Start

To install, use pip:

.. code:: bash

    $ pip install --upgrade jsonpath-ng

Usage

Basic examples:

.. code:: python

    $ python

    >>> from jsonpath_ng import jsonpath, parse

    # A robust parser, not just a regex. (Makes powerful extensions possible; see below)
    >>> jsonpath_expr = parse('foo[*].baz')

    # Extracting values is easy
    >>> [match.value for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
    [1, 2]

    # Matches remember where they came from
    >>> [str(match.full_path) for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
    ['foo.[0].baz', 'foo.[1].baz']

    # And this can be useful for automatically providing ids for bits of data that do not have them (currently a global switch)
    >>> jsonpath.auto_id_field = 'id'
    >>> [match.value for match in parse('foo[*].id').find({'foo': [{'id': 'bizzle'}, {'baz': 3}]})]
    ['foo.bizzle', 'foo.[1]']

    # A handy extension: named operators like `parent`
    >>> [match.value for match in parse('a.*.b.`parent`.c').find({'a': {'x': {'b': 1, 'c': 'number one'}, 'y': {'b': 2, 'c': 'number two'}}})]
    ['number two', 'number one']

```python
    # You can also build expressions directly quite easily
    >>> from jsonpath_ng.jsonpath import Fields
    >>> from jsonpath_ng.jsonpath import Slice

    >>> jsonpath_expr_direct = Fields('foo').child(Slice('*')).child(Fields('baz'))  # This is equivalent
```

Using the extended parser:

.. code:: python

  $ python

  >>> from jsonpath_ng.ext import parse

  # A robust parser, not just a regex. (Makes powerful extensions possible; see below)
  >>> jsonpath_expr = parse('foo[*].baz')

JSONPath Syntax

The JSONPath syntax supported by this library includes some additional
features and omits some problematic features (those that make it
unportable). In particular, some new operators such as ``|`` and
``where`` are available, and parentheses are used for grouping not for
callbacks into Python, since with these changes the language is not
trivially associative. Also, fields may be quoted whether or not they
are contained in brackets.

Atomic expressions:

Syntax	Meaning
``$``	The root object
```this```	The "current" object.
```foo```	More generally, this syntax allows "named operators" to extend JSONPath is arbitrary ways
field	Specified field(s), described below
``[`` *field* ``]``	Same as *field*
``[`` *idx* ``]``	Array access, described below (this is always unambiguous with field access)

+------------------n------------+---+

Jsonpath operators:

+-------------------------------+---+
| Syntax | Meaning |
+===============================+===+
| *jsonpath1* ``.`` *jsonpath2* | All nodes matched by *jsonpath2* starting at any node matching *jsonpath1* |
+-------------------------------+---+
| *jsonpath* ``[`` *whatever* ``]`` | Same as *jsonpath*\ ``.``\ *whatever* |
+-------------------------------+---+
| *jsonpath1* ``..`` *jsonpath2* | All nodes matched by *jsonpath2* that descend from any node matching *jsonpath1* |
+-------------------------------+---+
| *jsonpath1* ``where`` *jsonpath2* | Any nodes matching *jsonpath1* with a child matching *jsonpath2* |
+-------------------------------+---+
| *jsonpath1* ``|`` *jsonpath2* | Any nodes matching the union of *jsonpath1* and *jsonpath2* |
+-------------------------------+---+

Field specifiers (*field*):

+-----------------------+---+
| Syntax | Meaning |
+=======================+===+
| ``fieldname`` | the field ``fieldname`` (from the "current" object) |
+-----------------------+---+
| ``"fieldname"`` | same as above, for allowing special characters in the fieldname |
+-----------------------+---+
| ``'fieldname'`` | ditto |
+-----------------------+---+
| ``*`` | any field |
+-----------------------+---+
| *field* ``,`` *field* | either of the named fields (you can always build equivalent jsonpath using ``|``) |
+-----------------------+---+

Array specifiers (*idx*):

+---------------------------------------+--+
| Syntax | Meaning |
+=======================================+==+
| ``[``\ *n*\ ``]`` | array index (may be comma-separated list) |
+---------------------------------------+--+

| ``[``\ *start*\ ``?:``\ *end*\ ``?]`` | array slicing (note that *step* is unimplemented only due to lack of need thus far) |

```
+------------------------------------+------------------------------------------------------------------------+
| ``[*]``                            | any array index                                                        |
+------------------------------------+------------------------------------------------------------------------+
```

Programmatic JSONPath

If you are programming in Python and would like a more robust way to
create JSONPath expressions that does not depend on a parser, it is very
easy to do so directly, and here are some examples:

- ``Root()``
- ``Slice(start=0, end=None, step=None)``
- ``Fields('foo', 'bar')``
- ``Index(42)``
- ``Child(Fields('foo'), Index(42))``
- ``Where(Slice(), Fields('subfield'))``
- ``Descendants(jsonpath, jsonpath)``

Extras

- *Path data*: The result of ``JsonPath.find`` provide detailed context
  and path data so it is easy to traverse to parent objects, print full
  paths to pieces of data, and generate automatic ids.
- *Automatic Ids*: If you set ``jsonpath_ng.auto_id_field`` to a value
  other than None, then for any piece of data missing that field, it
  will be replaced by the JSONPath to it, giving automatic unique ids
  to any piece of data. These ids will take into account any ids
  already present as well.
- *Named operators*: Instead of using ``@`` to reference the currently
  object, this library uses ```this```. In general, any string
  contained in backquotes can be made to be a new operator, currently
  by extending the library.

Extensions

```
+--------------+-------------------------------------------+
| name         | Example                                   |
+==============+===========================================+
| len          | - $.objects.`len`                         |
+--------------+-------------------------------------------+
| sub          | - $.field.`sub(/foo\\\\+(.*)/, \\\\1)`    |
```

```
+-------------+-------------------------------------------+
| split       | - $.field.`split(+, 2, -1)`               |
|             | - $.field.`split(sep, segement, maxsplit)`|
+-------------+-------------------------------------------+
| sorted      | - $.objects.`sorted`                      |
|             | - $.objects[\\some_field]                 |
|             | - $.objects[\\some_field,/other_field]    |
+-------------+-------------------------------------------+
| filter      | - $.objects[?(@some_field > 5)]           |
|             | - $.objects[?some_field = "foobar")]      |
|             | - $.objects[?some_field > 5 & other < 2)] |
+-------------+-------------------------------------------+
| arithmetic  | - $.foo + "_" + $.bar                     |
| (-+*/)      | - $.foo * 12                              |
|             | - $.objects[*].cow + $.objects[*].cat     |
+-------------+-------------------------------------------+
```

About arithmetic and string

Operations are done with python operators and allows types that python
allows, and return [] if the operation can be done due to incompatible types.

When operators are used, a jsonpath must be be fully defined otherwise
jsonpath-rw-ext can't known if the expression is a string or a jsonpath field,
in this case it will choice string as type.

Example with data::

```
{
    'cow': 'foo',
    'fish': 'bar'
}
```

| **cow + fish** returns **cowfish**
| **$.cow + $.fish** returns **foobar**
| **$.cow + "_" + $.fish** returns **foo_bar**
| **$.cow + "_" + fish** returns **foo_fish**

About arithmetic and list

Arithmetic can be used against two lists if they have the same size.

Example with data::

```
{'objects': [
    {'cow': 2, 'cat': 3},
```

```
      {'cow': 4, 'cat': 6}
    ]}
```

| **$.objects[*].cow + $.objects[*].cat** returns **[6, 9]**

More to explore

There are way too many JSONPath implementations out there to discuss.
Some are robust, some are toy projects that still work fine, some are
exercises. There will undoubtedly be many more. This one is made for use
in released, maintained code, and in particular for programmatic access
to the abstract syntax and extension. But JSONPath at its simplest just
isn't that complicated, so you can probably use any of them
successfully. Why not this one?

The original proposal, as far as I know:

- `JSONPath - XPath for
  JSON <http://goessner.net/articles/JSONPath/>`__ by Stefan Goessner.

Other examples

Loading json data from file

.. code:: python

    import json
    d = json.loads('{"foo": [{"baz": 1}, {"baz": 2}]}')
    # or
    with open('myfile.json') as f:
        d = json.load(f)

Special note about PLY and docstrings

The main parsing toolkit underlying this library,
`PLY <https://github.com/dabeaz/ply>`__, does not work with docstrings
removed. For example, ``PYTHONOPTIMIZE=2`` and ``python -OO`` will both
cause a failure.

Contributors

This package is authored and maintained by:

- `Kenn Knowles <https://github.com/kennknowles>`__

(``@kennknowles <https://twitter.com/KennKnowles>`__)
- `Tomas Aparicio <https://github.com/h2non>`

with the help of patches submitted by `these contributors <https://github.com/kennknowles/python-jsonpath-ng/graphs/contributors>`__.

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.. _`JSONPath proposal`: http://goessner.net/articles/JsonPath/
.. _`jsonpath-rw`: https://github.com/kennknowles/python-jsonpath-rw
.. _`jsonpath-rw-ext`: https://pypi.python.org/pypi/jsonpath-rw-ext/

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* /opt/cola/permits/1154776936_1618890066.76/0/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/ext/parser.py

1.298 ansible 2.1

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1.299 pycparser 2.20
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1.301 base-passwd 3.5.47

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The data format used by the zlib library is described by RFCs (Request for
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1.303 sanitized-anchor-name 1.0.0

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1.305 jackc-chunkreader 2.0.1

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1.307 murmur 1.1.0

1.307.1 Available under license :

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h","offset","isObject","isStrictComparable","_node_modules_mini_css_extract_plugin_dist_loader_js_ref_8_oneOf_1_0_node_modules_css_loader_index_js_ref_8_oneOf_1_1_node_modules_vue_loader_lib_loaders_stylePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_oneOf_1_2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ref_0_0_node_modules_vue_loader_lib_index_js_vue_loader_options_SharingOptions_vue_vue_type_style_index_0_lang_scss___WEBPACK_IMPORTED_MODULE_0_ _","_node_modules_mini_css_extract_plugin_dist_loader_js_ref_8_oneOf_1_0_node_modules_css_loader_index_js_ref_8_oneOf_1_1_node_modules_vue_loader_lib_loaders_stylePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_oneOf_1_2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ref_0_0_node_modules_vue_loader_lib_index_js_vue_loader_options_SharingOptions_vue_vue_type_style_index_0_lang_scss___WEBPACK_IMPORTED_MODULE_0___default","core","global","speciesConstructor","promiseResolve","R","finally","onFinally","C","Promise","isFunction","then","x","baseIsNative","getValue","getNative","anObject","that","ignoreCase","multiline","unicode","sticky","freeExports","nodeType","freeModule","moduleExports","Buffer","nativeIsBuffer","isBuffer","$keys","enumBugKeys","O","identity","overRest","setToString","baseRest","func","start","_node_modules_mini_css_extract_plugin_dist_loader_js_ref_8_oneOf_1_0_node_modules_css_loader_index_js_ref_8_oneOf_1_1_node_modules_vue_loader_lib_loaders_stylePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_oneOf_1_2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ref_0_0_node_modules_vue_loader_lib_index_js_vue_loader_options_EmbeddableFooter_vue_vue_type_style_index_0_id_36cb84e2_lang_scss_scoped_true___WEBPACK_IMPORTED_MODULE_0__","_node_modules_mini_css_extract_plugin_dist_loader_js_ref_8_oneOf_1_0_node_modules_css_loader_index_js_ref_8_oneOf_1_1_node_modules_vue_loader_lib_loaders_stylePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_oneOf_1_2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ref_0_0_node_modules_vue_loader_lib_index_js_vue_loader_options_EmbeddableFooter_vue_vue_type_style_index_0_id_36cb84e2_lang_scss_scoped_true___WEBPACK_IMPORTED_MODULE_0___default","constructor","__WEBPACK_AMD_DEFINE_ARRAY__","__WEBPACK_AMD_DEFINE_RESULT__","document","w","Error","window","noGlobal","arr","getProto","slice","concat","indexOf","class2type","hasOwn","fnToString","ObjectFunctionString","support","obj","isWindow","preservedScriptAttributes","type","src","noModule","DOMEval","code","doc","node","script","createElement","text","head","appendChild","parentNode","removeChild","toType","version","jQuery","selector","context","fn","init","rtrim","isArrayLike","jquery","toArray","num","pushStack","elems","ret","merge","prevObject","each","callback","map","elem","apply","arguments","first","eq","last","len","j","end","sort","splice","extend","options","copy","copyIsArray","clone","target","deep","isPlainObject","Array","expando","Math","random","replace","isReady","error","msg","noop","Ctor","isEmptyObject","globalEval","trim","makeArray","results","inArray","second","grep","invert","callbackInverse","matches","callbackExpect","arg","guid","iterator","split","toLowerCase","Sizzle","Expr","getText","isXML","tokenize","compile","select","outermostContext","sortInput","hasDuplicate","setDocument","docElem","documentIsHTML","rbuggyQSA","rbuggyMatches","contains","Date","preferredDoc","dirruns","done","classCache","createCache","tokenCache","compilerCache","sortOrder","a","b","pop","push_native","list","booleans","whitespace","identifier","attributes","pseudos","rwhitespace","RegExp","rcomma","rcombinators","rattributeQuotes","rpseudo","ridentifier","matchExpr","ID","CLASS","ATTR","PSEUDO","CHILD","bool","needsContext","rinputs","rheader","rnative","rquickExpr","rsibling","runescape","funescape","_","escaped","escapedWhitespace","high","String","fromCharCode","rcssescape","fcssescape","ch","asCodePoint","charCodeAt","unloadHandler","disabledAncestor","addCombinator","disabled","dir","childNodes","els","seed","nid","match","groups","newSelector","newContext","ownerDocument","exec","getElementById","id","getElementsByTagName","getElementsByClassName","qsa","test","nodeName","getAttribute","setAttribute","toSelector","join","testContext","querySelectorAll","qsaError","removeAttribute","cache","cacheLength","shift","markFunction","assert","el","addHandle","attrs","handler","attrHandle","siblingCheck","cur","diff","sourceIndex","nextSibling","createInputPseudo","createButtonPseudo","createDisabledPseudo","isDisabled","createPositionalPseudo","argument","matchIndexes","documentElement","hasCompare","subWindow","defaultView","top","addEventListener","attachEvent","className","createComment","getById","getElementsByName","filter","attrId","find","getAttributeNode","tmp","innerHTML","input","matchesSelector","webkitMatchesSelector","mozMatch

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"uniqueSort","duplicates","detectDuplicates","sortStable","textContent","firstChild","nodeValue","selectors","create
Pseudo","relative",">","

","+","~","preFilter","excess","unquoted","nodeNameSelector","pattern","operator","check","what","simple","forwa
rd","ofType","xml","uniqueCache","outerCache","nodeIndex","parent","useCache","lastChild","uniqueID","pseudo
","args","setFilters","idx","matched","not","matcher","unmatched","has","innerText","lang","elemLang","hash","loc
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s","multipleContexts","contexts","condense","newUnmatched","mapped","setMatcher","postFilter","postFinder","p
ostSelector","temp","preMap","postMap","preexisting","matcherIn","matcherOut","matcherFromTokens","checkCo
ntext","leadingRelative","implicitRelative","matchContext","matchAnyContext","matcherFromGroupMatchers","el
ementMatchers","setMatchers","bySet","byElement","superMatcher","outermost","matchedCount","setMatched","c
ontextBackup","dirrunsUnique","filters","parseOnly","soFar","preFilters","cached","token","compiled","defaultVal
ue","unique","isXMLDoc","escapeSelector","until","truncate","is","siblings","rneedsContext","rsingleTag","winno
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ays","deferred","catch","pipe","fns","newDefer","tuple","returned","progress","notify","onFulfilled","onRejected","
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ptionHook","stackTrace","rejectWith","getStackHook","setTimeout","stateString","when","singleValue","remaining
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splay","body","showHide","show","toggle","rcheckableType","rtagName","rscriptType","wrapMap","option","thea
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patch","matchedHandlers","matchedSelectors","addProp","hook","Event","originalEvent","writable","load","noBub
ble","trigger","blur","click","beforeunload","returnValue","props","isDefaultPrevented","defaultPrevented","related
Target","timeStamp","now","isSimulated","stopImmediatePropagation","altKey","bubbles","cancelable","changedT
ouches","ctrlKey","detail","eventPhase","metaKey","pageX","pageY","shiftKey","view","char","charCode","keyCo
de","buttons","clientX","clientY","offsetX","offsetY","pointerId","pointerType","screenX","screenY","targetTouch
es","toElement","touches","which","mouseenter","mouseleave","pointerenter","pointerleave","orig","related","rxht
mlTag","rnoInnerhtml","rchecked","rcleanScript","manipulationTarget","disableScript","restoreScript","cloneCopy

Event","dest","pdataOld","pdataCur","udataOld","udataCur","fixInput","domManip","collection","hasScripts","iNo Clone","valueIsFunction","html","_evalUrl","keepData","cleanData","dataAndEvents","deepDataAndEvents","srcE lements","destElements","inPage","detach","append","prepend","insertBefore","before","after","replaceWith","repla ceChild","appendTo","prependTo","insertAfter","replaceAll","original","insert","rnumnonpx","getStyles","opener", "getComputedStyle","rboxStyle","curCSS","computed","width","minWidth","maxWidth","getPropertyValue","pixe lBoxStyles","addGetHookIf","conditionFn","hookFn","computeStyleTests","container","cssText","divStyle","pixel PositionVal","reliableMarginLeftVal","roundPixelMeasures","marginLeft","right","pixelBoxStylesVal","boxSizing ReliableVal","position","scrollboxSizeVal","offsetWidth","measure","round","parseFloat","backgroundClip","clear CloneStyle","boxSizingReliable","pixelPosition","reliableMarginLeft","scrollboxSize","rdisplayswap","rcustomPro 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ype","firstDataType","mimeType","getResponseHeader","converters","ajaxConvert","response","isSuccess","conv2 ","current","conv","responseFields","dataFilter","throws","active","lastModified","etag","url","isLocal","protocol"," processData","async","contentType","accepts","json","* text","text html","text json","text xml","ajaxSetup","settings","ajaxPrefilter","ajaxTransport","ajax","transport","cacheURL","responseHeadersString" ,"responseHeaders","timeoutTimer","urlAnchor","fireGlobals","uncached","callbackContext","globalEventContext" ,"completeDeferred","statusCode","requestHeaders","requestHeadersNames","strAbort","getAllResponseHeaders"," setRequestHeader","overrideMimeType","status","abort","statusText","finalText","crossDomain","host","hasConten t","ifModified","headers","beforeSend","success","send","nativeStatusText","modified","getJSON","getScript","wra pAll","firstElementChild","wrapInner","htmlIsFunction","unwrap","visible","offsetHeight","xhr","XMLHttpReques t","xhrSuccessStatus","0","1223","xhrSupported","cors","errorCallback","open","username","xhrFields","onload"," onerror","onabort","ontimeout","onreadystatechange","responseType","responseText","binary","text script","charset","scriptCharset","evt","oldCallbacks","rjsonp","jsonp","jsonpCallback","originalSettings","callback Name","overwritten","responseContainer","jsonProp","createHTMLDocument","implementation","keepScripts","pa rsed","params","animated","setOffset","curPosition","curLeft","curCSSTop","curTop","curOffset","curCSSLeft","c

alculatePosition","curElem","using","rect","win","pageYOffset","pageXOffset","offsetParent","parentOffset","scrol lTo","Height","Width","","defaultExtra","funcName","hover","fnOver","fnOut","unbind","delegate","undelegate"," proxy","holdReady","hold","parseJSON","isNumeric","isNaN","_jQuery","_$","$","noConflict","./en.json","webpa ckContext","req","webpackContextResolve","pIE","createDesc","toIObject","toPrimitive","IE8_DOM_DEFINE","g OPD","getOwnPropertyDescriptor","f","isKeyable","castFunction","isObjectLike","coreJsData","maskSrcKey","IE _PROTO","isMasked","dP","getKeys","defineProperties","Properties","assign","foo","bar","trzy","_node_modules_ mini_css_extract_plugin_dist_loader_js_ref_8_oneOf_1_0_node_modules_css_loader_index_js_ref_8_oneOf_1_1_ node_modules_vue_loader_lib_loaders_stylePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_one Of_1_2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ref_ 0_0_node_modules_vue_loader_lib_index_js_vue_loader_options_SignUpForm_vue_vue_type_style_index_0_lang _scss___WEBPACK_IMPORTED_MODULE_0__","","_node_modules_mini_css_extract_plugin_dist_loader_js_ref _8_oneOf_1_0_node_modules_css_loader_index_js_ref_8_oneOf_1_1_node_modules_vue_loader_lib_loaders_styl ePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_oneOf_1_2_node_modules_sass_loader_lib_loa der_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ref_0_0_node_modules_vue_loader_lib_index_ js_vue_loader_options_SignUpForm_vue_vue_type_style_index_0_lang_scss___WEBPACK_IMPORTED_MOD ULE_0___default","baseIsEqual","hasIn","isKey","matchesStrictComparable","toKey","COMPARE_PARTIAL_F LAG","COMPARE_UNORDERED_FLAG","baseMatchesProperty","path","srcValue","objValue","memoizeCapp ed","rePropName","reEscapeChar","stringToPath","number","quote","subString","str","channel","port","ctx","invok e","cel","setTask","setImmediate","clearTask","clearImmediate","MessageChannel","Dispatch","counter","ONREA DYSTATECHANGE","listener","Function","nextTick","port2","port1","onmessage","postMessage","importScripts ","clear","Uint8Array","equalArrays","mapToArray","setToArray","boolTag","dateTag","errorTag","mapTag","nu mberTag","regexpTag","setTag","stringTag","symbolTag","arrayBufferTag","dataViewTag","symbolProto","symbo lValueOf","valueOf","equalByTag","other","bitmask","customizer","equalFunc","byteLength","byteOffset","buffer ","convert","isPartial","size","stacked","hashDelete","__data__","baseEach","baseEvery","predicate","getMapData" ,"mapCacheSet","fails","defined","wks","KEY","SYMBOL","strfn","rxfn","compareAscending","compareMultiple ","orders","objCriteria","criteria","othCriteria","ordersLength","nativeMax","transform","otherArgs","iconName","l igatures","svgPathData","definition","icon","faLinkedin","it","memoize","MAX_MEMOIZE_SIZE","cof","ARG"," tryGet","T","B","callee","baseFor","baseForOwn","iteratee","mapCacheGet","nativeCreate","HASH_UNDEFINED ","hashSet","baseGetTag","argsTag","baseIsArguments","getOwnPropertySymbols","arrayEvery","baseIteratee","is IterateeCall","every","guard","baseHasIn","classof","getIteratorMethod","SPLIT","$split","isRegExp","_split","$pu sh","$SPLIT","LENGTH","LAST_INDEX","NPCG","separator","limit","separator2","lastIndex","lastLength","out put","flags","lastLastIndex","splitLimit","separatorCopy","listCacheClear","objectToString","SRC","TO_STRING", "$toString","TPL","inspectSource","safe","dPs","Empty","PROTOTYPE","createDict","iframeDocument","iframe", "contentWindow","write","close","freeGlobal","freeSelf","store","USE_SYMBOL","$exports","arrayFilter","resInd ex","stackDelete","isLength","un","stubArray","propertyIsEnumerable","nativeGetSymbols","getSymbols","symbol ","ArrayProto","toSource","reRegExpChar","reIsHostCtor","funcProto","funcToString","reIsNative","nullTag","un definedTag","toObject","ObjectProto","WeakMap","getMatchData","commonjsGlobal","createCommonjsModule", "performanceNow","getNanoSeconds","hrtime","loadTime","moduleLoadTime","nodeLoadTime","upTime","perfo rmance","hr","uptime","getTime","vendors","raf","caf","frameDuration","_now","cp","cancelled","raf_1","cancel"," polyfill","cancelAnimationFrame","checkActions","states","action","direction","currentScrollY","lastScrollY","dist anceScrolled","abs","downTolerance","upTolerance","supports3d","st","_extends","_defineProperty","defaultCls"," pinned","unpinned","notTop","bottom","notBottom","headroom","render","_vm","_h","$createElement","_c","_self ","cls","_t","staticRenderFns","isTop","isNotTop","isBottom","isNotBottom","isPinned","isUnpinned","translate","i sSupport3d","scroller","default","Boolean","Number","onPin","onUnpin","onTop","onNotTop","onBottom","onNot Bottom","footroom","watch","newVal","_handleScroll","mounted","beforeDestroy","isInTop","z-
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th","title","pid","browser","env","argv","binding","cwd","chdir","exit","kill","umask","dlopen","memoryUsage","uv
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it","skype","telegram","twitter","viber","vk","weibo","whatsapp","sms","BaseNetworks","inBrowser","$window","
SocialSharing","description","hashtags","twitterUser","withCounts","googleKey","media","networks","popup","resi
zable","toolbar","menubar","scrollbars","directories","openSharer","$root","this$1","clearInterval","setInterval","cl
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modules_vue_loader_lib_loaders_stylePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_oneOf_1_ 2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ref_0_0_n ode_modules_vue_loader_lib_index_js_vue_loader_options_ContentPlaceholder_vue_vue_type_style_index_0_id_ 40e3a912_scoped_true_lang_scss___WEBPACK_IMPORTED_MODULE_0___default","arrayTag","funcTag","fl oat32Tag","float64Tag","int8Tag","int16Tag","int32Tag","uint8Tag","uint8ClampedTag","uint16Tag","uint32Tag", "typedArrayTags","baseToString","__g","toInteger","min","hashHas","fontawesome","humps","_processKeys","_is Object","_isDate","_isRegExp","_isBoolean","_isFunction","_isArray","separateWords","camelize","_isNumerical" ,"chr","substr","pascalize","camelized","decamelize","_processor","depascalize","camelizeKeys","decamelizeKeys" ,"pascalizeKeys","depascalizeKeys","_typeof","AwaitValue","AsyncGenerator","gen","front","back","request","res 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oader_src_index_js_ref_8_oneOf_1_2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules _cache_loader_dist_cjs_js_ref_0_0_node_modules_vue_loader_lib_index_js_vue_loader_options_GenericFooter_v ue_vue_type_style_index_0_id_203025b4_lang_scss_scoped_true___WEBPACK_IMPORTED_MODULE_0___d efault","macrotask","Observer","MutationObserver","WebKitMutationObserver","flush","navigator","standalone"," observe","characterData","__e","thisArg","hasPath","Attributes","buggy","__proto__","faFacebook","_node_modul es_mini_css_extract_plugin_dist_loader_js_ref_8_oneOf_1_0_node_modules_css_loader_index_js_ref_8_oneOf_1 _1_node_modules_vue_loader_lib_loaders_stylePostLoader_js_node_modules_postcss_loader_src_index_js_ref_8_ oneOf_1_2_node_modules_sass_loader_lib_loader_js_ref_8_oneOf_1_3_node_modules_cache_loader_dist_cjs_js_ ref_0_0_node_modules_vue_loader_lib_index_js_vue_loader_options_FollowUsPopover_vue_vue_type_style_inde 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cache\n \tvar installedModules = {};\n\n \t// The require function\n \tfunction __webpack_require__(moduleId) {\n\n \t\t// Check if module is in cache\n \t\tif(installedModules[moduleId]) {\n \t\t\treturn installedModules[moduleId].exports;\n \t\t}\n \t\t// Create a new module (and put it into the cache)\n \t\tvar module = installedModules[moduleId] = {\n \t\t\ti: moduleId,\n \t\t\tl: false,\n \t\t\texports: {}\n \t\t};\n\n \t\t// Execute the module function\n \t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n\n \t\t// Flag the module as loaded\n \t\tmodule.l = true;\n\n \t\t// Return the exports of the module\n \t\treturn module.exports;\n \t}\n\n\n \t// expose the modules object (__webpack_modules__)\n \t__webpack_require__.m = modules;\n\n \t// expose the module cache\n \t__webpack_require__.c = installedModules;\n\n \t// define getter function for harmony exports\n \t__webpack_require__.d = function(exports, name, getter) {\n \t\tif(!__webpack_require__.o(exports, name)) {\n \t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n \t\t}\n \t};\n\n \t// define __esModule on exports\n \t__webpack_require__.r = function(exports) {\n \t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n \t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n \t\t}\n \t\tObject.defineProperty(exports, '__esModule', { value: true });\n \t};\n\n \t// create a fake namespace object\n \t// mode & 1: value is a module id, require it\n \t// mode & 2: merge all properties of value into the ns\n \t// mode & 4: return value when already ns object\n \t// mode & 8|1: behave like require\n \t__webpack_require__.t = function(value, mode) {\n \t\tif(mode & 1) value = __webpack_require__(value);\n \t\tif(mode & 8) return value;\n \t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n \t\tvar ns = Object.create(null);\n \t\t__webpack_require__.r(ns);\n \t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n \t\tif(mode & 2 && typeof value != 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) { return value[key]; }.bind(null, key));\n \t\treturn ns;\n \t};\n\n \t// getDefaultExport function for compatibility with non-harmony modules\n \t__webpack_require__.n = function(module) {\n \t\tvar getter = module && module.__esModule ?\n \t\t\tfunction getDefault() { return module['default']; } :\n \t\t\tfunction getModuleExports() { return module; };\n \t\t__webpack_require__.d(getter, 'a', getter);\n \t\treturn getter;\n \t};\n\n \t// Object.prototype.hasOwnProperty.call\n \t__webpack_require__.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n\n \t// __webpack_public_path__\n \t__webpack_require__.p = \"\";\n\n\n \t// Load entry module and return exports\n \treturn __webpack_require__(__webpack_require__.s = \"fb15\");\n","var Symbol = require('./_Symbol');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar nativeObjectToString = objectProto.toString;\n\n/** Built-in value references. */\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\nfunction getRawTag(value) {\n var isOwn = hasOwnProperty.call(value, symToStringTag),\n   tag = value[symToStringTag];\n\n try {\n   value[symToStringTag] = undefined;\n   var unmasked = true;\n } catch (e) {}\n\n var result = nativeObjectToString.call(value);\n if (unmasked) {\n   if (isOwn) {\n   value[symToStringTag] = tag;\n   } else {\n   delete value[symToStringTag];\n   }\n }\n return result;\n}\n\nmodule.exports = getRawTag;\n","'use strict';\nvar LIBRARY = require('./_library');\nvar $export = require('./_export');\nvar redefine = require('./_redefine');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar $iterCreate = require('./_iter-create');\nvar setToStringTag = require('./_set-to-string-tag');\nvar getPrototypeOf = require('./_object-gpo');\nvar ITERATOR = require('./_wks')('iterator');\nvar BUGGY = !([].keys && 'next' in [].keys()); // Safari has buggy iterators w/o `next`\nvar FF_ITERATOR = '@@iterator';\nvar KEYS = 'keys';\nvar VALUES = 'values';\n\nvar returnThis = function () { return this; };\n\nmodule.exports = function (Base, NAME, Constructor, next, DEFAULT, IS_SET, FORCED) {\n $iterCreate(Constructor, NAME, next);\n var getMethod = function (kind) {\n   if (!BUGGY && kind in proto) return proto[kind];\n   switch (kind) {\n   case KEYS: return function keys() { return new Constructor(this, kind); };\n   case VALUES: return function values() { return new Constructor(this, kind); };\n   } return function entries() { return new

Constructor(this, kind); };\n };\n var TAG = NAME + ' Iterator';\n var DEF_VALUES = DEFAULT == VALUES;\n var VALUES_BUG = false;\n var proto = Base.prototype;\n var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT && proto[DEFAULT];\n var $default = $native || getMethod(DEFAULT);\n var $entries = DEFAULT ? !DEF_VALUES ? $default : getMethod('entries') : undefined;\n var $anyNative = NAME == 'Array' ? proto.entries || $native : $native;\n var methods, key, IteratorPrototype;\n // Fix native\n if ($anyNative) {\n   IteratorPrototype = getPrototypeOf($anyNative.call(new Base()));\n   if (IteratorPrototype !== Object.prototype && IteratorPrototype.next) {\n   // Set @@toStringTag to native iterators\n   setToStringTag(IteratorPrototype, TAG, true);\n   // fix for some old engines\n   if (!LIBRARY && typeof IteratorPrototype[ITERATOR] != 'function') hide(IteratorPrototype, ITERATOR, returnThis);\n   }\n }\n // fix Array#{values, @@iterator}.name in V8 / FF\n if (DEF_VALUES && $native && $native.name !== VALUES) {\n   VALUES_BUG = true;\n $default = function values() { return $native.call(this); };\n }\n // Define iterator\n if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n   hide(proto, ITERATOR, $default);\n }\n // Plug for library\n Iterators[NAME] = $default;\n Iterators[TAG] = returnThis;\n if (DEFAULT) {\n   methods = {\n   values: DEF_VALUES ? $default : getMethod(VALUES),\n   keys: IS_SET ? $default : getMethod(KEYS),\n   entries: $entries\n   };\n   if (FORCED) for (key in methods) {\n   if (!(key in proto)) redefine(proto, key, methods[key]);\n   } else $export($export.P + $export.F * (BUGGY || VALUES_BUG), NAME, methods);\n }\n return methods;\n};\n","var isPrototype = require('./_isPrototype'),\n   nativeKeys = require('./_nativeKeys');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * The base implementation of `_.keys` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\nfunction baseKeys(object) {\n if (!isPrototype(object)) {\n   return nativeKeys(object);\n }\n var result = [];\n for (var key in Object(object)) {\n   if (hasOwnProperty.call(object, key) && key != 'constructor') {\n   result.push(key);\n   }\n }\n return result;\n}\n\nmodule.exports = baseKeys;\n","var Symbol = require('./_Symbol'),\n   isArguments = require('./isArguments'),\n   isArray = require('./isArray');\n\n/** Built-in value references. */\nvar spreadableSymbol = Symbol ? Symbol.isConcatSpreadable : undefined;\n\n/**\n * Checks if `value` is a flattenable `arguments` object or array.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is flattenable, else `false`.\n */\nfunction isFlattenable(value) {\n return isArray(value) || isArguments(value) ||\n   !!(spreadableSymbol && value && value[spreadableSymbol]);\n}\n\nmodule.exports = isFlattenable;\n","/**\n * This method returns `false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n *\n * _.times(2, _.stubFalse);\n * // => [false, false]\n */\nfunction stubFalse() {\n return false;\n}\n\nmodule.exports = stubFalse;\n","/**\n * Appends the elements of `values` to `array`.\n *\n * @private\n * @param {Array} array The array to modify.\n * @param {Array} values The values to append.\n * @returns {Array} Returns `array`.\n */\nfunction arrayPush(array, values) {\n var index = -1,\n   length = values.length,\n   offset = array.length;\n\n while (++index < length) {\n   array[offset + index] = values[index];\n }\n return array;\n}\n\nmodule.exports = arrayPush;\n","var isObject = require('./isObject');\n\n/**\n * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` if suitable for strict\n * equality comparisons, else `false`.\n */\nfunction isStrictComparable(value) {\n return value === value && !isObject(value);\n}\n\nmodule.exports = isStrictComparable;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-

loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"","// https://github.com/tc39/proposal-promise-finally\n'use strict';\nvar $export = require('./_export');\nvar core = require('./_core');\nvar global = require('./_global');\nvar speciesConstructor = require('./_species-constructor');\nvar promiseResolve = require('./_promise-resolve');\n\n$export($export.P + $export.R, 'Promise', { 'finally': function (onFinally) {\n var C = speciesConstructor(this, core.Promise || global.Promise);\n var isFunction = typeof onFinally == 'function';\n return this.then(\n isFunction ? function (x) {\n return promiseResolve(C, onFinally()).then(function () { return x; });\n } : onFinally,\n isFunction ? function (e) {\n return promiseResolve(C, onFinally()).then(function () { throw e; });\n } : onFinally\n);\n} });\n","var baseIsNative = require('./_baseIsNative'),\n getValue = require('./_getValue');\n\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\nfunction getNative(object, key) {\n var value = getValue(object, key);\n return baseIsNative(value) ? value : undefined;\n}\n\nmodule.exports = getNative;\n","'use strict';\n// 21.2.5.3 get RegExp.prototype.flags\nvar anObject = require('./_an-object');\nmodule.exports = function () {\n var that = anObject(this);\n var result = '';\n if (that.global) result += 'g';\n if (that.ignoreCase) result += 'i';\n if (that.multiline) result += 'm';\n if (that.unicode) result += 'u';\n if (that.sticky) result += 'y';\n return result;\n};\n","var root = require('./_root'),\n stubFalse = require('./stubFalse');\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Built-in value references. */\nvar Buffer = moduleExports ? root.Buffer : undefined;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;\n\n/**\n * Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _.isBuffer(new Buffer(2));\n * // => true\n *\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\nvar isBuffer = nativeIsBuffer || stubFalse;\n\nmodule.exports = isBuffer;\n","// 19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-keys-internal');\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function keys(O) {\n return $keys(O, enumBugKeys);\n};\n","var identity = require('./identity'),\n overRest = require('./_overRest'),\n setToString = require('./_setToString');\n\n/**\n * The base implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns the new function.\n */\nfunction baseRest(func, start) {\n return setToString(overRest(func, start, identity), func + '');\n}\n\nmodule.exports = baseRest;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"","use

strict';\n\nmodule.exports = function (x) {\n\tif (!x) return false;\n\tif (typeof x === 'symbol') return true;\n\tif (!x.constructor) return false;\n\tif (x.constructor.name !== 'Symbol') return false;\n\treturn (x[x.constructor.toStringTag] === 'Symbol');\n};\n","/*!\n * jQuery JavaScript Library v3.3.1\n * https://jquery.com/\n *\n * Includes Sizzle.js\n * https://sizzlejs.com/\n *\n * Copyright JS Foundation and other contributors\n * Released under the MIT license\n * https://jquery.org/license\n *\n * Date: 2018-01-20T17:24Z\n */\n(function(global, factory) {\n\n\t"use strict";\n\n\tif (typeof module === \"object\" && typeof module.exports === \"object\") {\n\n\t\t// For CommonJS and CommonJS-like environments where a proper `window`\n\t\t// is present, execute the factory and get jQuery.\n\t\t// For environments that do not have a `window` with a `document`\n\t\t// (such as Node.js), expose a factory as module.exports.\n\t\t// This accentuates the need for the creation of a real `window`.\n\t\t// e.g. var jQuery = require(\"jquery\")(window);\n\t\t// See ticket #14549 for more info.\n\tmodule.exports = global.document ?\n\t\tfactory(global, true) :\n\t\tfunction(w) {\n\t\t\tif (!w.document) {\n\t\t\t\tthrow new Error(\"jQuery requires a window with a document\");\n\t\t\t}\n\t\t\treturn factory(w);\n\t\t};\n\t} else {\n\t\tfactory(global);\n\t}\n\n// Pass this if window is not defined yet\n})(typeof window !== \"undefined\" ? window : this, function(window, noGlobal) {\n\n// Edge <= 12 - 13+, Firefox <=18 - 45+, IE 10 - 11, Safari 5.1 - 9+, iOS 6 - 9.1\n// throw exceptions when non-strict code (e.g., ASP.NET 4.5) accesses\n// strict mode\n// arguments.callee.caller (trac-13335). But as of jQuery 3.0 (2016), strict mode should be common\n// enough that all such attempts are guarded in a try block.\n\"use strict\";\n\nvar arr = [];\n\nvar document = window.document;\n\nvar getProto = Object.getPrototypeOf;\n\nvar slice = arr.slice;\n\nvar concat = arr.concat;\n\nvar push = arr.push;\n\nvar indexOf = arr.indexOf;\n\nvar class2type = {};\n\nvar toString = class2type.toString;\n\nvar hasOwn = class2type.hasOwnProperty;\n\nvar fnToString = hasOwn.toString;\n\nvar ObjectFunctionString = fnToString.call(Object);\n\nvar support = {};\n\nvar isFunction = function isFunction(obj) {\n\n   // Support: Chrome <=57, Firefox <=52\n   // In some browsers, typeof returns \"function\" for HTML <object> elements\n   // (i.e., `typeof document.createElement( \"object\" ) === \"function\"`).\n   // We don't want to classify *any* DOM node as a function.\n   return typeof obj === \"function\" && typeof obj.nodeType !== \"number\";\n };\n\n\nvar isWindow = function isWindow(obj) {\n\t\treturn obj != null && obj === obj.window;\n\t};\n\n\n\n\n\tvar preservedScriptAttributes = {\n\t\ttype: true,\n\t\tsrc: true,\n\t\tnoModule: true\n\t};\n\n\tfunction DOMEval(code, doc, node) {\n\t\tdoc = doc || document;\n\n\t\tvar i,\n\t\t\tscript = doc.createElement(\"script\");\n\n\t\tscript.text = code;\n\t\tif (node) {\n\t\t\tfor (i in preservedScriptAttributes) {\n\t\t\t\tif (node[i]) {\n\t\t\t\t\tscript[i] = node[i];\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t\tdoc.head.appendChild(script).parentNode.removeChild(script);\n\t}\n\n\nfunction toType(obj) {\n\tif (obj == null) {\n\t\treturn obj + \"\";\n\t}\n\n\t// Support: Android <=2.3 only (functionish RegExp)\n\treturn typeof obj === \"object\" || typeof obj === \"function\" ?\n\t\tclass2type[toString.call(obj)] || \"object\" :\n\t\ttypeof obj;\n}\n/* global Symbol */\n// Defining this global in .eslintrc.json would create a danger of using the global\n// unguarded in another place, it seems safer to define global only for this module\n\n\n\nvar\n\tversion = \"3.3.1\",\n\n\t// Define a local copy of jQuery\n\tjQuery = function(selector, context) {\n\n\t\t// The jQuery object is actually just the init constructor 'enhanced'\n\t\t// Need init if jQuery is called (just allow error to be thrown if not included)\n\t\treturn new jQuery.fn.init(selector, context);\n\t},\n\n\t// Support: Android <=4.0 only\n\t// Make sure we trim BOM and NBSP\n\ttrim = /^[\\s\\uFEFF\\xA0]+|[\\s\\uFEFF\\xA0]+$/g;\n\njQuery.fn = jQuery.prototype = {\n\n\t// The current version of jQuery being used\n\tjquery: version,\n\n\tconstructor: jQuery,\n\n\t// The default length of a jQuery object is 0\n\tlength: 0,\n\n\ttoArray: function() {\n\t\treturn slice.call(this);\n\t},\n\n\t// Get the Nth element in the matched element set OR\n\t// Get the whole matched element set as a clean array\n\tget: function(num) {\n\n\t\t// Return all the elements in a clean array\n\t\tif (num == null) {\n\t\t\treturn slice.call(this);\n\t\t}\n\n\t\t// Return just the one element from the set\n\t\treturn num < 0 ? this[num + this.length] : this[num];\n\t},\n\n\t// Take an array of elements and push it onto the stack\n\t// (returning the new matched element set)\n\tpushStack: function(elems) {\n\n\t\t// Build a new jQuery matched element set\n\t\tvar ret = jQuery.merge(this.constructor(), elems);\n\n\t\t// Add the old object onto the stack (as a reference)\n\t\tret.prevObject = this;\n\n\t\t// Return the newly-formed element set\n\t\treturn ret;\n\t},\n\n\t// Execute a callback for every element in the matched set.\n\teach: function(callback) {\n\t\treturn jQuery.each(this, callback);\n\t},\n\n\tmap: function(callback)

{\n\t\treturn this.pushStack(jQuery.map(this, function(elem, i) {\n\t\t\treturn callback.call(elem, i, elem);\n\t\t}));\n\t},\n\n\tslice: function() {\n\t\treturn this.pushStack(slice.apply(this, arguments));\n\t},\n\n\tfirst: function() {\n\t\treturn this.eq(0);\n\t},\n\n\tlast: function() {\n\t\treturn this.eq(-1);\n\t},\n\n\teq: function(i) {\n\t\tvar len = this.length,\n\t\t\tj = +i + (i < 0 ? len : 0);\n\t\treturn this.pushStack(j >= 0 && j < len ? [this[j]] : []);\n\t},\n\n\tend: function() {\n\t\treturn this.prevObject || this.constructor();\n\t},\n\n\t// For internal use only.\n\t// Behaves like an Array's method, not like a jQuery method.\n\tpush: push,\n\tsort: arr.sort,\n\tsplice: arr.splice\n};\n\njQuery.extend = jQuery.fn.extend = function() {\n\tvar options, name, src, copy, copyIsArray, clone,\n\t\ttarget = arguments[0] || {},\n\t\ti = 1,\n\t\tlength = arguments.length,\n\t\tdeep = false;\n\n\t// Handle a deep copy situation\n\tif (typeof target === \"boolean\") {\n\t\tdeep = target;\n\n\t\t// Skip the boolean and the target\n\t\ttarget = arguments[i] || {};\n\t\ti++;\n\t}\n\n\t// Handle case when target is a string or something (possible in deep copy)\n\tif (typeof target !== \"object\" && !isFunction(target)) {\n\t\ttarget = {};\n\t}\n\n\t// Extend jQuery itself if only one argument is passed\n\tif (i === length) {\n\t\ttarget = this;\n\t\ti--;\n\t}\n\n\tfor (; i < length; i++) {\n\n\t\t// Only deal with non-null/undefined values\n\t\tif ((options = arguments[i]) != null) {\n\n\t\t\t// Extend the base object\n\t\t\tfor (name in options) {\n\t\t\t\tsrc = target[name];\n\t\t\t\tcopy = options[name];\n\n\t\t\t\t// Prevent never-ending loop\n\t\t\t\tif (target === copy) {\n\t\t\t\t\tcontinue;\n\t\t\t\t}\n\n\t\t\t\t// Recurse if we're merging plain objects or arrays\n\t\t\t\tif (deep && copy && (jQuery.isPlainObject(copy) ||\n\t\t\t\t\t(copyIsArray = Array.isArray(copy)))) {\n\n\t\t\t\t\tif (copyIsArray) {\n\t\t\t\t\t\tcopyIsArray = false;\n\t\t\t\t\t\tclone = src && Array.isArray(src) ? src : [];\n\t\t\t\t\t} else {\n\t\t\t\t\t\tclone = src && jQuery.isPlainObject(src) ? src : {};\n\t\t\t\t\t}\n\n\t\t\t\t\t// Never move original objects, clone them\n\t\t\t\t\ttarget[name] = jQuery.extend(deep, clone, copy);\n\n\t\t\t\t// Don't bring in undefined values\n\t\t\t\t} else if (copy !== undefined) {\n\t\t\t\t\ttarget[name] = copy;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// Return the modified object\n\treturn target;\n};\n\njQuery.extend({\n\n\t// Unique for each copy of jQuery on the page\n\texpando: \"jQuery\" + (version + Math.random()).replace(/\\D/g, \"\"),\n\n\t// Assume jQuery is ready without the ready module\n\tisReady: true,\n\n\terror: function(msg) {\n\t\tthrow new Error(msg);\n\t},\n\n\tnoop: function() {},\n\n\tisPlainObject: function(obj) {\n\t\tvar proto, Ctor;\n\n\t\t// Detect obvious negatives\n\t\t// Use toString instead of jQuery.type to catch host objects\n\t\tif (!obj || toString.call(obj) !== \"[object Object]\") {\n\t\t\treturn false;\n\t\t}\n\n\t\tproto = getProto(obj);\n\n\t\t// Objects with no prototype (e.g., `Object.create( null )`) are plain\n\t\tif (!proto) {\n\t\t\treturn true;\n\t\t}\n\n\t\t// Objects with prototype are plain iff they were constructed by a global Object function\n\t\tCtor = hasOwn.call(proto, \"constructor\") && proto.constructor;\n\t\treturn typeof Ctor === \"function\" && fnToString.call(Ctor) === ObjectFunctionString;\n\t},\n\n\tisEmptyObject: function(obj) {\n\n\t\t/* eslint-disable no-unused-vars */\n\t\t// See https://github.com/eslint/eslint/issues/6125\n\t\tvar name;\n\n\t\tfor (name in obj) {\n\t\t\treturn false;\n\t\t}\n\t\treturn true;\n\t},\n\n\t// Evaluates a script in a global context\n\tglobalEval: function(code) {\n\t\tDOMEval(code);\n\t},\n\n\teach: function(obj, callback) {\n\t\tvar length, i = 0;\n\n\t\tif (isArrayLike(obj)) {\n\t\t\tlength = obj.length;\n\t\t\tfor (; i < length; i++) {\n\t\t\t\tif (callback.call(obj[i], i, obj[i]) === false) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t} else {\n\t\t\tfor (i in obj) {\n\t\t\t\tif (callback.call(obj[i], i, obj[i]) === false) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn obj;\n\t},\n\n\t// Support: Android <=4.0 only\n\ttrim: function(text) {\n\t\treturn text == null ?\n\t\t\t\"\" :\n\t\t\t(text + \"\").replace(rtrim, \"\");\n\t},\n\n\t// results is for internal usage only\n\tmakeArray: function(arr, results) {\n\t\tvar ret = results || [];\n\n\t\tif (arr != null) {\n\t\t\tif (isArrayLike(Object(arr))) {\n\t\t\t\tjQuery.merge(ret,\n\t\t\t\t\ttypeof arr === \"string\" ?\n\t\t\t\t\t[arr] : arr\n\t\t\t\t);\n\t\t\t} else {\n\t\t\t\tpush.call(ret, arr);\n\t\t\t}\n\t\t}\n\n\t\treturn ret;\n\t},\n\n\tinArray: function(elem, arr, i) {\n\t\treturn arr == null ? -1 : indexOf.call(arr, elem, i);\n\t},\n\n\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t// push.apply(_, arraylike) throws on ancient WebKit\n\tmerge: function(first, second) {\n\t\tvar len = +second.length,\n\t\t\tj = 0,\n\t\t\ti = first.length;\n\n\t\tfor (; j < len; j++) {\n\t\t\tfirst[i++] = second[j];\n\t\t}\n\n\t\tfirst.length = i;\n\n\t\treturn first;\n\t},\n\n\tgrep: function(elems, callback, invert) {\n\t\tvar callbackInverse,\n\t\t\tmatches = [],\n\t\t\ti = 0,\n\t\t\tlength = elems.length,\n\t\t\tcallbackExpect = !invert;\n\n\t\t// Go through the array, only saving the items\n\t\t// that pass the validator function\n\t\tfor (; i < length; i++) {\n\t\t\tcallbackInverse = !callback(elems[i], i);\n\t\t\tif (callbackInverse !== callbackExpect) {\n\t\t\t\tmatches.push(elems[i]);\n\t\t\t}\n\t\t}\n\n\t\treturn

matches;\n\t},\n\n\t// arg is for internal usage only\n\tmap: function(elems, callback, arg) {\n\t\tvar length, value,\n\t\t\ti = 0,\n\t\t\tret = [];\n\n\t\t\t// Go through the array, translating each of the items to their new values\n\t\tif (isArrayLike(elems)) {\n\t\t\tlength = elems.length;\n\t\t\tfor (; i < length; i++) {\n\t\t\t\tvalue = callback(elems[i], i, arg);\n\n\t\t\t\tif (value != null) {\n\t\t\t\t\tret.push(value);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Go through every key on the object,\n\t\t} else {\n\t\t\tfor (i in elems) {\n\t\t\t\tvalue = callback(elems[i], i, arg);\n\n\t\t\t\tif (value != null) {\n\t\t\t\t\tret.push(value);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Flatten any nested arrays\n\t\treturn concat.apply([], ret);\n\t},\n\n\t// A global GUID counter for objects\n\tguid: 1,\n\n\t// jQuery.support is not used in Core but other projects attach their\n\t// properties to it so it needs to exist.\n\tsupport: support\n});\n\nif (typeof Symbol === \"function\") {\n\tjQuery.fn[Symbol.iterator] = arr[Symbol.iterator];\n}\n\n// Populate the class2type map\njQuery.each(\"Boolean Number String Function Array Date RegExp Object Error Symbol\".split(\" \"),\nfunction(i, name) {\n\tclass2type[\"[object \" + name + \"]\"] = name.toLowerCase();\n});\n\nfunction isArrayLike(obj) {\n\n\t// Support: real iOS 8.2 only (not reproducible in simulator)\n\t// `in` check used to prevent JIT error (gh-2145)\n\t// hasOwn isn't used here due to false negatives\n\t// regarding Nodelist length in IE\n\tvar length = !!obj && \"length\" in obj && obj.length,\n\t\ttype = toType(obj);\n\n\tif (isFunction(obj) || isWindow(obj)) {\n\t\treturn false;\n\t}\n\n\treturn type === \"array\" || length === 0 ||\n\t\ttypeof length === \"number\" && length > 0 && (length - 1) in obj;\n}\nvar Sizzle =\n/*!\n * Sizzle CSS Selector Engine v2.3.3\n * https://sizzlejs.com/\n *\n * Copyright jQuery Foundation and other contributors\n * Released under the MIT license\n * http://jquery.org/license\n *\n * Date: 2016-08-08\n */\n(function(window) {\n\nvar i,\n\tsupport,\n\tExpr,\n\tgetText,\n\tisXML,\n\ttokenize,\n\tcompile,\n\tselect,\n\toutermostContext,\n\tsortInput,\n\thasDuplicate,\n\n\t// Local document vars\n\tsetDocument,\n\tdocument,\n\tdocElem,\n\tdocumentIsHTML,\n\trbuggyQSA,\n\trbuggyMatches,\n\tmatches,\n\tcontains,\n\n\t// Instance-specific data\n\texpando = \"sizzle\" + 1 * new Date(),\n\tpreferredDoc = window.document,\n\tdirruns = 0,\n\tdone = 0,\n\tclassCache = createCache(),\n\ttokenCache = createCache(),\n\tcompilerCache = createCache(),\n\tsortOrder = function(a, b) {\n\t\tif (a === b) {\n\t\t\thasDuplicate = true;\n\t\t}\n\t\treturn 0;\n\t},\n\n\t// Instance methods\n\thasOwn = ({}).hasOwnProperty,\n\tarr = [],\n\tpop = arr.pop,\n\tpush_native = arr.push,\n\tpush = arr.push,\n\tslice = arr.slice,\n\t// Use a stripped-down indexOf as it's faster than native\n\t// https://jsperf.com/thor-indexof-vs-for/5\n\tindexOf = function(list, elem) {\n\t\tvar i = 0,\n\t\t\tlen = list.length;\n\t\tfor (; i < len; i++) {\n\t\t\tif (list[i] === elem) {\n\t\t\t\treturn i;\n\t\t\t}\n\t\t}\n\t\treturn -1;\n\t},\n\n\tbooleans = \"checked|selected|async|autofocus|autoplay|controls|defer|disabled|hidden|ismap|loop|multiple|open|readonly|required|scoped\",\n\n\t// Regular expressions\n\n\t// http://www.w3.org/TR/css3-selectors/#whitespace\n\twhitespace = \"[\\\\x20\\\\t\\\\r\\\\n\\\\f]\",\n\n\t// http://www.w3.org/TR/CSS21/syndata.html#value-def-identifier\n\tidentifier = \"(?:\\\\\\\\.|[\\\\w-]|[^\\\\0-\\\\xa0])+\",\n\n\t// Attribute selectors: http://www.w3.org/TR/selectors/#attribute-selectors\n\tattributes = \"\\\\[\" + whitespace + \"*(\" + identifier + \")(?:\" + whitespace +\n\t\t// Operator (capture 2)\n\t\t\"*([*^$|!~]?=)\" + whitespace +\n\t\t// \"Attribute values must be CSS identifiers [capture 5] or strings [capture 3 or capture 4]\"\n\t\t\"*(?:'((?:\\\\\\\\.|[^\\\\\\\\'])*)'|\\\"((?:\\\\\\\\.|[^\\\\\\\\\\\"])*)\\\"|(\" + identifier + \"))|)\" + whitespace +\n\t\t\"*\\\\]\",\n\n\tpseudos = \":(\" + identifier + \")(?:\\\\((\" +\n\t\t// To reduce the number of selectors needing tokenize in the preFilter, prefer arguments:\n\t\t// 1. quoted (capture 3; capture 4 or capture 5)\n\t\t\"('((?:\\\\\\\\.|[^\\\\\\\\'])*)'|\\\"((?:\\\\\\\\.|[^\\\\\\\\\\\"])*)\\\")|)\" +\n\t\t// 2. simple (capture 6)\n\t\t\"((?:\\\\\\\\.|[^\\\\\\\\()[\\\\]]|\" + attributes + \")*)|\" +\n\t\t// 3. anything else (capture 2)\n\t\t\".*\" +\n\t\t\")\\\\)|)\",\n\n\t// Leading and non-escaped trailing whitespace, capturing some non-whitespace characters preceding the latter\n\trwhitespace = new RegExp(whitespace + \"+\", \"g\"),\n\trtrim = new RegExp(\"^\" + whitespace + \"+|((?:^|[^\\\\\\\\])(?:\\\\\\\\.)*)\" + whitespace + \"+$\", \"g\"),\n\n\trcomma = new RegExp(\"^\" + whitespace + \"*,\" + whitespace + \"*\"),\n\trcombinators = new RegExp(\"^\" + whitespace + \"*([>+~]|\" + whitespace + \")\" + whitespace + \"*\"),\n\n\trattributeQuotes = new RegExp(\"=\" + whitespace + \"*([^\\\\]'\\\"]*?)\" + whitespace + \"*\\\\]\", \"g\"),\n\n\trpseudo = new RegExp(pseudos),\n\tridentifier = new RegExp(\"^\" + identifier + \"$\"),\n\n\tmatchExpr = {\n\t\t\"ID\": new RegExp(\"^#(\" + identifier + \")\"),\n\t\t\"CLASS\": new RegExp(\"^\\\\.(\" + identifier + \")\"),\n\t\t\"TAG\": new RegExp(\"^(\" + identifier +

\"|[*])\"),\n\t\t\"ATTR\": new RegExp(\"^\" + attributes),\n\t\t\"PSEUDO\": new RegExp(\"^\" + pseudos),\n\t\t\"CHILD\": new RegExp(\"^:(only|first|last|nth|nth-last)-(child|of-type)(?:\\\\(\" + whitespace +\n\t\t\t\"*(even|odd|((([+-]|)(\\\\\\d*)n|)\" + whitespace + \"*(?:([+-]|)\" + whitespace +\n\t\t\t\"*(\\\\\\d+)|))\" + whitespace + \"*\\\\\\)|)\", \"i\"),\n\t\t\"bool\": new RegExp(\"^(?:\" + booleans + \")$\", \"i\"),\n\t\t// For use in libraries implementing .is()\n\t\t// We use this for POS matching in `select`\n\t\t\"needsContext\": new RegExp(\"^\" + whitespace + \"*[>+~]|:(even|odd|eq|gt|lt|nth|first|last)(?:\\\\\\(\" +\n\t\t\twhitespace + \"*((?:-\\\\\\d)?\\\\\\d*)\" + whitespace + \"*\\\\\\)|)(?=[^-]|$)\", \"i\")\n\t},\n\n\tinputs = /^(?:input|select|textarea|button)$/i,\n\theader = /^h\\d$/i,\n\n\tnative = /^[^{]+\\{\\s*\\[native \\w/,\n\n\t// Easily-parseable/retrievable ID or TAG or CLASS selectors\n\tquickExpr = /^(?:#([\\w-]+)|(\\w+)|\\.([\\w-]+))$/,\n\n\tsibling = /[+~]/,\n\n\t// CSS escapes\n\t// http://www.w3.org/TR/CSS21/syndata.html#escaped-characters\n\tunescape = new RegExp(\"\\\\\\\\\\\\([\\\\\\da-f]{1,6}\" + whitespace + \"?|(\" + whitespace + \")|.)\", \"ig\"),\n\tfunescape = function(_, escaped, escapedWhitespace) {\n\t\tvar high = \"0x\" + escaped - 0x10000;\n\t\t// NaN means non-codepoint\n\t\t// Support: Firefox<24\n\t\t// Workaround erroneous numeric interpretation of +\"0x\"\n\t\treturn high !== high || escapedWhitespace ?\n\t\t\tescaped :\n\t\t\thigh < 0 ?\n\t\t\t\t// BMP codepoint\n\t\t\t\tString.fromCharCode(high + 0x10000) :\n\t\t\t\t// Supplemental Plane codepoint (surrogate pair)\n\t\t\t\tString.fromCharCode(high >> 10 | 0xD800, high & 0x3FF | 0xDC00);\n\t},\n\n\t// CSS string/identifier serialization\n\t// https://drafts.csswg.org/cssom/#common-serializing-idioms\n\tcssescape = /([\\0-\\x1f\\x7f]|^-?\\d)|^-$|[^\\0-\\x1f\\x7f-\\uFFFF\\w-]/g,\n\tfcssescape = function(ch, asCodePoint) {\n\t\tif (asCodePoint) {\n\t\t\t// U+0000 NULL becomes U+FFFD REPLACEMENT CHARACTER\n\t\t\tif (ch === \"\\0\") {\n\t\t\t\treturn \"\\uFFFD\";\n\t\t\t}\n\n\t\t\t// Control characters and (dependent upon position) numbers get escaped as code points\n\t\t\treturn ch.slice(0, -1) + \"\\\\\" + ch.charCodeAt(ch.length - 1).toString(16) + \" \";\n\t\t}\n\n\t\t// Other potentially-special ASCII characters get backslash-escaped\n\t\treturn \"\\\\\" + ch;\n\t},\n\n\t// Used for iframes\n\t// See setDocument()\n\t// Removing the function wrapper causes a \"Permission Denied\"\n\t// error in IE\n\tunloadHandler = function() {\n\t\tsetDocument();\n\t},\n\n\tdisabledAncestor = addCombinator(\n\t\tfunction(elem) {\n\t\t\treturn elem.disabled === true && (\"form\" in elem || \"label\" in elem);\n\t\t},\n\t\t{ dir: \"parentNode\", next: \"legend\" }\n\t);\n\n// Optimize for push.apply(_, NodeList)\ntry {\n\tpush.apply(\n\t\t(arr = slice.call(preferredDoc.childNodes)),\n\t\tpreferredDoc.childNodes\n\t);\n\t// Support: Android<4.0\n\t// Detect silently failing push.apply\n\tarr[preferredDoc.childNodes.length].nodeType;\n} catch (e) {\n\tpush = { apply: arr.length ?\n\n\t\t// Leverage slice if possible\n\t\tfunction(target, els) {\n\t\t\tpush_native.apply(target, slice.call(els));\n\t\t} :\n\n\t\t// Support: IE<9\n\t\t// Otherwise append directly\n\t\tfunction(target, els) {\n\t\t\tvar j = target.length,\n\t\t\t\ti = 0;\n\t\t\t// Can't trust NodeList.length\n\t\t\twhile ((target[j++] = els[i++])) {}\n\t\t\ttarget.length = j - 1;\n\t\t}\n\t};\n}\n\nfunction Sizzle(selector, context, results, seed) {\n\tvar m, i, elem, nid, match, groups, newSelector,\n\t\tnewContext = context && context.ownerDocument,\n\n\t\t// nodeType defaults to 9, since context defaults to document\n\t\tnodeType = context ? context.nodeType : 9;\n\n\tresults = results || [];\n\n\t// Return early from calls with invalid selector or context\n\tif (typeof selector !== \"string\" || !selector ||\n\t\tnodeType !== 1 && nodeType !== 9 && nodeType !== 11) {\n\n\t\treturn results;\n\t}\n\n\t// Try to shortcut find operations (as opposed to filters) in HTML documents\n\tif (!seed) {\n\n\t\tif ((context ? context.ownerDocument || context : preferredDoc) !== document) {\n\t\t\tsetDocument(context);\n\t\t}\n\t\tcontext = context || document;\n\n\t\tif (documentIsHTML) {\n\n\t\t\t// If the selector is sufficiently simple, try using a \"get*By*\" DOM method\n\t\t\t// (excepting DocumentFragment context, where the methods don't exist)\n\t\t\tif (nodeType !== 11 && (match = rquickExpr.exec(selector))) {\n\n\t\t\t\t// ID selector\n\t\t\t\tif ((m = match[1])) {\n\n\t\t\t\t\t// Document context\n\t\t\t\t\tif (nodeType === 9) {\n\t\t\t\t\t\tif ((elem = context.getElementById(m))) {\n\n\t\t\t\t\t\t\t// Support: IE, Opera, Webkit\n\t\t\t\t\t\t\t// TODO: identify versions\n\t\t\t\t\t\t\t// getElementById can match elements by name instead of ID\n\t\t\t\t\t\t\tif (elem.id === m) {\n\t\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t// Element context\n\t\t\t\t\t} else {\n\n\t\t\t\t\t\t// Support: IE, Opera, Webkit\n\t\t\t\t\t\t// TODO: identify versions\n\t\t\t\t\t\t// getElementById can match elements by name instead of ID\n\t\t\t\t\t\tif (newContext && (elem = newContext.getElementById(m)) &&\n\t\t\t\t\t\t\tcontains(context, elem

) &&\n\t\t\t\t\t\t\telem.id === m) {\n\n\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Type selector\n\t\t\t\t} else if (match[2]) {\n\t\t\t\t\tpush.apply(results, context.getElementsByTagName(selector));\n\t\t\t\t\treturn results;\n\n\t\t\t\t\t// Class selector\n\t\t\t\t} else if ((m = match[3]) && support.getElementsByClassName &&\n\t\t\t\t\tcontext.getElementsByClassName) {\n\n\t\t\t\t\tpush.apply(results, context.getElementsByClassName(m));\n\t\t\t\t\treturn results;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Take advantage of querySelectorAll\n\t\t\tif (support.qsa &&\n\t\t\t\t!compilerCache[selector + " "] &&\n\t\t\t\t(!rbuggyQSA || !rbuggyQSA.test(selector))) {\n\n\t\t\t\tif (nodeType !== 1) {\n\t\t\t\t\tnewContext = context;\n\t\t\t\t\tnewSelector = selector;\n\t\t\t\t\t// qSA looks outside Element context, which is not what we want\n\t\t\t\t\t// Thanks to Andrew Dupont for this workaround technique\n\t\t\t\t\t// Support: IE <=8\n\t\t\t\t\t// Exclude object elements\n\t\t\t\t} else if (context.nodeName.toLowerCase() !== "object") {\n\n\t\t\t\t\t// Capture the context ID, setting it first if necessary\n\t\t\t\t\tif ((nid = context.getAttribute("id"))) {\n\t\t\t\t\t\tnid = nid.replace(rcssescape, fcssescape);\n\t\t\t\t\t} else {\n\t\t\t\t\t\tcontext.setAttribute("id", (nid = expando));\n\t\t\t\t\t}\n\n\t\t\t\t\t// Prefix every selector in the list\n\t\t\t\t\tgroups = tokenize(selector);\n\t\t\t\t\ti = groups.length;\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tgroups[i] = "#" + nid + " " + toSelector(groups[i]);\n\t\t\t\t\t}\n\t\t\t\t\tnewSelector = groups.join(",");\n\n\t\t\t\t\t// Expand context for sibling selectors\n\t\t\t\t\tnewContext = rsibling.test(selector) && testContext(context.parentNode) ||\n\t\t\t\t\t\tcontext;\n\t\t\t\t}\n\n\t\t\t\tif (newSelector) {\n\t\t\t\t\ttry {\n\t\t\t\t\t\tpush.apply(results,\n\t\t\t\t\t\t\tnewContext.querySelectorAll(newSelector)\n\t\t\t\t\t\t);\n\t\t\t\t\t\treturn results;\n\t\t\t\t\t} catch (qsaError) {\n\t\t\t\t\t} finally {\n\t\t\t\t\t\tif (nid === expando) {\n\t\t\t\t\t\t\tcontext.removeAttribute("id");\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t// All others\n\treturn select(selector.replace(rtrim, "$1"), context, results, seed);\n}\n\n/**\n * Create key-value caches of limited size\n * @returns {function(string, object)} Returns the Object data after storing it on itself with\n *\tproperty name the (space-suffixed) string and (if the cache is larger than Expr.cacheLength)\n *\tdeleting the oldest entry\n */\nfunction createCache() {\n\tvar keys = [];\n\n\tfunction cache(key, value) {\n\t\t// Use (key + " ") to avoid collision with native prototype properties (see Issue #157)\n\t\tif (keys.push(key + " ") > Expr.cacheLength) {\n\t\t\t// Only keep the most recent entries\n\t\t\tdelete cache[keys.shift()];\n\t\t}\n\t\treturn (cache[key + " "] = value);\n\t}\n\treturn cache;\n}\n\n/**\n * Mark a function for special use by Sizzle\n * @param {Function} fn The function to mark\n */\nfunction markFunction(fn) {\n\tfn[expando] = true;\n\treturn fn;\n}\n\n/**\n * Support testing using an element\n * @param {Function} fn Passed the created element and returns a boolean result\n */\nfunction assert(fn) {\n\tvar el = document.createElement("fieldset");\n\n\ttry {\n\t\treturn !!fn(el);\n\t} catch (e) {\n\t\treturn false;\n\t} finally {\n\t\t// Remove from its parent by default\n\t\tif (el.parentNode) {\n\t\t\tel.parentNode.removeChild(el);\n\t\t}\n\t\t// release memory in IE\n\t\tel = null;\n\t}\n}\n\n/**\n * Adds the same handler for all of the specified attrs\n * @param {String} attrs Pipe-separated list of attributes\n * @param {Function} handler The method that will be applied\n */\nfunction addHandle(attrs, handler) {\n\tvar arr = attrs.split("|"),\n\t\ti = arr.length;\n\n\twhile (i--) {\n\t\tExpr.attrHandle[arr[i]] = handler;\n\t}\n}\n\n/**\n * Checks document order of two siblings\n * @param {Element} a\n * @param {Element} b\n * @returns {Number} Returns less than 0 if a precedes b, greater than 0 if a follows b\n */\nfunction siblingCheck(a, b) {\n\tvar cur = b && a,\n\t\tdiff = cur && a.nodeType === 1 && b.nodeType === 1 &&\n\t\ta.sourceIndex - b.sourceIndex;\n\n\t// Use IE sourceIndex if available on both nodes\n\tif (diff) {\n\t\treturn diff;\n\t}\n\n\t// Check if b follows a\n\tif (cur) {\n\t\twhile ((cur = cur.nextSibling)) {\n\t\t\tif (cur === b) {\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t}\n\t}\n\n\treturn a ? 1 : -1;\n}\n\n/**\n * Returns a function to use in pseudos for input types\n * @param {String} type\n */\nfunction createInputPseudo(type) {\n\treturn function(elem) {\n\t\tvar name = elem.nodeName.toLowerCase();\n\t\treturn name === "input" && elem.type === type;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for buttons\n * @param {String} type\n */\nfunction createButtonPseudo(type) {\n\treturn function(elem) {\n\t\tvar name = elem.nodeName.toLowerCase();\n\t\treturn (name === "input" || name === "button") && elem.type === type;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for :enabled/:disabled\n * @param {Boolean} disabled true for :disabled; false for :enabled\n */\nfunction createDisabledPseudo(disabled) {\n\n\t// Known :disabled false positives: fieldset[disabled] > legend:nth-of-type(n+2) :can-disable\n\treturn function(elem) {\n\n\t\t// Only certain

elements can match :enabled or :disabled\n\t\t// https://html.spec.whatwg.org/multipage/scripting.html#selector-enabled\n\t\t// https://html.spec.whatwg.org/multipage/scripting.html#selector-disabled\n\t\tif (\"form\" in elem) {\n\n\t\t\t// Check for inherited disabledness on relevant non-disabled elements:\n\t\t\t// * listed form-associated elements in a disabled fieldset\n\t\t\t//   https://html.spec.whatwg.org/multipage/forms.html#category-listed\n\t\t\t// https://html.spec.whatwg.org/multipage/forms.html#concept-fe-disabled\n\t\t\t// * option elements in a disabled optgroup\n\t\t\t//   https://html.spec.whatwg.org/multipage/forms.html#concept-option-disabled\n\t\t\t// All such elements have a \"form\" property.\n\t\t\tif (elem.parentNode && elem.disabled === false) {\n\n\t\t\t\t// Option elements defer to a parent optgroup if present\n\t\t\t\tif (\"label\" in elem) {\n\t\t\t\t\tif (\"label\" in elem.parentNode) {\n\t\t\t\t\t\treturn elem.parentNode.disabled === disabled;\n\t\t\t\t\t} else {\n\t\t\t\t\t\treturn elem.disabled === disabled;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Support: IE 6 - 11\n\t\t\t\t// Use the isDisabled shortcut property to check for disabled fieldset ancestors\n\t\t\t\treturn elem.isDisabled === disabled ||\n\n\t\t\t\t\t// Where there is no isDisabled, check manually\n\t\t\t\t\t/* jshint -W018 */\n\t\t\t\t\telem.isDisabled !== !disabled &&\n\t\t\t\t\t\tdisabledAncestor(elem) === disabled;\n\t\t\t}\n\n\t\t\treturn elem.disabled === disabled;\n\n\t\t// Try to winnow out elements that can't be disabled before trusting the disabled property.\n\t\t// Some victims get caught in our net (label, legend, menu, track), but it shouldn't\n\t\t// even exist on them, let alone have a boolean value.\n\t\t} else if (\"label\" in elem) {\n\t\t\treturn elem.disabled === disabled;\n\t\t}\n\n\t\t// Remaining elements are neither :enabled nor :disabled\n\t\treturn false;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for positionals\n * @param {Function} fn\n */\nfunction createPositionalPseudo(fn) {\n\treturn markFunction(function(argument) {\n\t\targument = +argument;\n\t\treturn markFunction(function(seed, matches) {\n\t\t\tvar j,\n\t\t\t\tmatchIndexes = fn([], seed.length, argument),\n\t\t\t\ti = matchIndexes.length;\n\n\t\t\t// Match elements found at the specified indexes\n\t\t\twhile (i--) {\n\t\t\t\tif (seed[(j = matchIndexes[i])]) {\n\t\t\t\t\tseed[j] = !(matches[j] = seed[j]);\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t});\n}\n\n/**\n * Checks a node for validity as a Sizzle context\n * @param {Element|Object=} context\n * @returns {Element|Object|Boolean} The input node if acceptable, otherwise a falsy value\n */\nfunction testContext(context) {\n\treturn context && typeof context.getElementsByTagName !== \"undefined\" && context;\n}\n\n// Expose support vars for convenience\nsupport = Sizzle.support = {};\n\n/**\n * Detects XML nodes\n * @param {Element|Object} elem An element or a document\n * @returns {Boolean} True iff elem is a non-HTML XML node\n */\nisXML = Sizzle.isXML = function(elem) {\n\t// documentElement is verified for cases where it doesn't yet exist\n\t// (such as loading iframes in IE - #4833)\n\tvar documentElement = elem && (elem.ownerDocument || elem).documentElement;\n\treturn documentElement ? documentElement.nodeName !== \"HTML\" : false;\n};\n\n/**\n * Sets document-related variables once based on the current document\n * @param {Element|Object} [doc] An element or document object to use to set the document\n * @returns {Object} Returns the current document\n */\nsetDocument = Sizzle.setDocument = function(node) {\n\tvar hasCompare, subWindow,\n\t\tdoc = node ? node.ownerDocument || node : preferredDoc;\n\n\t// Return early if doc is invalid or already selected\n\tif (doc === document || doc.nodeType !== 9 || !doc.documentElement) {\n\t\treturn document;\n\t}\n\n\t// Update global variables\n\tdocument = doc;\n\tdocElem = document.documentElement;\n\tdocumentIsHTML = !isXML(document);\n\n\t// Support: IE 9-11, Edge\n\t// Accessing iframe documents after unload throws \"permission denied\" errors (jQuery #13936)\n\tif (preferredDoc !== document &&\n\t\t(subWindow = document.defaultView) && subWindow.top !== subWindow) {\n\n\t\t// Support: IE 11, Edge\n\t\tif (subWindow.addEventListener) {\n\t\t\tsubWindow.addEventListener(\"unload\", unloadHandler, false);\n\n\t\t// Support: IE 9 - 10 only\n\t\t} else if (subWindow.attachEvent) {\n\t\t\tsubWindow.attachEvent(\"onunload\", unloadHandler);\n\t\t}\n\t}\n\n\t/* Attributes\n\t-- */\n\n\t// Support: IE<8\n\t// Verify that getAttribute really returns attributes and not properties\n\t// (excepting IE8 booleans)\n\tsupport.attributes = assert(function(el) {\n\t\tel.className = \"i\";\n\t\treturn !el.getAttribute(\"className\");\n\t});\n\n\t/* getElement(s)By*\n\t-- */\n\n\t// Check if getElementsByTagName(\"*\") returns only elements\n\tsupport.getElementsByTagName = assert(function(el) {\n\t\tel.appendChild(document.createComment(\"\"));\n\t\treturn !el.getElementsByTagName(\"*\").length;\n\t});\n\n\t// Support:

IE<9\n\tsupport.getElementsByClassName = rnative.test(document.getElementsByClassName);\n\n\t// Support: IE<10\n\t// Check if getElementById returns elements by name\n\t// The broken getElementById methods don't pick up programmatically-set names,\n\t// so use a roundabout getElementsByName test\n\tsupport.getById = assert(function(el) {\n\t\tdocElem.appendChild(el).id = expando;\n\t\treturn !document.getElementsByName || !document.getElementsByName(expando).length;\n\t});\n\n\t// ID filter and find\n\tif (support.getById) {\n\t\tExpr.filter[\"ID\"] = function(id) {\n\t\t\tvar attrId = id.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\treturn elem.getAttribute(\"id\") === attrId;\n\t\t\t};\n\t\t};\n\t\tExpr.find[\"ID\"] = function(id, context) {\n\t\t\tif (typeof context.getElementById !== \"undefined\" && documentIsHTML) {\n\t\t\t\tvar elem = context.getElementById(id);\n\t\t\t\treturn elem ? [elem] : [];\n\t\t\t}\n\t\t};\n\t} else {\n\t\tExpr.filter[\"ID\"] = function(id) {\n\t\t\tvar attrId = id.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\tvar node = typeof elem.getAttributeNode !== \"undefined\" &&\n\t\t\t\t\telem.getAttributeNode(\"id\");\n\t\t\t\treturn node && node.value === attrId;\n\t\t\t};\n\t\t};\n\n\t\t// Support: IE 6 - 7 only\n\t\t// getElementById is not reliable as a find shortcut\n\t\tExpr.find[\"ID\"] = function(id, context) {\n\t\t\tif (typeof context.getElementById !== \"undefined\" && documentIsHTML) {\n\t\t\t\tvar node, i, elems,\n\t\t\t\t\telem = context.getElementById(id);\n\n\t\t\t\tif (elem) {\n\n\t\t\t\t\t// Verify the id attribute\n\t\t\t\t\tnode = elem.getAttributeNode(\"id\");\n\t\t\t\t\tif (node && node.value === id) {\n\t\t\t\t\t\treturn [elem];\n\t\t\t\t\t}\n\n\t\t\t\t\t// Fall back on getElementsByName\n\t\t\t\t\telems = context.getElementsByName(id);\n\t\t\t\t\ti = 0;\n\t\t\t\t\twhile ((elem = elems[i++])) {\n\t\t\t\t\t\tnode = elem.getAttributeNode(\"id\");\n\t\t\t\t\t\tif (node && node.value === id) {\n\t\t\t\t\t\t\treturn [elem];\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\treturn [];\n\t\t\t}\n\t\t};\n\t}\n\n\t// Tag\n\tExpr.find[\"TAG\"] = support.getElementsByTagName ?\n\t\tfunction(tag, context) {\n\t\t\tif (typeof context.getElementsByTagName !== \"undefined\") {\n\t\t\t\treturn context.getElementsByTagName(tag);\n\n\t\t\t// DocumentFragment nodes don't have gEBTN\n\t\t\t} else if (support.qsa) {\n\t\t\t\treturn context.querySelectorAll(tag);\n\t\t\t}\n\t\t} :\n\n\t\tfunction(tag, context) {\n\t\t\tvar elem,\n\t\t\t\ttmp = [],\n\t\t\t\ti = 0,\n\t\t\t\t// By happy coincidence, a (broken) gEBTN appears on DocumentFragment nodes too\n\t\t\t\tresults = context.getElementsByTagName(tag);\n\n\t\t\t// Filter out possible comments\n\t\t\tif (tag === \"*\") {\n\t\t\t\twhile ((elem = results[i++])) {\n\t\t\t\t\tif (elem.nodeType === 1) {\n\t\t\t\t\t\ttmp.push(elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\treturn tmp;\n\t\t\t}\n\t\t\treturn results;\n\t\t};\n\n\t// Class\n\tExpr.find[\"CLASS\"] = support.getElementsByClassName && function(className, context) {\n\t\tif (typeof context.getElementsByClassName !== \"undefined\" && documentIsHTML) {\n\t\t\treturn context.getElementsByClassName(className);\n\t\t}\n\t};\n\n\t/* QSA/matchesSelector\n\t-- */\n\n\t// QSA and matchesSelector support\n\n\t// matchesSelector(:active) reports false when true (IE9/Opera 11.5)\n\trbuggyMatches = [];\n\n\t// qSa(:focus) reports false when true (Chrome 21)\n\t// We allow this because of a bug in IE8/9 that throws an error\n\t// whenever `document.activeElement` is accessed on an iframe\n\t// So, we allow :focus to pass through QSA all the time to avoid the IE error\n\t// See https://bugs.jquery.com/ticket/13378\n\trbuggyQSA = [];\n\n\tif ((support.qsa = rnative.test(document.querySelectorAll))) {\n\t\t// Build QSA regex\n\t\t// Regex strategy adopted from Diego Perini\n\t\tassert(function(el) {\n\t\t\t// Select is set to empty string on purpose\n\t\t\t// This is to test IE's treatment of not explicitly\n\t\t\t// setting a boolean content attribute,\n\t\t\t// since its presence should be enough\n\t\t\t// https://bugs.jquery.com/ticket/12359\n\t\t\tdocElem.appendChild(el).innerHTML = \"\" +\n\t\t\t\t\"<select id='\" + expando + \"-\\r\\\\' msallowcapture=''>\" +\n\t\t\t\t\"<option selected=''></option></select>\";\n\n\t\t\t// Support: IE8, Opera 11-12.16\n\t\t\t// Nothing should be selected when empty strings follow ^= or $= or *=\n\t\t\t// The test attribute must be unknown in Opera but \"safe\" for WinRT\n\t\t\t// https://msdn.microsoft.com/en-us/library/ie/hh465388.aspx#attribute_section\n\t\t\tif (el.querySelectorAll(\"[msallowcapture^='']\").length) {\n\t\t\t\trbuggyQSA.push(\"[*^$]=\" + whitespace + \"*(?:''|\\\"\\\")\");\n\t\t\t}\n\n\t\t\t// Support: IE8\n\t\t\t// Boolean attributes and \"value\" are not treated correctly\n\t\t\tif (!el.querySelectorAll(\"[selected]\").length) {\n\t\t\t\trbuggyQSA.push(\"\\\\[\" + whitespace + \"*(?:value|\" + booleans + \")\");\n\t\t\t}\n\n\t\t\t// Support: Chrome<29, Android<4.4, Safari<7.0+, iOS<7.0+, PhantomJS<1.9.8+\n\t\t\tif (!el.querySelectorAll(\"[id~=\" + expando + \"-]\").length)

{\n\t\t\trbuggyQSA.push(\"~=\");\n\t\t\t}\n\n\t\t\t// Webkit/Opera - :checked should return selected option elements\n\t\t\t// http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked\n\t\t\t// IE8 throws error here and will not see later tests\n\t\t\tif (!el.querySelectorAll(\":checked\").length)

{\n\t\t\t\trbuggyQSA.push(\":checked\");\n\t\t\t}\n\n\t\t\t// Support: Safari 8+, iOS 8+\n\t\t\t// https://bugs.webkit.org/show_bug.cgi?id=136851\n\t\t\t// In-page `selector#id sibling-combinator selector` fails\n\t\t\tif (!el.querySelectorAll(\"a#\" + expando + \"+*\").length)

{\n\t\t\t\trbuggyQSA.push(\".#.+[+~]\");\n\t\t\t}\n\t\t});\n\n\t\tassert(function(el) {\n\t\tel.innerHTML = \"\" +\n\t\t\t\t\"<select disabled='disabled'><option/></select>\";\n\t\t\t// Support: Windows 8 Native Apps\n\t\t\t// The type and name attributes are restricted during .innerHTML assignment\n\t\t\tvar input = document.createElement(\"input\");\n\t\t\tinput.setAttribute(\"type\", \"hidden\");\n\t\t\tel.appendChild(input).setAttribute(\"name\", \"D\");\n\n\t\t\t// Support: IE8\n\t\t\t// Enforce case-sensitivity of name attribute\n\t\t\tif (el.querySelectorAll(\"[name=d]\").length) {\n\t\t\t\trbuggyQSA.push(\"name\" + whitespace + \"*[*^$|!~]?=\");\n\t\t\t}\n\n\t\t\t// FF 3.5 - :enabled/:disabled and hidden elements (hidden elements are still enabled)\n\t\t\t// IE8 throws error here and will not see later tests\n\t\t\tif (el.querySelectorAll(\":enabled\").length !== 2) {\n\t\t\t\trbuggyQSA.push(\":enabled\", \":disabled\");\n\t\t\t}\n\n\t\t\t// Support: IE9-11+\n\t\t\t// IE's :disabled selector does not pick up the children of disabled fieldsets\n\t\t\tdocElem.appendChild(el).disabled = true;\n\t\t\tif (el.querySelectorAll(\":disabled\").length !== 2) {\n\t\t\t\trbuggyQSA.push(\":enabled\", \":disabled\");\n\t\t\t}\n\n\t\t\t// Opera 10-11 does not throw on post-comma invalid pseudos\n\t\t\tel.querySelectorAll(\"*,:x\");\n\t\t\trbuggyQSA.push(\",.*:\");\n\t\t});\n\t}\n\n\tif ((support.matchesSelector = rnative.test((matches = docElem.matches ||\n\t\tdocElem.webkitMatchesSelector ||\n\t\tdocElem.mozMatchesSelector ||\n\t\tdocElem.oMatchesSelector ||\n\t\tdocElem.msMatchesSelector))))

{\n\n\t\tassert(function(el) {\n\t\t\t// Check to see if it's possible to do matchesSelector\n\t\t\t// on a disconnected node (IE 9)\n\t\t\tsupport.disconnectedMatch = matches.call(el, \"*\");\n\n\t\t\t// This should fail with an exception\n\t\t\t// Gecko does not error, returns false instead\n\t\t\tmatches.call(el, \"[s!='']:x\");\n\t\t\trbuggyMatches.push(\"!=\", pseudos);\n\t\t});\n\t}\n\n\trbuggyQSA = rbuggyQSA.length && new RegExp(rbuggyQSA.join(\"|\"));\n\trbuggyMatches = rbuggyMatches.length && new RegExp(rbuggyMatches.join(\"|\"));\n\n\t/* Contains\n\t--- */\n\thasCompare = rnative.test(docElem.compareDocumentPosition);\n\n\t// Element contains another\n\t// Purposefully self-exclusive\n\t// As in, an element does not contain itself\n\tcontains = hasCompare || rnative.test(docElem.contains) ?\n\tfunction(a, b) {\n\t\t\tvar adown = a.nodeType === 9 ? a.documentElement : a,\n\t\t\t\tbup = b && b.parentNode;\n\t\t\treturn a === bup || !!(bup && bup.nodeType === 1 && (\n\t\t\t\tadown.contains ?\n\t\t\t\t\tadown.contains(bup) :\n\t\t\t\t\ta.compareDocumentPosition && a.compareDocumentPosition(bup) & 16\n\t\t\t));\n\t\t} :\n\tfunction(a, b) {\n\t\t\tif (b) {\n\t\t\t\twhile ((b = b.parentNode)) {\n\t\t\t\t\tif (b === a) {\n\t\t\t\t\t\treturn true;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t};\n\n\t/* Sorting\n\t--- */\n\n\t// Document order sorting\n\tsortOrder = hasCompare ?\n\tfunction(a, b) {\n\n\t\t\t// Flag for duplicate removal\n\t\t\tif (a === b) {\n\t\t\t\thasDuplicate = true;\n\t\t\t\treturn 0;\n\t\t\t}\n\n\t\t\t// Sort on method existence if only one input has compareDocumentPosition\n\t\t\tvar compare = !a.compareDocumentPosition - !b.compareDocumentPosition;\n\t\t\tif (compare) {\n\t\t\t\treturn compare;\n\t\t\t}\n\n\t\t\t// Calculate position if both inputs belong to the same document\n\t\t\tcompare = (a.ownerDocument || a) === (b.ownerDocument || b) ?\n\t\t\t\ta.compareDocumentPosition(b) :\n\n\t\t\t\t// Otherwise we know they are disconnected\n\t\t\t\t1;\n\n\t\t\t// Disconnected nodes\n\t\t\tif (compare & 1 ||\n\t\t\t\t(!support.sortDetached && b.compareDocumentPosition(a) === compare)) {\n\n\t\t\t\t// Choose the first element that is related to our preferred document\n\t\t\t\tif (a === document || a.ownerDocument === preferredDoc && contains(preferredDoc, a)) {\n\t\t\t\t\treturn -1;\n\t\t\t\t}\n\t\t\t\tif (b === document || b.ownerDocument === preferredDoc && contains(preferredDoc, b)) {\n\t\t\t\t\treturn 1;\n\t\t\t\t}\n\n\t\t\t\t// Maintain original order\n\t\t\t\treturn sortInput ?\n\t\t\t\t\t(indexOf(sortInput, a) - indexOf(sortInput, b)) :\n\t\t\t\t\t0;\n\t\t\t}\n\n\t\t\treturn compare & 4 ? -1 : 1;\n\t\t} :\n\tfunction(a, b) {\n\t\t\t// Exit early if the nodes are identical\n\t\t\tif (a === b) {\n\t\t\t\thasDuplicate = true;\n\t\t\t\treturn 0;\n\t\t\t}\n\n\t\t\tvar cur,\n\t\t\t\ti = 0,\n\t\t\t\taup = a.parentNode,\n\t\t\t\tbup = b.parentNode,\n\t\t\t\tap = [a],\n\t\t\t\tbp = [b];\n\n\t\t\t// Parentless nodes are either

documents or disconnected\n\t\tif (!aup || !bup) {\n\t\t\treturn a === document ? -1 :\n\t\t\tb === document ? 1 :\n\t\t\taup ? -1 :\n\t\t\tbup ? 1 :\n\t\t\tsortInput ?\n\t\t\t(indexOf(sortInput, a) - indexOf(sortInput, b)) :\n\t\t\t0;\n\n\t\t// If the nodes are siblings, we can do a quick check\n\t\t} else if (aup === bup) {\n\t\t\treturn siblingCheck(a, b);\n\t\t}\n\n\t\t// Otherwise we need full lists of their ancestors for comparison\n\t\tcur = a;\n\t\twhile ((cur = cur.parentNode)) {\n\t\t\tap.unshift(cur);\n\t\t}\n\t\tcur = b;\n\t\twhile ((cur = cur.parentNode)) {\n\t\t\tbp.unshift(cur);\n\t\t}\n\n\t\t// Walk down the tree looking for a discrepancy\n\t\twhile (ap[i] === bp[i]) {\n\t\t\ti++;\n\t\t}\n\n\t\treturn i ?\n\t\t\t// Do a sibling check if the nodes have a common ancestor\n\t\t\tsiblingCheck(ap[i], bp[i]) :\n\n\t\t\t// Otherwise nodes in our document sort first\n\t\t\tap[i] === preferredDoc ? -1 :\n\t\t\tbp[i] === preferredDoc ? 1 :\n\t\t\t0;\n\t};\n\n\treturn document;\n};\n\nSizzle.matches = function(expr, elements) {\n\treturn Sizzle(expr, null, null, elements);\n};\n\nSizzle.matchesSelector = function(elem, expr) {\n\t// Set document vars if needed\n\tif ((elem.ownerDocument || elem) !== document) {\n\t\tsetDocument(elem);\n\t}\n\n\t// Make sure that attribute selectors are quoted\n\texpr = expr.replace(rattributeQuotes, \"='$1']\");\n\n\tif (support.matchesSelector && documentIsHTML &&\n\t\t!compilerCache[expr + \" \"] &&\n\t\t(!rbuggyMatches || !rbuggyMatches.test(expr)) &&\n\t\t(!rbuggyQSA || !rbuggyQSA.test(expr))) {\n\n\t\ttry {\n\t\t\tvar ret = matches.call(elem, expr);\n\n\t\t\t// IE 9's matchesSelector returns false on disconnected nodes\n\t\t\tif (ret || support.disconnectedMatch ||\n\t\t\t\t// As well, disconnected nodes are said to be in a document\n\t\t\t\t// fragment in IE 9\n\t\t\t\telem.document &&\n\t\t\t\telem.document.nodeType !== 11) {\n\t\t\t\treturn ret;\n\t\t\t}\n\t\t} catch (e) {}\n\t}\n\n\treturn Sizzle(expr, document, null, [elem]).length > 0;\n};\n\nSizzle.contains = function(context, elem) {\n\t// Set document vars if needed\n\tif ((context.ownerDocument || context) !== document) {\n\t\tsetDocument(context);\n\t}\n\treturn contains(context, elem);\n};\n\nSizzle.attr = function(elem, name) {\n\t// Set document vars if needed\n\tif ((elem.ownerDocument || elem) !== document) {\n\t\tsetDocument(elem);\n\t}\n\n\tvar fn = Expr.attrHandle[name.toLowerCase()],\n\t\t// Don't get fooled by Object.prototype properties (jQuery #13807)\n\t\tval = fn &&\n\t\t\thasOwn.call(Expr.attrHandle, name.toLowerCase()) ?\n\t\t\tfn(elem, name, !documentIsHTML) :\n\t\t\tundefined;\n\n\treturn val !== undefined ?\n\t\tval :\n\t\tsupport.attributes || !documentIsHTML ?\n\t\t\telem.getAttribute(name) :\n\t\t\t(val = elem.getAttributeNode(name)) && val.specified ?\n\t\t\t\tval.value :\n\t\t\t\tnull;\n};\n\nSizzle.escape = function(sel) {\n\treturn (sel + \"\").replace(rcssescape, fcssescape);\n};\n\nSizzle.error = function(msg) {\n\tthrow new Error(\"Syntax error, unrecognized expression: \" + msg);\n};\n\n/**\n * Document sorting and removing duplicates\n * @param {ArrayLike} results\n */\nSizzle.uniqueSort = function(results) {\n\tvar elem,\n\t\tduplicates = [],\n\t\tj = 0,\n\t\ti = 0;\n\n\t// Unless we *know* we can detect duplicates, assume their presence\n\thasDuplicate = !support.detectDuplicates;\n\tsortInput = !support.sortStable && results.slice(0);\n\tresults.sort(sortOrder);\n\n\tif (hasDuplicate) {\n\t\twhile ((elem = results[i++])) {\n\t\t\tif (elem === results[i]) {\n\t\t\t\tj = duplicates.push(i);\n\t\t\t}\n\t\t}\n\t\twhile (j--) {\n\t\t\tresults.splice(duplicates[j], 1);\n\t\t}\n\t}\n\n\t// Clear input after sorting to release objects\n\t// See https://github.com/jquery/sizzle/pull/225\n\tsortInput = null;\n\n\treturn results;\n};\n\n/**\n * Utility function for retrieving the text value of an array of DOM nodes\n * @param {Array|Element} elem\n */\ngetText = Sizzle.getText = function(elem) {\n\tvar node,\n\t\tret = \"\",\n\t\ti = 0,\n\t\tnodeType = elem.nodeType;\n\n\tif (!nodeType) {\n\t\t// If no nodeType, this is expected to be an array\n\t\twhile ((node = elem[i++])) {\n\t\t\t// Do not traverse comment nodes\n\t\t\tret += getText(node);\n\t\t}\n\t} else if (nodeType === 1 || nodeType === 9 || nodeType === 11) {\n\t\t// Use textContent for elements\n\t\t// innerText usage removed for consistency of new lines (jQuery #11153)\n\t\tif (typeof elem.textContent === \"string\") {\n\t\t\treturn elem.textContent;\n\t\t} else {\n\t\t\t// Traverse its children\n\t\t\tfor (elem = elem.firstChild; elem; elem = elem.nextSibling) {\n\t\t\t\tret += getText(elem);\n\t\t\t}\n\t\t}\n\t} else if (nodeType === 3 || nodeType === 4) {\n\t\treturn elem.nodeValue;\n\t}\n\t// Do not include comment or processing instruction nodes\n\n\treturn ret;\n};\n\nExpr = Sizzle.selectors = {\n\n\t// Can be adjusted by the user\n\tcacheLength: 50,\n\n\tcreatePseudo: markFunction,\n\n\tmatch: matchExpr,\n\n\tattrHandle: {},\n\n\tfind: {},\n\n\trelative: {\n\t\t\">\": { dir: \"parentNode\", first: true },\n\t\t\" \": { dir: \"parentNode\" },\n\t\t\"+\": { dir: \"previousSibling\", first: true },\n\t\t\"~\": { dir: \"previousSibling\" }\n\t},\n\n\tpreFilter: {\n\t\t\"ATTR\": function(match) {\n\t\t\tmatch[1] =

match[1].replace(runescape, funescape);\n\n\t\t\t// Move the given value to match[3] whether quoted or unquoted\n\t\t\tmatch[3] = (match[3] || match[4] || match[5] || \"\").replace(runescape, funescape);\n\n\t\t\tif (match[2] === \"~=\") {\n\t\t\t\tmatch[3] = \" \" + match[3] + \" \";\n\t\t\t}\n\n\t\t\treturn match.slice(0, 4);\n\t\t},\n\n\t\t\t"CHILD\": function(match) {\n\t\t\t/* matches from matchExpr[\"CHILD\"]\n\t\t\t\t1 type (only|nth|...)\n\t\t\t\t2 what (child|of-type)\n\t\t\t\t3 argument (even|odd|\\d*|\\d*n([+-]\\d+)?|...)\n\t\t\t\t4 xn-component of xn+y argument ([+-]?\\d*n|)\n\t\t\t\t5 sign of xn-component\n\t\t\t\t6 x of xn-component\n\t\t\t\t7 sign of y-component\n\t\t\t\t8 y of y-component\n\t\t\t*/\n\t\t\tmatch[1] = match[1].toLowerCase();\n\n\t\t\tif (match[1].slice(0, 3) === \"nth\") {\n\t\t\t\t// nth-* requires argument\n\t\t\t\tif (!match[3]) {\n\t\t\t\t\tSizzle.error(match[0]);\n\t\t\t\t}\n\n\t\t\t\t// numeric x and y parameters for Expr.filter.CHILD\n\t\t\t\t// remember that false/true cast respectively to 0/1\n\t\t\t\tmatch[4] = +(match[4] ? match[5] + (match[6] || 1) : 2 * (match[3] === \"even\" || match[3] === \"odd\"));\n\t\t\t\tmatch[5] = +((match[7] + match[8]) || match[3] === \"odd\");\n\n\t\t\t\t// other types prohibit arguments\n\t\t\t} else if (match[3]) {\n\t\t\t\tSizzle.error(match[0]);\n\t\t\t}\n\n\t\t\treturn match;\n\t\t},\n\n\t\t\t"PSEUDO\": function(match) {\n\t\t\tvar excess,\n\t\t\t\tunquoted = !match[6] && match[2];\n\n\t\t\tif (matchExpr[\"CHILD\"].test(match[0])) {\n\t\t\t\treturn null;\n\t\t\t}\n\n\t\t\t// Accept quoted arguments as-is\n\t\t\tif (match[3]) {\n\t\t\t\tmatch[2] = match[4] || match[5] || \"\";\n\n\t\t\t// Strip excess characters from unquoted arguments\n\t\t\t} else if (unquoted && rpseudo.test(unquoted) &&\n\t\t\t\t// Get excess from tokenize (recursively)\n\t\t\t\t(excess = tokenize(unquoted, true)) &&\n\t\t\t\t// advance to the next closing parenthesis\n\t\t\t\t(excess = unquoted.indexOf(\")\", unquoted.length - excess) - unquoted.length)) {\n\n\t\t\t\t// excess is a negative index\n\t\t\t\tmatch[0] = match[0].slice(0, excess);\n\t\t\t\tmatch[2] = unquoted.slice(0, excess);\n\t\t\t}\n\n\t\t\t// Return only captures needed by the pseudo filter method (type and argument)\n\t\t\treturn match.slice(0, 3);\n\t\t}\n\t},\n\n\tfilter: {\n\n\t\t\t"TAG\": function(nodeNameSelector) {\n\t\t\tvar nodeName = nodeNameSelector.replace(runescape, funescape).toLowerCase();\n\t\t\treturn nodeNameSelector === \"*\" ?\n\t\t\t\tfunction() { return true; } :\n\t\t\t\tfunction(elem) {\n\t\t\t\t\treturn elem.nodeName && elem.nodeName.toLowerCase() === nodeName;\n\t\t\t\t};\n\t\t},\n\n\t\t\t"CLASS\": function(className) {\n\t\t\tvar pattern = classCache[className + \" \"];\n\n\t\t\treturn pattern ||\n\t\t\t\t(pattern = new RegExp(\"(^|\" + whitespace + \")\" + className + \"(\" + whitespace + \"|$)\")) &&\n\t\t\t\tclassCache(className, function(elem) {\n\t\t\t\t\treturn pattern.test(typeof elem.className === \"string\" && elem.className || typeof elem.getAttribute !== \"undefined\" && elem.getAttribute(\"class\") || \"\");\n\t\t\t});\n\t\t},\n\n\t\t\t"ATTR\": function(name, operator, check) {\n\t\t\treturn function(elem) {\n\t\t\t\tvar result = Sizzle.attr(elem, name);\n\n\t\t\t\tif (result == null) {\n\t\t\t\t\treturn operator === \"!=\";\n\t\t\t\t}\n\t\t\t\tif (!operator) {\n\t\t\t\t\treturn true;\n\t\t\t\t}\n\n\t\t\t\tresult += \"\";\n\n\t\t\t\treturn operator === \"=\" ? result === check :\n\t\t\t\t\toperator === \"!=\" ? result !== check :\n\t\t\t\t\toperator === \"^=\" ? check && result.indexOf(check) === 0 :\n\t\t\t\t\toperator === \"*=\" ? check && result.indexOf(check) > -1 :\n\t\t\t\t\toperator === \"$=\" ? check && result.slice(-check.length) === check :\n\t\t\t\t\toperator === \"~=\" ? (\" \" + result.replace(rwhitespace, \" \") + \" \").indexOf(check) > -1 :\n\t\t\t\t\toperator === \"|=\" ? result === check || result.slice(0, check.length + 1) === check + \"-\" :\n\t\t\t\t\tfalse;\n\t\t\t};\n\t\t},\n\n\t\t\t"CHILD\": function(type, what, argument, first, last) {\n\t\t\tvar simple = type.slice(0, 3) !== \"nth\",\n\t\t\t\tforward = type.slice(-4) !== \"last\",\n\t\t\t\tofType = what === \"of-type\";\n\n\t\t\treturn first === 1 && last === 0 ?\n\n\t\t\t\t// Shortcut for :nth-*(n)\n\t\t\t\tfunction(elem) {\n\t\t\t\t\treturn !!elem.parentNode;\n\t\t\t\t} :\n\n\t\t\t\tfunction(elem, context, xml) {\n\t\t\t\t\tvar cache, uniqueCache, outerCache, node, nodeIndex, start,\n\t\t\t\t\t\tdir = simple !== forward ? \"nextSibling\" : \"previousSibling\",\n\t\t\t\t\t\tparent = elem.parentNode,\n\t\t\t\t\t\tname = ofType && elem.nodeName.toLowerCase(),\n\t\t\t\t\t\tuseCache = !xml && !ofType,\n\t\t\t\t\t\tdiff = false;\n\n\t\t\t\t\tif (parent) {\n\n\t\t\t\t\t\t// :(first|last|only)-(child|of-type)\n\t\t\t\t\t\tif (simple) {\n\t\t\t\t\t\t\twhile (dir) {\n\t\t\t\t\t\t\t\tnode = elem;\n\t\t\t\t\t\t\t\twhile ((node = node[dir])) {\n\t\t\t\t\t\t\t\t\tif (ofType ?\n\t\t\t\t\t\t\t\t\t\tnode.nodeName.toLowerCase() === name :\n\t\t\t\t\t\t\t\t\t\tnode.nodeType === 1) {\n\n\t\t\t\t\t\t\t\t\t\treturn false;\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t// Reverse direction for :only-* (if we haven't yet done so)\n\t\t\t\t\t\t\t\tstart = dir = type === \"only\" && !start && \"nextSibling\";\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t\tstart = [forward ? parent.firstChild :

parent.lastChild];\n\n\t\t\t\t\t// non-xml :nth-child(...) stores cache data on `parent`\n\t\t\t\t\tif (forward && useCache) {\n\n\t\t\t\t\t\t// Seek `elem` from a previously-cached index\n\n\t\t\t\t\t\t// ...in a gzip-friendly way\n\t\t\t\t\t\tnode = parent;\n\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\tcache = uniqueCache[type] || [];\n\t\t\t\t\t\tnodeIndex = cache[0] === dirruns && cache[1];\n\t\t\t\t\t\tdiff = nodeIndex && cache[2];\n\t\t\t\t\t\tnode = nodeIndex && parent.childNodes[nodeIndex];\n\n\t\t\t\t\t\twhile ((node = ++nodeIndex && node && node[dir] ||\n\n\t\t\t\t\t\t\t// Fallback to seeking `elem` from the start\n\t\t\t\t\t\t\t(diff = nodeIndex = 0) || start.pop())) {\n\n\t\t\t\t\t\t\t// When found, cache indexes on `parent` and break\n\t\t\t\t\t\t\tif (node.nodeType === 1 && ++diff && node === elem) {\n\t\t\t\t\t\t\t\tuniqueCache[type] = [dirruns, nodeIndex, diff];\n\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\n\t\t\t\t\t} else {\n\t\t\t\t\t\t// Use previously-cached element index if available\n\t\t\t\t\t\tif (useCache) {\n\t\t\t\t\t\t\t// ...in a gzip-friendly way\n\t\t\t\t\t\t\tnode = elem;\n\t\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\t\tcache = uniqueCache[type] || [];\n\t\t\t\t\t\t\tnodeIndex = cache[0] === dirruns && cache[1];\n\t\t\t\t\t\t\tdiff = nodeIndex;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t\t// xml :nth-child(...)\n\t\t\t\t\t\t// or :nth-last-child(...) or :nth(-last)?-of-type(...)\n\t\t\t\t\t\tif (diff === false) {\n\t\t\t\t\t\t\t// Use the same loop as above to seek `elem` from the start\n\t\t\t\t\t\t\twhile ((node = ++nodeIndex && node && node[dir] ||\n\t\t\t\t\t\t\t\t(diff = nodeIndex = 0) || start.pop())) {\n\n\t\t\t\t\t\t\t\tif ((ofType ?\n\t\t\t\t\t\t\t\t\tnode.nodeName.toLowerCase() === name :\n\t\t\t\t\t\t\t\t\tnode.nodeType === 1) &&\n\t\t\t\t\t\t\t\t\t++diff) {\n\n\t\t\t\t\t\t\t\t\t// Cache the index of each encountered element\n\t\t\t\t\t\t\t\t\tif (useCache) {\n\t\t\t\t\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\t\t\t\t\tuniqueCache[type] = [dirruns, diff];\n\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\tif (node === elem) {\n\t\t\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Incorporate the offset, then check against cycle size\n\t\t\t\t\tdiff -= last;\n\t\t\t\t\treturn diff === first || (diff % first === 0 && diff / first >= 0);\n\t\t\t\t}\n\t\t\t};\n\t\t},\n\n\t\t"PSEUDO\": function(pseudo, argument) {\n\t\t\t// pseudo-class names are case-insensitive\n\t\t\t// http://www.w3.org/TR/selectors/#pseudo-classes\n\t\t\t// Prioritize by case sensitivity in case custom pseudos are added with uppercase letters\n\t\t\t// Remember that setFilters inherits from pseudos\n\t\t\tvar args,\n\t\t\t\tfn = Expr.pseudos[pseudo] || Expr.setFilters[pseudo.toLowerCase()] ||\n\t\t\t\tSizzle.error(\"unsupported pseudo: \" + pseudo);\n\n\t\t\t// The user may use createPseudo to indicate that\n\t\t\t// arguments are needed to create the filter function\n\t\t\t// just as Sizzle does\n\t\t\tif (fn[expando]) {\n\t\t\t\treturn fn(argument);\n\t\t\t}\n\n\t\t\t// But maintain support for old signatures\n\t\t\tif (fn.length > 1) {\n\t\t\t\targs = [pseudo, pseudo, \"\", argument];\n\t\t\t\treturn Expr.setFilters.hasOwnProperty(pseudo.toLowerCase()) ?\n\t\t\t\t\tmarkFunction(function(seed, matches) {\n\t\t\t\t\t\tvar idx,\n\t\t\t\t\t\t\tmatched = fn(seed, argument),\n\t\t\t\t\t\t\ti = matched.length;\n\t\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\t\tidx = indexOf(seed, matched[i]);\n\t\t\t\t\t\t\tseed[idx] = !(matches[idx] = matched[i]);\n\t\t\t\t\t\t}\n\t\t\t\t\t}) :\n\t\t\t\t\tfunction(elem) {\n\t\t\t\t\t\treturn fn(elem, 0, args);\n\t\t\t\t\t};\n\t\t\t}\n\n\t\t\treturn fn;\n\t\t}\n\t},\n\n\tpseudos: {\n\t\t// Potentially complex pseudos\n\t\t\"not\": markFunction(function(selector) {\n\t\t\t// Trim the selector passed to compile\n\t\t\t// to avoid treating leading and trailing\n\t\t\t// spaces as combinators\n\t\t\tvar input = [],\n\t\t\t\tresults = [],\n\t\t\t\tmatcher = compile(selector.replace(rtrim, \"$1\"));\n\n\t\t\treturn matcher[expando] ?\n\t\t\t\tmarkFunction(function(seed, matches, context, xml) {\n\t\t\t\t\tvar elem,\n\t\t\t\t\t\tunmatched = matcher(seed, null, xml, []),\n\t\t\t\t\t\ti = seed.length;\n\n\t\t\t\t\t// Match elements unmatched by `matcher`\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tif ((elem = unmatched[i])) {\n\t\t\t\t\t\t\tseed[i] = !(matches[i] = elem);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}) :\n\t\t\t\tfunction(elem, context, xml) {\n\t\t\t\t\tinput[0] = elem;\n\t\t\t\t\tmatcher(input, null, xml, results);\n\t\t\t\t\t// Don't keep the

element (issue #299)\n\t\t\t\tinput[0] = null;\n\t\t\t\treturn !results.pop();\n\t\t\t}\n\t\t}),\n\n\t\t\"has\": markFunction(function(selector) {\n\t\t\treturn function(elem) {\n\t\t\treturn Sizzle(selector, elem).length > 0;\n\t\t};\n\t}),\n\n\t\t\"contains\": markFunction(function(text) {\n\t\t\ttext = text.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\treturn (elem.textContent || elem.innerText || getText(elem)).indexOf(text) > -1;\n\t\t};\n\t}),\n\n\t\t// \"Whether an element is represented by a :lang() selector\n\t\t// is based solely on the element's language value\n\t\t// being equal to the identifier C,\n\t\t// or beginning with the identifier C immediately followed by \"-\".\n\t\t// The matching of C against the element's language value is performed case-insensitively.\n\t\t// The identifier C does not have to be a valid language name.\"\n\t\t// http://www.w3.org/TR/selectors/#lang-pseudo\n\t\t\"lang\": markFunction(function(lang) {\n\t\t\t// lang value must be a valid identifier\n\t\t\tif (!ridentifier.test(lang || \"\")) {\n\t\t\t\tSizzle.error(\"unsupported lang: \" + lang);\n\t\t\t}\n\t\t\tlang = lang.replace(runescape, funescape).toLowerCase();\n\t\t\treturn function(elem) {\n\t\t\t\tvar elemLang;\n\t\t\t\tdo {\n\t\t\t\t\tif ((elemLang = documentIsHTML ?\n\t\t\t\t\t\telem.lang :\n\t\t\t\t\t\telem.getAttribute(\"xml:lang\") || elem.getAttribute(\"lang\"))) {\n\n\t\t\t\t\t\telemLang = elemLang.toLowerCase();\n\t\t\t\t\t\treturn elemLang === lang || elemLang.indexOf(lang + \"-\") === 0;\n\t\t\t\t\t}\n\t\t\t\t} while ((elem = elem.parentNode) && elem.nodeType === 1);\n\t\t\t\treturn false;\n\t\t};\n\t}),\n\n\t\t// Miscellaneous\n\t\t\"target\": function(elem) {\n\t\t\tvar hash = window.location && window.location.hash;\n\t\t\treturn hash && hash.slice(1) === elem.id;\n\t\t},\n\n\t\t\"root\": function(elem) {\n\t\t\treturn elem === docElem;\n\t\t},\n\n\t\t\"focus\": function(elem) {\n\t\t\treturn elem === document.activeElement && (!document.hasFocus || document.hasFocus()) && !!(elem.type || elem.href || ~elem.tabIndex);\n\t\t},\n\n\t\t// Boolean properties\n\t\t\"enabled\": createDisabledPseudo(false),\n\t\t\"disabled\": createDisabledPseudo(true),\n\n\t\t\"checked\": function(elem) {\n\t\t\t// In CSS3, :checked should return both checked and selected elements\n\t\t\t// http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked\n\t\t\tvar nodeName = elem.nodeName.toLowerCase();\n\t\t\treturn (nodeName === \"input\" && !!elem.checked) || (nodeName === \"option\" && !!elem.selected);\n\t\t},\n\n\t\t\"selected\": function(elem) {\n\t\t\t// Accessing this property makes selected-by-default\n\t\t\t// options in Safari work properly\n\t\t\tif (elem.parentNode) {\n\t\t\t\telem.parentNode.selectedIndex;\n\t\t\t}\n\n\t\t\treturn elem.selected === true;\n\t\t},\n\n\t\t// Contents\n\t\t\"empty\": function(elem) {\n\t\t\t// http://www.w3.org/TR/selectors/#empty-pseudo\n\t\t\t// :empty is negated by element (1) or content nodes (text: 3; cdata: 4; entity ref: 5),\n\t\t\t//   but not by others (comment: 8; processing instruction: 7; etc.)\n\t\t\t// nodeType < 6 works because attributes (2) do not appear as children\n\t\t\tfor (elem = elem.firstChild; elem; elem = elem.nextSibling) {\n\t\t\t\tif (elem.nodeType < 6) {\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn true;\n\t\t},\n\n\t\t\"parent\": function(elem) {\n\t\t\treturn !Expr.pseudos[\"empty\"](elem);\n\t\t},\n\n\t\t// Element/input types\n\t\t\"header\": function(elem) {\n\t\t\treturn rheader.test(elem.nodeName);\n\t\t},\n\n\t\t\"input\": function(elem) {\n\t\t\treturn rinputs.test(elem.nodeName);\n\t\t},\n\n\t\t\"button\": function(elem) {\n\t\t\tvar name = elem.nodeName.toLowerCase();\n\t\t\treturn name === \"input\" && elem.type === \"button\" || name === \"button\";\n\t\t},\n\n\t\t\"text\": function(elem) {\n\t\t\tvar attr;\n\t\t\treturn elem.nodeName.toLowerCase() === \"input\" &&\n\t\t\t\telem.type === \"text\" &&\n\n\t\t\t\t// Support: IE<8\n\t\t\t\t// New HTML5 attribute values (e.g., \"search\") appear with elem.type === \"text\"\n\t\t\t\t((attr = elem.getAttribute(\"type\")) == null || attr.toLowerCase() === \"text\");\n\t\t},\n\n\t\t// Position-in-collection\n\t\t\"first\": createPositionalPseudo(function() {\n\t\t\treturn [0];\n\t\t}),\n\n\t\t\"last\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\treturn [length - 1];\n\t\t}),\n\n\t\t\"eq\": createPositionalPseudo(function(matchIndexes, length, argument) {\n\t\t\treturn [argument < 0 ? argument + length : argument];\n\t\t}),\n\n\t\t\"even\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\tvar i = 0;\n\t\t\tfor (; i < length; i += 2) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"odd\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\tvar i = 1;\n\t\t\tfor (; i < length; i += 2) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"lt\": createPositionalPseudo(function(matchIndexes, length, argument) {\n\t\t\tvar i = argument < 0 ? argument + length : argument;\n\t\t\tfor (; --i >= 0;) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"gt\": createPositionalPseudo(function(matchIndexes, length,

argument) {\n\t\tvar i = argument < 0 ? argument + length : argument;\n\t\tfor (; ++i < length;) {\n\t\t\tmatchIndexes.push(i);\n\t\t}\n\t\treturn matchIndexes;\n\t\t})\n\t}\n};\n\nExpr.pseudos[\"nth\"] = Expr.pseudos[\"eq\"];\n\n// Add button/input type pseudos\nfor (i in { radio: true, checkbox: true, file: true, password: true, image: true }) {\n\tExpr.pseudos[i] = createInputPseudo(i);\n}\nfor (i in { submit: true, reset: true }) {\n\tExpr.pseudos[i] = createButtonPseudo(i);\n}\n\n// Easy API for creating new setFilters\nfunction setFilters() {}\nsetFilters.prototype = Expr.filters = Expr.pseudos;\nExpr.setFilters = new setFilters();\n\ntokenize = Sizzle.tokenize = function(selector, parseOnly) {\n\tvar matched, match, tokens, type,\n\t\tsoFar, groups, preFilters,\n\t\tcached = tokenCache[selector + \" \"];\n\n\tif (cached) {\n\t\treturn parseOnly ? 0 : cached.slice(0);\n\t}\n\n\tsoFar = selector;\n\tgroups = [];\n\tpreFilters = Expr.preFilter;\n\n\twhile (soFar) {\n\n\t\t// Comma and first run\n\t\tif (!matched || (match = rcomma.exec(soFar))) {\n\t\t\tif (match) {\n\t\t\t\t// Don't consume trailing commas as valid\n\t\t\t\tsoFar = soFar.slice(match[0].length) || soFar;\n\t\t\t}\n\t\t\tgroups.push((tokens = []));\n\t\t}\n\n\t\tmatched = false;\n\n\t\t// Combinators\n\t\tif ((match = rcombinators.exec(soFar))) {\n\t\t\tmatched = match.shift();\n\t\t\ttokens.push({\n\t\t\t\tvalue: matched,\n\t\t\t\t// Cast descendant combinators to space\n\t\t\t\ttype: match[0].replace(rtrim, \" \")\n\t\t\t});\n\t\t\tsoFar = soFar.slice(matched.length);\n\t\t}\n\n\t\t// Filters\n\t\tfor (type in Expr.filter) {\n\t\t\tif ((match = matchExpr[type].exec(soFar)) && (!preFilters[type] ||\n\t\t\t\t(match = preFilters[type](match)))) {\n\t\t\t\tmatched = match.shift();\n\t\t\t\ttokens.push({\n\t\t\t\t\tvalue: matched,\n\t\t\t\t\ttype: type,\n\t\t\t\t\tmatches: match\n\t\t\t\t});\n\t\t\t\tsoFar = soFar.slice(matched.length);\n\t\t\t}\n\t\t}\n\n\t\tif (!matched) {\n\t\t\tbreak;\n\t\t}\n\t}\n\n\t// Return the length of the invalid excess\n\t// if we're just parsing\n\t// Otherwise, throw an error or return tokens\n\treturn parseOnly ?\n\t\tsoFar.length :\n\t\tsoFar ?\n\t\tSizzle.error(selector) :\n\t\t// Cache the tokens\n\t\ttokenCache(selector, groups).slice(0);\n};\n\nfunction toSelector(tokens) {\n\tvar i = 0,\n\t\tlen = tokens.length,\n\t\tselector = \"\";\n\tfor (; i < len; i++) {\n\t\tselector += tokens[i].value;\n\t}\n\treturn selector;\n}\n\nfunction addCombinator(matcher, combinator, base) {\n\tvar dir = combinator.dir,\n\t\tskip = combinator.next,\n\t\tkey = skip || dir,\n\t\tcheckNonElements = base && key === \"parentNode\",\n\t\tdoneName = done++;\n\n\treturn combinator.first ?\n\t\t// Check against closest ancestor/preceding element\n\t\tfunction(elem, context, xml) {\n\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\treturn matcher(elem, context, xml);\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t} :\n\n\t\t// Check against all ancestor/preceding elements\n\t\tfunction(elem, context, xml) {\n\t\t\tvar oldCache, uniqueCache, outerCache,\n\t\t\t\tnewCache = [dirruns, doneName];\n\n\t\t\t// We can't set arbitrary data on XML nodes, so they don't benefit from combinator caching\n\t\t\tif (xml) {\n\t\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\t\tif (matcher(elem, context, xml)) {\n\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\t\touterCache = elem[expando] || (elem[expando] = {});\n\n\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\tuniqueCache = outerCache[elem.uniqueID] || (outerCache[elem.uniqueID] = {});\n\n\t\t\t\t\t\tif (skip && skip === elem.nodeName.toLowerCase()) {\n\t\t\t\t\t\t\telem = elem[dir] || elem;\n\t\t\t\t\t\t} else if ((oldCache = uniqueCache[key]) &&\n\t\t\t\t\t\t\toldCache[0] === dirruns && oldCache[1] === doneName) {\n\n\t\t\t\t\t\t\t// Assign to newCache so results back-propagate to previous elements\n\t\t\t\t\t\t\treturn (newCache[2] = oldCache[2]);\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t// Reuse newcache so results back-propagate to previous elements\n\t\t\t\t\t\t\tuniqueCache[key] = newCache;\n\n\t\t\t\t\t\t\t// A match means we're done; a fail means we have to keep checking\n\t\t\t\t\t\t\tif ((newCache[2] = matcher(elem, context, xml))) {\n\t\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t};\n}\n\nfunction elementMatcher(matchers) {\n\treturn matchers.length > 1 ?\n\t\tfunction(elem, context, xml) {\n\t\t\tvar i = matchers.length;\n\t\t\twhile (i--) {\n\t\t\t\tif (!matchers[i](elem, context, xml)) {\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn true;\n\t\t} :\n\t\tmatchers[0];\n}\n\nfunction multipleContexts(selector, contexts, results) {\n\tvar i = 0,\n\t\tlen = contexts.length;\n\tfor (; i < len; i++) {\n\t\tSizzle(selector, contexts[i], results);\n\t}\n\treturn results;\n}\n\nfunction condense(unmatched, map, filter, context, xml) {\n\tvar elem,\n\t\tnewUnmatched = [],\n\t\ti = 0,\n\t\tlen = unmatched.length,\n\t\tmapped = map != null;\n\n\tfor (; i < len;

i++) {\n\t\tif ((elem = unmatched[i])) {\n\t\t\tif (!filter || filter(elem, context, xml)) {\n\t\t\t\tnewUnmatched.push(elem);\n\t\t\t\tif (mapped) {\n\t\t\t\t\tmap.push(i);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn newUnmatched;\n}\n\nfunction setMatcher(preFilter, selector, matcher, postFilter, postFinder, postSelector) {\n\tif (postFilter && !postFilter[expando]) {\n\t\tpostFilter = setMatcher(postFilter);\n\t}\n\tif (postFinder && !postFinder[expando]) {\n\t\tpostFinder = setMatcher(postFinder, postSelector);\n\t}\n\treturn markFunction(function(seed, results, context, xml) {\n\t\tvar temp, i, elem,\n\t\t\tpreMap = [],\n\t\t\tpostMap = [],\n\t\t\tpreexisting = results.length,\n\n\t\t\t// Get initial elements from seed or context\n\t\t\telems = seed || multipleContexts(selector || \"*\", context.nodeType ? [context] : context, []),\n\n\t\t\t// Prefilter to get matcher input, preserving a map for seed-results synchronization\n\t\t\tmatcherIn = preFilter && (seed || !selector) ?\n\t\t\t\tcondense(elems, preMap, preFilter, context, xml) :\n\t\t\t\telems,\n\n\t\t\tmatcherOut = matcher ?\n\t\t\t\t// If we have a postFinder, or filtered seed, or non-seed postFilter or preexisting results,\n\t\t\t\tpostFinder || (seed ? preFilter : preexisting || postFilter) ?\n\n\t\t\t\t\t// ...intermediate processing is necessary\n\t\t\t\t\t[] :\n\n\t\t\t\t\t// ...otherwise use results directly\n\t\t\t\t\tresults :\n\t\t\t\tmatcherIn;\n\n\t\t// Find primary matches\n\t\tif (matcher) {\n\t\t\tmatcher(matcherIn, matcherOut, context, xml);\n\t\t}\n\n\t\t// Apply postFilter\n\t\tif (postFilter) {\n\t\t\ttemp = condense(matcherOut, postMap);\n\t\t\tpostFilter(temp, [], context, xml);\n\n\t\t\t// Un-match failing elements by moving them back to matcherIn\n\t\t\ti = temp.length;\n\t\t\twhile (i--) {\n\t\t\t\tif ((elem = temp[i])) {\n\t\t\t\t\tmatcherOut[postMap[i]] = !(matcherIn[postMap[i]] = elem);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\tif (seed) {\n\t\t\tif (postFinder || preFilter) {\n\t\t\t\tif (postFinder) {\n\t\t\t\t\t// Get the final matcherOut by condensing this intermediate into postFinder contexts\n\t\t\t\t\ttemp = [];\n\t\t\t\t\ti = matcherOut.length;\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tif ((elem = matcherOut[i])) {\n\t\t\t\t\t\t\t// Restore matcherIn since elem is not yet a final match\n\t\t\t\t\t\t\ttemp.push((matcherIn[i] = elem));\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tpostFinder(null, (matcherOut = []), temp, xml);\n\t\t\t\t}\n\n\t\t\t\t// Move matched elements from seed to results to keep them synchronized\n\t\t\t\ti = matcherOut.length;\n\t\t\t\twhile (i--) {\n\t\t\t\t\tif ((elem = matcherOut[i]) &&\n\t\t\t\t\t\t(temp = postFinder ? indexOf(seed, elem) : preMap[i]) > -1) {\n\n\t\t\t\t\t\tseed[temp] = !(results[temp] = elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t// Add elements to results, through postFinder if defined\n\t\t} else {\n\t\t\tmatcherOut = condense(\n\t\t\t\tmatcherOut === results ?\n\t\t\t\t\tmatcherOut.splice(preexisting, matcherOut.length) :\n\t\t\t\t\tmatcherOut\n\t\t\t);\n\t\t\tif (postFinder) {\n\t\t\t\tpostFinder(null, results, matcherOut, xml);\n\t\t\t} else {\n\t\t\t\tpush.apply(results, matcherOut);\n\t\t\t}\n\t\t}\n\t});\n}\n\nfunction matcherFromTokens(tokens) {\n\tvar checkContext, matcher, j,\n\t\tlen = tokens.length,\n\t\tleadingRelative = Expr.relative[tokens[0].type],\n\t\timplicitRelative = leadingRelative || Expr.relative[\" \"],\n\t\ti = leadingRelative ? 1 : 0,\n\n\t\t// The foundational matcher ensures that elements are reachable from top-level context(s)\n\t\tmatchContext = addCombinator(function(elem) {\n\t\t\treturn elem === checkContext;\n\t\t}, implicitRelative, true),\n\t\tmatchAnyContext = addCombinator(function(elem) {\n\t\t\treturn indexOf(checkContext, elem) > -1;\n\t\t}, implicitRelative, true),\n\t\tmatchers = [function(elem, context, xml) {\n\t\t\tvar ret = (!leadingRelative && (xml || context !== outermostContext)) || (\n\t\t\t\t(checkContext = context).nodeType ?\n\t\t\t\t\tmatchContext(elem, context, xml) :\n\t\t\t\t\tmatchAnyContext(elem, context, xml));\n\t\t\t// Avoid hanging onto element (issue #299)\n\t\t\tcheckContext = null;\n\t\t\treturn ret;\n\t\t}];\n\n\tfor (; i < len; i++) {\n\t\tif ((matcher = Expr.relative[tokens[i].type])) {\n\t\t\tmatchers = [addCombinator(elementMatcher(matchers), matcher)];\n\t\t} else {\n\t\t\tmatcher = Expr.filter[tokens[i].type].apply(null, tokens[i].matches);\n\n\t\t\t// Return special upon seeing a positional matcher\n\t\t\tif (matcher[expando]) {\n\t\t\t\t// Find the next relative operator (if any) for proper handling\n\t\t\t\tj = ++i;\n\t\t\t\tfor (; j < len; j++) {\n\t\t\t\t\tif (Expr.relative[tokens[j].type]) {\n\t\t\t\t\t\tbreak;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn setMatcher(\n\t\t\t\t\ti > 1 && elementMatcher(matchers),\n\t\t\t\t\ti > 1 && toSelector(\n\t\t\t\t\t\t// If the preceding token was a descendant combinator, insert an implicit any-element `*`\n\t\t\t\t\t\ttokens.slice(0, i - 1).concat({ value: tokens[i - 2].type === \" \" ? \"*\" : \"\" })\n\t\t\t\t\t).replace(rtrim, \"$1\"),\n\t\t\t\t\tmatcher,\n\t\t\t\t\ti < j && matcherFromTokens(tokens.slice(i, j)),\n\t\t\t\t\tj < len && matcherFromTokens((tokens = tokens.slice(j))),\n\t\t\t\t\tj < len && toSelector(tokens)\n\t\t\t\t);\n\t\t\t}\n\t\t\tmatchers.push(matcher);\n\t\t}\n\t}\n\n\treturn elementMatcher(matchers);\n}\n\nfunction

matcherFromGroupMatchers(elementMatchers, setMatchers) {\n\tvar bySet = setMatchers.length > 0,\n\t\tbyElement = elementMatchers.length > 0,\n\t\tsuperMatcher = function(seed, context, xml, results, outermost) {\n\t\tvar elem, j, matcher,\n\t\t\tmatchedCount = 0,\n\t\t\ti = \"0\",\n\t\t\tunmatched = seed && [],\n\t\t\tsetMatched = [],\n\t\t\tcontextBackup = outermostContext,\n\t\t\t// We must always have either seed elements or outermost context\n\t\t\telems = seed || byElement && Expr.find[\"TAG\"](\"*\", outermost),\n\t\t\t// Use integer dirruns iff this is the outermost matcher\n\t\t\tdirrunsUnique = (dirruns += contextBackup == null ? 1 : Math.random() || 0.1),\n\t\t\tlen = elems.length;\n\n\t\tif (outermost) {\n\t\t\toutermostContext = context === document || context || outermost;\n\t\t}\n\n\t\t// Add elements passing elementMatchers directly to results\n\t\t// Support: IE<9, Safari\n\t\t// Tolerate NodeList properties (IE: \"length\"; Safari: <number>) matching elements by id\n\t\tfor (; i !== len && (elem = elems[i]) != null; i++) {\n\t\t\tif (byElement && elem) {\n\t\t\t\tj = 0;\n\t\t\t\tif (!context && elem.ownerDocument !== document) {\n\t\t\t\t\tsetDocument(elem);\n\t\t\t\t\txml = !documentIsHTML;\n\t\t\t\t}\n\t\t\t\twhile ((matcher = elementMatchers[j++])) {\n\t\t\t\t\tif (matcher(elem, context || document, xml)) {\n\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\tif (outermost) {\n\t\t\t\t\tdirruns = dirrunsUnique;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Track unmatched elements for set filters\n\t\t\tif (bySet) {\n\t\t\t\t// They will have gone through all possible matchers\n\t\t\t\tif ((elem = !matcher && elem)) {\n\t\t\t\t\tmatchedCount--;\n\t\t\t\t}\n\n\t\t\t\t// Lengthen the array for every element, matched or not\n\t\t\t\tif (seed) {\n\t\t\t\t\tunmatched.push(elem);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// `i` is now the count of elements visited above, and adding it to `matchedCount`\n\t\t// makes the latter nonnegative.\n\t\tmatchedCount += i;\n\n\t\t// Apply set filters to unmatched elements\n\t\t// NOTE: This can be skipped if there are no unmatched elements (i.e., `matchedCount`\n\t\t// equals `i`), unless we didn't visit _any_ elements in the above loop because we have\n\t\t// no element matchers and no seed.\n\t\t// Incrementing an initially-string \"0\" `i` allows `i` to remain a string only in that\n\t\t// case, which will result in a \"00\" `matchedCount` that differs from `i` but is also\n\t\t// numerically zero.\n\t\tif (bySet && i !== matchedCount) {\n\t\t\tj = 0;\n\t\t\twhile ((matcher = setMatchers[j++])) {\n\t\t\t\tmatcher(unmatched, setMatched, context, xml);\n\t\t\t}\n\n\t\t\tif (seed) {\n\t\t\t\t// Reintegrate element matches to eliminate the need for sorting\n\t\t\t\tif (matchedCount > 0) {\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tif (!(unmatched[i] || setMatched[i])) {\n\t\t\t\t\t\t\tsetMatched[i] = pop.call(results);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Discard index placeholder values to get only actual matches\n\t\t\t\tsetMatched = condense(setMatched);\n\t\t\t}\n\n\t\t\t// Add matches to results\n\t\t\tpush.apply(results, setMatched);\n\n\t\t\t// Seedless set matches succeeding multiple successful matchers stipulate sorting\n\t\t\tif (outermost && !seed && setMatched.length > 0 &&\n\t\t\t\t(matchedCount + setMatchers.length) > 1) {\n\n\t\t\t\tSizzle.uniqueSort(results);\n\t\t\t}\n\t\t}\n\n\t\t// Override manipulation of globals by nested matchers\n\t\tif (outermost) {\n\t\t\tdirruns = dirrunsUnique;\n\t\t\toutermostContext = contextBackup;\n\t\t}\n\n\t\treturn unmatched;\n\t};\n\n\treturn bySet ?\n\t\tmarkFunction(superMatcher) :\n\t\tsuperMatcher;\n}\n\ncompile = Sizzle.compile = function(selector, match /* Internal Use Only */) {\n\tvar i,\n\t\tsetMatchers = [],\n\t\telementMatchers = [],\n\t\tcached = compilerCache[selector + \" \"];\n\n\tif (!cached) {\n\t\t// Generate a function of recursive functions that can be used to check each element\n\t\tif (!match) {\n\t\t\tmatch = tokenize(selector);\n\t\t}\n\t\ti = match.length;\n\t\twhile (i--) {\n\t\t\tcached = matcherFromTokens(match[i]);\n\t\t\tif (cached[expando]) {\n\t\t\t\tsetMatchers.push(cached);\n\t\t\t} else {\n\t\t\t\telementMatchers.push(cached);\n\t\t\t}\n\t\t}\n\n\t\t// Cache the compiled function\n\t\tcached = compilerCache(selector, matcherFromGroupMatchers(elementMatchers, setMatchers));\n\n\t\t// Save selector and tokenization\n\t\tcached.selector = selector;\n\t}\n\treturn cached;\n};\n\n/**\n * A low-level selection function that works with Sizzle's compiled\n * selector functions\n * @param {String|Function} selector A selector or a pre-compiled\n * selector function built with Sizzle.compile\n * @param {Element} context\n * @param {Array} [results]\n * @param {Array} [seed] A set of elements to match against\n */\nselect = Sizzle.select = function(selector, context, results, seed) {\n\tvar i, tokens, token, type, find,\n\t\tcompiled = typeof selector === \"function\" && selector,\n\t\tmatch = !seed && tokenize((selector = compiled.selector || selector));\n\n\tresults = results || [];\n\n\t// Try to minimize operations if there is only one selector in the list and no seed\n\t// (the latter of which

guarantees us context)\n\tif (match.length === 1) {\n\n\t\t// Reduce context if the leading compound selector is an ID\n\t\ttokens = match[0] = match[0].slice(0);\n\t\tif (tokens.length > 2 && (token = tokens[0]).type === \"ID\" &&\n\t\t\t\tcontext.nodeType === 9 && documentIsHTML && Expr.relative[tokens[1].type]) {\n\n\t\t\tcontext = (Expr.find[\"ID\"](token.matches[0].replace(runescape, funescape), context) || [])[0];\n\t\t\tif (!context) {\n\t\t\t\treturn results;\n\n\t\t\t// Precompiled matchers will still verify ancestry, so step up a level\n\t\t\t} else if (compiled) {\n\t\t\t\tcontext = context.parentNode;\n\t\t\t}\n\n\t\t\tselector = selector.slice(tokens.shift().value.length);\n\t\t}\n\n\t\t// Fetch a seed set for right-to-left matching\n\t\ti = matchExpr[\"needsContext\"].test(selector) ? 0 : tokens.length;\n\t\twhile (i--) {\n\t\t\ttoken = tokens[i];\n\n\t\t\t// Abort if we hit a combinator\n\t\t\tif (Expr.relative[(type = token.type)]) {\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tif ((find = Expr.find[type])) {\n\t\t\t\t// Search, expanding context for leading sibling combinators\n\t\t\t\tif ((seed = find(\n\t\t\t\t\ttoken.matches[0].replace(runescape, funescape),\n\t\t\t\t\trsibling.test(tokens[0].type) && testContext(context.parentNode) || context\n\t\t\t\t))) {\n\n\t\t\t\t\t// If seed is empty or no tokens remain, we can return early\n\t\t\t\t\ttokens.splice(i, 1);\n\t\t\t\t\tselector = seed.length && toSelector(tokens);\n\t\t\t\t\tif (!selector) {\n\t\t\t\t\t\tpush.apply(results, seed);\n\t\t\t\t\t\treturn results;\n\t\t\t\t\t}\n\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// Compile and execute a filtering function if one is not provided\n\t// Provide `match` to avoid retokenization if we modified the selector above\n\t(compiled || compile(selector, match))(\n\t\tseed,\n\t\tcontext,\n\t\t!documentIsHTML,\n\t\tresults,\n\t\t!context || rsibling.test(selector) && testContext(context.parentNode) || context\n\t);\n\treturn results;\n};\n\n// One-time assignments\n\n// Sort stability\nsupport.sortStable = expando.split(\"\").sort(sortOrder).join(\"\") === expando;\n\n// Support: Chrome 14-35+\n// Always assume duplicates if they aren't passed to the comparison function\nsupport.detectDuplicates = !!hasDuplicate;\n\n// Initialize against the default document\nsetDocument();\n\n// Support: Webkit<537.32 - Safari 6.0.3/Chrome 25 (fixed in Chrome 27)\n// Detached nodes confoundingly follow *each other*\nsupport.sortDetached = assert(function(el) {\n\t// Should return 1, but returns 4 (following)\n\treturn el.compareDocumentPosition(document.createElement(\"fieldset\")) & 1;\n});\n\n// Support: IE<8\n// Prevent attribute/property \"interpolation\"\n// https://msdn.microsoft.com/en-us/library/ms536429%28VS.85%29.aspx\nif (!assert(function(el) {\n\tel.innerHTML = \"\";\n\treturn el.firstChild.getAttribute(\"href\") === \"#\" ;\n})) {\n\taddHandle(\"type|href|height|width\", function(elem, name, isXML) {\n\t\tif (!isXML) {\n\t\t\treturn elem.getAttribute(name, name.toLowerCase() === \"type\" ? 1 : 2);\n\t\t}\n\t});\n}\n\n// Support: IE<9\n// Use defaultValue in place of getAttribute(\"value\")\nif (!support.attributes || !assert(function(el) {\n\tel.innerHTML = \"<input/>\";\n\tel.firstChild.setAttribute(\"value\", \"\");\n\treturn el.firstChild.getAttribute(\"value\") === \"\";\n})) {\n\taddHandle(\"value\", function(elem, name, isXML) {\n\t\tif (!isXML && elem.nodeName.toLowerCase() === \"input\") {\n\t\t\treturn elem.defaultValue;\n\t\t}\n\t});\n}\n\n// Support: IE<9\n// Use getAttributeNode to fetch booleans when getAttribute lies\nif (!assert(function(el) {\n\treturn el.getAttribute(\"disabled\") == null;\n})) {\n\taddHandle(booleans, function(elem, name, isXML) {\n\t\tvar val;\n\t\tif (!isXML) {\n\t\t\treturn elem[name] === true ? name.toLowerCase() :\n\t\t\t\t\t(val = elem.getAttributeNode(name)) && val.specified ?\n\t\t\t\t\tval.value :\n\t\t\t\t\tnull;\n\t\t}\n\t});\n}\n\nreturn Sizzle;\n\n})(window);\n\n\njQuery.find = Sizzle;\njQuery.expr = Sizzle.selectors;\n\n// Deprecated\njQuery.expr[\":\"] = jQuery.expr.pseudos;\njQuery.uniqueSort = jQuery.unique = Sizzle.uniqueSort;\njQuery.text = Sizzle.getText;\njQuery.isXMLDoc = Sizzle.isXML;\njQuery.contains = Sizzle.contains;\njQuery.escapeSelector = Sizzle.escape;\n\n\nvar dir = function(elem, dir, until) {\n\tvar matched = [],\n\t\ttruncate = until !== undefined;\n\n\twhile ((elem = elem[dir]) && elem.nodeType !== 9) {\n\t\tif (elem.nodeType === 1) {\n\t\t\tif (truncate && jQuery(elem).is(until)) {\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tmatched.push(elem);\n\t\t}\n\t}\n\treturn matched;\n};\n\n\nvar siblings = function(n, elem) {\n\tvar matched = [];\n\n\tfor (; n; n = n.nextSibling) {\n\t\tif (n.nodeType === 1 && n !== elem) {\n\t\t\tmatched.push(n);\n\t\t}\n\t}\n\n\treturn matched;\n};\n\n\nvar rneedsContext = jQuery.expr.match.needsContext;\n\n\n\nfunction nodeName(elem, name) {\n\n return elem.nodeName && elem.nodeName.toLowerCase() === name.toLowerCase();\n\n};\nvar rsingleTag = (/^<([a-z][^\/\0>:\x20\t\r\n\f]*)[\x20\t\r\n\f]*\/?>(?:<\/\1>|)$/i);\n\n\n\n// Implement the identical functionality for

filter and not\nfunction winnow(elements, qualifier, not) {\n\tif (isFunction(qualifier)) {\n\t\treturn jQuery.grep(elements, function(elem, i) {\n\t\t\treturn !!qualifier.call(elem, i, elem) !== not;\n\t\t});\n\t}\n\n\t// Single element\n\tif (qualifier.nodeType) {\n\t\treturn jQuery.grep(elements, function(elem) {\n\t\t\treturn (elem === qualifier) !== not;\n\t\t});\n\t}\n\n\t// Arraylike of elements (jQuery, arguments, Array)\n\tif (typeof qualifier !== \"string\") {\n\t\treturn jQuery.grep(elements, function(elem) {\n\t\t\treturn (indexOf.call(qualifier, elem) > -1) !== not;\n\t\t});\n\t}\n\n\t// Filtered directly for both simple and complex selectors\n\treturn jQuery.filter(qualifier, elements, not);\n}\n\njQuery.filter = function(expr, elems, not) {\n\tvar elem = elems[0];\n\n\tif (not) {\n\t\texpr = \":not(\" + expr + \")\";\n\t}\n\n\tif (elems.length === 1 && elem.nodeType === 1) {\n\t\treturn jQuery.find.matchesSelector(elem, expr) ? [elem] : [];\n\t}\n\n\treturn jQuery.find.matches(expr, jQuery.grep(elems, function(elem) {\n\t\treturn elem.nodeType === 1;\n\t}));\n};\n\njQuery.fn.extend({\n\tfind: function(selector) {\n\t\tvar i, ret,\n\t\t\tlen = this.length,\n\t\t\tself = this;\n\n\t\tif (typeof selector !== \"string\") {\n\t\t\treturn this.pushStack(jQuery(selector).filter(function() {\n\t\t\t\tfor (i = 0; i < len; i++) {\n\t\t\t\t\tif (jQuery.contains(self[i], this)) {\n\t\t\t\t\t\treturn true;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}));\n\t\t}\n\n\t\tret = this.pushStack([]);\n\n\t\tfor (i = 0; i < len; i++) {\n\t\t\tjQuery.find(selector, self[i], ret);\n\t\t}\n\n\t\treturn len > 1 ? jQuery.uniqueSort(ret) : ret;\n\t},\n\tfilter: function(selector) {\n\t\treturn this.pushStack(winnow(this, selector || [], false));\n\t},\n\tnot: function(selector) {\n\t\treturn this.pushStack(winnow(this, selector || [], true));\n\t},\n\tis: function(selector) {\n\t\treturn !!winnow(\n\t\t\tthis,\n\n\t\t\t// If this is a positional/relative selector, check membership in the returned set\n\t\t\t// so $(\"p:first\").is(\"p:last\") won't return true for a doc with two \"p\".\n\t\t\ttypeof selector === \"string\" && rneedsContext.test(selector) ?\n\t\t\t\tjQuery(selector) :\n\t\t\t\tselector || [],\n\t\t\tfalse\n\t\t).length;\n\t}\n});\n\n\n// Initialize a jQuery object\n\n\n// A central reference to the root jQuery(document)\nvar rootjQuery,\n\n\t// A simple way to check for HTML strings\n\t// Prioritize #id over <tag> to avoid XSS via location.hash (#9521)\n\t// Strict HTML recognition (#11290: must start with <)\n\t// Shortcut simple #id case for speed\n\trquickExpr = /^(?:\\s*(<[\\w\\W]+>)[^>]*|#([\\w-]+))$/,\n\n\tinit = jQuery.fn.init = function(selector, context, root) {\n\t\tvar match, elem;\n\n\t\t// HANDLE: $(\"\"), $(null), $(undefined), $(false)\n\t\tif (!selector) {\n\t\t\treturn this;\n\t\t}\n\n\t\t// Method init() accepts an alternate rootjQuery\n\t\t// so migrate can support jQuery.sub (gh-2101)\n\t\troot = root || rootjQuery;\n\n\t\t// Handle HTML strings\n\t\tif (typeof selector === \"string\") {\n\t\t\tif (selector[0] === \"<\" &&\n\t\t\t\tselector[selector.length - 1] === \">\" &&\n\t\t\t\tselector.length >= 3) {\n\n\t\t\t\t// Assume that strings that start and end with <> are HTML and skip the regex check\n\t\t\t\tmatch = [null, selector, null];\n\n\t\t\t} else {\n\t\t\t\tmatch = rquickExpr.exec(selector);\n\t\t\t}\n\n\t\t\t// Match html or make sure no context is specified for #id\n\t\t\tif (match && (match[1] || !context)) {\n\n\t\t\t\t// HANDLE: $(html) -> $(array)\n\t\t\t\tif (match[1]) {\n\t\t\t\t\tcontext = context instanceof jQuery ? context[0] : context;\n\n\t\t\t\t\t// Option to run scripts is true for back-compat\n\t\t\t\t\t// Intentionally let the error be thrown if parseHTML is not present\n\t\t\t\t\tjQuery.merge(this, jQuery.parseHTML(\n\t\t\t\t\t\tmatch[1],\n\t\t\t\t\t\tcontext && context.nodeType ? context.ownerDocument || context : document,\n\t\t\t\t\t\ttrue\n\t\t\t\t\t));\n\n\t\t\t\t\t// HANDLE: $(html, props)\n\t\t\t\t\tif (rsingleTag.test(match[1]) && jQuery.isPlainObject(context)) {\n\t\t\t\t\t\tfor (match in context) {\n\n\t\t\t\t\t\t\t// Properties of context are called as methods if possible\n\t\t\t\t\t\t\tif (isFunction(this[match])) {\n\t\t\t\t\t\t\t\tthis[match](context[match]);\n\n\t\t\t\t\t\t\t// ...and otherwise set as attributes\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tthis.attr(match, context[match]);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\treturn this;\n\n\t\t\t\t// HANDLE: $(#id)\n\t\t\t\t} else {\n\t\t\t\t\telem = document.getElementById(match[2]);\n\n\t\t\t\t\tif (elem) {\n\n\t\t\t\t\t\t// Inject the element directly into the jQuery object\n\t\t\t\t\t\tthis[0] = elem;\n\t\t\t\t\t\tthis.length = 1;\n\t\t\t\t\t}\n\t\t\t\t\treturn this;\n\t\t\t\t}\n\n\t\t\t// HANDLE: $(expr, $(...))\n\t\t\t} else if (!context || context.jquery) {\n\t\t\t\treturn (context || root).find(selector);\n\n\t\t\t// HANDLE: $(expr, context)\n\t\t\t// (which is just equivalent to: $(context).find(expr)\n\t\t\t} else {\n\t\t\t\treturn this.constructor(context).find(selector);\n\t\t\t}\n\n\t\t// HANDLE: $(DOMElement)\n\t\t} else if (selector.nodeType) {\n\t\t\tthis[0] = selector;\n\t\t\tthis.length = 1;\n\t\t\treturn this;\n\n\t\t// HANDLE: $(function)\n\t\t// Shortcut for document ready\n\t\t} else if (isFunction(selector)) {\n\t\t\treturn root.ready !== undefined ?\n\t\t\t\troot.ready(selector) :\n\n\t\t\t\t// Execute immediately if ready is not present\n\t\t\t\tselector(jQuery);\n\t\t}\n\n\t\treturn jQuery.makeArray(selector, this);\n\t};\n\n// Give

the init function the jQuery prototype for later instantiation\ninit.prototype = jQuery.fn;\n\n// Initialize central reference\nrootjQuery = jQuery(document);\n\n\nvar rparentsprev = /^(?:parents|prev(?:Until|All))/,\n\n\t// Methods guaranteed to produce a unique set when starting from a unique set\n\tguaranteedUnique = {\n\t\tchildren: true,\n\t\tcontents: true,\n\t\tnext: true,\n\t\tprev: true\n\t};\n\njQuery.fn.extend({\n\thas: function(target) {\n\t\tvar targets = jQuery(target, this),\n\t\t\tl = targets.length;\n\n\t\treturn this.filter(function() {\n\t\t\tvar i = 0;\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tif (jQuery.contains(this, targets[i])) {\n\t\t\t\t\treturn true;\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t},\n\n\tclosest: function(selectors, context) {\n\t\tvar cur,\n\t\t\ti = 0,\n\t\t\tl = this.length,\n\t\t\tmatched = [],\n\t\t\ttargets = typeof selectors !== \"string\" && jQuery(selectors);\n\n\t\t// Positional selectors never match, since there's no _selection_ context\n\t\tif (!rneedsContext.test(selectors)) {\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tfor (cur = this[i]; cur && cur !== context; cur = cur.parentNode) {\n\n\t\t\t\t\t// Always skip document fragments\n\t\t\t\t\tif (cur.nodeType < 11 && (targets ?\n\t\t\t\t\t\ttargets.index(cur) > -1 :\n\n\t\t\t\t\t\t// Don't pass non-elements to Sizzle\n\t\t\t\t\t\tcur.nodeType === 1 &&\n\t\t\t\t\t\t\tjQuery.find.matchesSelector(cur, selectors))) {\n\n\t\t\t\t\t\tmatched.push(cur);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this.pushStack(matched.length > 1 ? jQuery.uniqueSort(matched) : matched);\n\t},\n\n\t// Determine the position of an element within the set\n\tindex: function(elem) {\n\n\t\t// No argument, return index in parent\n\t\tif (!elem) {\n\t\t\treturn (this[0] && this[0].parentNode) ? this.first().prevAll().length : -1;\n\t\t}\n\n\t\t// Index in selector\n\t\tif (typeof elem === \"string\") {\n\t\t\treturn indexOf.call(jQuery(elem), this[0]);\n\t\t}\n\n\t\t// Locate the position of the desired element\n\t\treturn indexOf.call(this,\n\n\t\t\t// If it receives a jQuery object, the first element is used\n\t\t\telem.jquery ? elem[0] : elem);\n\t},\n\n\tadd: function(selector, context) {\n\t\treturn this.pushStack(\n\t\t\tjQuery.uniqueSort(\n\t\t\t\tjQuery.merge(this.get(), jQuery(selector, context))\n\t\t\t)\n\t\t);\n\t},\n\n\taddBack: function(selector) {\n\t\treturn this.add(selector == null ?\n\t\t\tthis.prevObject : this.prevObject.filter(selector)\n\t\t);\n\t}\n});\n\nfunction sibling(cur, dir) {\n\twhile ((cur = cur[dir]) && cur.nodeType !== 1) {}\n\treturn cur;\n}\n\njQuery.each({\n\tparent: function(elem) {\n\t\tvar parent = elem.parentNode;\n\t\treturn parent && parent.nodeType !== 11 ? parent : null;\n\t},\n\tparents: function(elem) {\n\t\treturn dir(elem, \"parentNode\");\n\t},\n\tparentsUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"parentNode\", until);\n\t},\n\tnext: function(elem) {\n\t\treturn sibling(elem, \"nextSibling\");\n\t},\n\tprev: function(elem) {\n\t\treturn sibling(elem, \"previousSibling\");\n\t},\n\tnextAll: function(elem) {\n\t\treturn dir(elem, \"nextSibling\");\n\t},\n\tprevAll: function(elem) {\n\t\treturn dir(elem, \"previousSibling\");\n\t},\n\tnextUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"nextSibling\", until);\n\t},\n\tprevUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"previousSibling\", until);\n\t},\n\tsiblings: function(elem) {\n\t\treturn siblings((elem.parentNode || {}).firstChild, elem);\n\t},\n\tchildren: function(elem) {\n\t\treturn siblings(elem.firstChild);\n\t},\n\tcontents: function(elem) {\n   if (nodeName(elem, \"iframe\")) {\n   return elem.contentDocument;\n   }\n\n   // Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only\n   // Treat the template element as a regular one in browsers that\n   // don't support it.\n   if (nodeName(elem, \"template\")) {\n   elem = elem.content || elem;\n   }\n\n   return jQuery.merge([], elem.childNodes);\n\t}\n}, function(name, fn) {\n\tjQuery.fn[name] = function(until, selector) {\n\t\tvar matched = jQuery.map(this, fn, until);\n\n\t\tif (name.slice(-5) !== \"Until\") {\n\t\t\tselector = until;\n\t\t}\n\n\t\tif (selector && typeof selector === \"string\") {\n\t\t\tmatched = jQuery.filter(selector, matched);\n\t\t}\n\n\t\tif (this.length > 1) {\n\n\t\t\t// Remove duplicates\n\t\t\tif (!guaranteedUnique[name]) {\n\t\t\t\tjQuery.uniqueSort(matched);\n\t\t\t}\n\n\t\t\t// Reverse order for parents* and prev-derivatives\n\t\t\tif (rparentsprev.test(name)) {\n\t\t\t\tmatched.reverse();\n\t\t\t}\n\t\t}\n\n\t\treturn this.pushStack(matched);\n\t};\n});\nvar rnothtmlwhite = (/[^\\x20\\t\\r\\n\\f]+/g);\n\n\n\n// Convert String-formatted options into Object-formatted ones\nfunction createOptions(options) {\n\tvar object = {};\n\tjQuery.each(options.match(rnothtmlwhite) || [], function(_, flag) {\n\t\tobject[flag] = true;\n\t});\n\treturn object;\n}\n\n/*\n * Create a callback list using the following parameters:\n *\n *\toptions: an optional list of space-separated options that will change how\n *\t\t\tthe callback list behaves or a more traditional option object\n *\n * By default a callback list will act like an event callback list and can be\n * \"fired\" multiple times.\n *\n * Possible options:\n *\n *\tonce:\t\twill ensure the callback list can only be fired once (like a Deferred)\n *\n *\tmemory:\t\twill keep track of previous values and will

call any callback added\n *\t\t\t\tafter the list has been fired right away with the latest \"memorized\"\n *\t\t\t\tvalues (like a Deferred)\n *\n *\tunique:\t\t\twill ensure a callback can only be added once (no duplicate in the list)\n *\n *\tstopOnFalse:\tinterrupt callings when a callback returns false\n *\n */\njQuery.Callbacks = function(options) {\n\t// Convert options from String-formatted to Object-formatted if needed\n\t// (we check in cache first)\n\toptions = typeof options === \"string\" ?\n\t\tcreateOptions(options) :\n\t\tjQuery.extend({}, options);\n\n\tvar // Flag to know if list is currently firing\n\t\tfiring,\n\n\t\t// Last fire value for non-forgettable lists\n\t\tmemory,\n\n\t\t// Flag to know if list was already fired\n\t\tfired,\n\n\t\t// Flag to prevent firing\n\t\tlocked,\n\n\t\t// Actual callback list\n\t\tlist = [],\n\n\t\t// Queue of execution data for repeatable lists\n\t\tqueue = [],\n\n\t\t// Index of currently firing callback (modified by add/remove as needed)\n\t\tfiringIndex = -1,\n\n\t\t// Fire callbacks\n\t\tfire = function() {\n\n\t\t\t// Enforce single-firing\n\t\t\tlocked = locked || options.once;\n\n\t\t\t// Execute callbacks for all pending executions,\n\t\t\t// respecting firingIndex overrides and runtime changes\n\t\t\tfired = firing = true;\n\t\t\tfor (; queue.length; firingIndex = -1) {\n\t\t\t\tmemory = queue.shift();\n\t\t\t\twhile (++firingIndex < list.length) {\n\n\t\t\t\t\t// Run callback and check for early termination\n\t\t\t\t\tif (list[firingIndex].apply(memory[0], memory[1]) === false &&\n\t\t\t\t\t\toptions.stopOnFalse) {\n\n\t\t\t\t\t\t// Jump to end and forget the data so .add doesn't re-fire\n\t\t\t\t\t\tfiringIndex = list.length;\n\t\t\t\t\t\tmemory = false;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Forget the data if we're done with it\n\t\t\tif (!options.memory) {\n\t\t\t\tmemory = false;\n\t\t\t}\n\n\t\t\tfiring = false;\n\n\t\t\t// Clean up if we're done firing for good\n\t\t\tif (locked) {\n\n\t\t\t\t// Keep an empty list if we have data for future add calls\n\t\t\t\tif (memory) {\n\t\t\t\t\tlist = [];\n\n\t\t\t\t// Otherwise, this object is spent\n\t\t\t\t} else {\n\t\t\t\t\tlist = \"\";\n\t\t\t\t}\n\t\t\t}\n\t\t},\n\n\t\t// Actual Callbacks object\n\t\tself = {\n\n\t\t\t// Add a callback or a collection of callbacks to the list\n\t\t\tadd: function() {\n\t\t\t\tif (list) {\n\n\t\t\t\t\t// If we have memory from a past run, we should fire after adding\n\t\t\t\t\tif (memory && !firing) {\n\t\t\t\t\t\tfiringIndex = list.length - 1;\n\t\t\t\t\t\tqueue.push(memory);\n\t\t\t\t\t}\n\n\t\t\t\t\t(function add(args) {\n\t\t\t\t\t\tjQuery.each(args, function(_, arg) {\n\t\t\t\t\t\t\tif (isFunction(arg)) {\n\t\t\t\t\t\t\t\tif (!options.unique || !self.has(arg)) {\n\t\t\t\t\t\t\t\t\tlist.push(arg);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t} else if (arg && arg.length && toType(arg) !== \"string\") {\n\n\t\t\t\t\t\t\t\t// Inspect recursively\n\t\t\t\t\t\t\t\tadd(arg);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t});\n\t\t\t\t\t})(arguments);\n\n\t\t\t\t\tif (memory && !firing) {\n\t\t\t\t\t\tfire();\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Remove a callback from the list\n\t\t\tremove: function() {\n\t\t\t\tjQuery.each(arguments, function(_, arg) {\n\t\t\t\t\tvar index;\n\t\t\t\t\twhile ((index = jQuery.inArray(arg, list, index)) > -1) {\n\t\t\t\t\t\tlist.splice(index, 1);\n\n\t\t\t\t\t\t// Handle firing indexes\n\t\t\t\t\t\tif (index <= firingIndex) {\n\t\t\t\t\t\t\tfiringIndex--;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t});\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Check if a given callback is in the list.\n\t\t\t// If no argument is given, return whether or not list has callbacks attached.\n\t\t\thas: function(fn) {\n\t\t\t\treturn fn ?\n\t\t\t\t\tjQuery.inArray(fn, list) > -1 :\n\t\t\t\t\tlist.length > 0;\n\t\t\t},\n\n\t\t\t// Remove all callbacks from the list\n\t\t\tempty: function() {\n\t\t\t\tif (list) {\n\t\t\t\t\tlist = [];\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Disable .fire and .add\n\t\t\t// Abort any current/pending executions\n\t\t\t// Clear all callbacks and values\n\t\t\tdisable: function() {\n\t\t\t\tlocked = queue = [];\n\t\t\t\tlist = memory = \"\";\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\tdisabled: function() {\n\t\t\t\treturn !list;\n\t\t\t},\n\n\t\t\t// Disable .fire\n\t\t\t// Also disable .add unless we have memory (since it would have no effect)\n\t\t\t// Abort any pending executions\n\t\t\tlock: function() {\n\t\t\t\tlocked = queue = [];\n\t\t\t\tif (!memory && !firing) {\n\t\t\t\t\tlist = memory = \"\";\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\tlocked: function() {\n\t\t\t\treturn !!locked;\n\t\t\t},\n\n\t\t\t// Call all callbacks with the given context and arguments\n\t\t\tfireWith: function(context, args) {\n\t\t\t\tif (!locked) {\n\t\t\t\t\targs = args || [];\n\t\t\t\t\targs = [context, args.slice ? args.slice() : args];\n\t\t\t\t\tqueue.push(args);\n\t\t\t\t\tif (!firing) {\n\t\t\t\t\t\tfire();\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Call all the callbacks with the given arguments\n\t\t\tfire: function() {\n\t\t\t\tself.fireWith(this, arguments);\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// To know if the callbacks have already been called at least once\n\t\t\tfired: function() {\n\t\t\t\treturn !!fired;\n\t\t\t}\n\t\t};\n\n\treturn self;\n};\n\n\nfunction Identity(v) {\n\treturn v;\n}\nfunction Thrower(ex) {\n\tthrow ex;\n}\n\nfunction adoptValue(value, resolve, reject, noValue) {\n\tvar method;\n\n\ttry {\n\n\t\t// Check for promise aspect first to privilege synchronous behavior\n\t\tif (value && isFunction((method =

value.promise))) {\n\t\tmethod.call(value).done(resolve).fail(reject);\n\n\t\t\t// Other thenables\n\t\t} else if (value && isFunction((method = value.then))) {\n\t\tmethod.call(value, resolve, reject);\n\n\t\t// Other non-thenables\n\t\t} else {\n\n\t\t\t// Control `resolve` arguments by letting Array#slice cast boolean `noValue` to integer:\n\t\t\t// * false: [value].slice(0) => resolve(value)\n\t\t\t// * true: [value].slice(1) => resolve()\n\t\t\tresolve.apply(undefined, [value].slice(noValue));\n\t\t}\n\n\t// For Promises/A+, convert exceptions into rejections\n\t// Since jQuery.when doesn't unwrap thenables, we can skip the extra checks appearing in\n\t// Deferred#then to conditionally suppress rejection.\n\t} catch (value) {\n\n\t\t// Support: Android 4.0 only\n\t\t// Strict mode functions invoked without .call/.apply get global-object context\n\t\treject.apply(undefined, [value]);\n\t}\n}\n\njQuery.extend({\n\n\tDeferred: function(func) {\n\t\tvar tuples = [\n\n\t\t\t\t// action, add listener, callbacks,\n\t\t\t\t// ... .then handlers, argument index, [final state]\n\t\t\t[\"notify\", \"progress\", jQuery.Callbacks(\"memory\"),\n\t\t\t\tjQuery.Callbacks(\"memory\"), 2],\n\t\t\t[\"resolve\", \"done\", jQuery.Callbacks(\"once memory\"),\n\t\t\t\tjQuery.Callbacks(\"once memory\"), 0, \"resolved\"],\n\t\t\t[\"reject\", \"fail\", jQuery.Callbacks(\"once memory\"),\n\t\t\t\tjQuery.Callbacks(\"once memory\"), 1, \"rejected\"]\n\t\t],\n\t\tstate = \"pending\",\n\t\tpromise = {\n\t\t\tstate: function() {\n\t\t\t\treturn state;\n\t\t\t},\n\t\t\talways: function() {\n\t\t\t\tdeferred.done(arguments).fail(arguments);\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\t\"catch\": function(fn) {\n\t\t\t\treturn promise.then(null, fn);\n\t\t\t},\n\n\t\t\t// Keep pipe for back-compat\n\t\t\tpipe: function(/* fnDone, fnFail, fnProgress */) {\n\t\t\t\tvar fns = arguments;\n\n\t\t\t\treturn jQuery.Deferred(function(newDefer) {\n\t\t\t\t\tjQuery.each(tuples, function(i, tuple) {\n\n\t\t\t\t\t\t// Map tuples (progress, done, fail) to arguments (done, fail, progress)\n\t\t\t\t\t\tvar fn = isFunction(fns[tuple[4]]) && fns[tuple[4]];\n\n\t\t\t\t\t\t// deferred.progress(function() { bind to newDefer or newDefer.notify })\n\t\t\t\t\t\t// deferred.done(function() { bind to newDefer or newDefer.resolve })\n\t\t\t\t\t\t// deferred.fail(function() { bind to newDefer or newDefer.reject })\n\t\t\t\t\t\tdeferred[tuple[1]](function() {\n\t\t\t\t\t\t\tvar returned = fn && fn.apply(this, arguments);\n\t\t\t\t\t\t\tif (returned && isFunction(returned.promise)) {\n\t\t\t\t\t\t\t\treturned.promise()\n\t\t\t\t\t\t\t\t\t.progress(newDefer.notify)\n\t\t\t\t\t\t\t\t\t.done(newDefer.resolve)\n\t\t\t\t\t\t\t\t\t.fail(newDefer.reject);\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tnewDefer[tuple[0] + \"With\"](\n\t\t\t\t\t\t\t\t\tthis,\n\t\t\t\t\t\t\t\t\tfn ? [returned] : arguments\n\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t});\n\t\t\t\t\t});\n\t\t\t\t\tfns = null;\n\t\t\t\t}).promise();\n\t\t\t},\n\t\t\tthen: function(onFulfilled, onRejected, onProgress) {\n\t\t\t\tvar maxDepth = 0;\n\t\t\t\tfunction resolve(depth, deferred, handler, special) {\n\t\t\t\t\treturn function() {\n\t\t\t\t\t\tvar that = this,\n\t\t\t\t\t\t\targs = arguments,\n\t\t\t\t\t\t\tmightThrow = function() {\n\t\t\t\t\t\t\t\tvar returned, then;\n\n\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.3\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-59\n\t\t\t\t\t\t\t\t// Ignore double-resolution attempts\n\t\t\t\t\t\t\t\tif (depth < maxDepth) {\n\t\t\t\t\t\t\t\t\treturn;\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\treturned = handler.apply(that, args);\n\n\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.1\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-48\n\t\t\t\t\t\t\t\tif (returned === deferred.promise()) {\n\t\t\t\t\t\t\t\t\tthrow new TypeError(\"Thenable self-resolution\");\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t// Support: Promises/A+ sections 2.3.3.1, 3.5\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-54\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-75\n\t\t\t\t\t\t\t\t// Retrieve `then` only once\n\t\t\t\t\t\t\t\tthen = returned &&\n\n\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.4\n\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-64\n\t\t\t\t\t\t\t\t\t// Only check objects and functions for thenability\n\t\t\t\t\t\t\t\t\t(typeof returned === \"object\" ||\n\t\t\t\t\t\t\t\t\t\ttypeof returned === \"function\") &&\n\t\t\t\t\t\t\t\t\treturned.then;\n\n\t\t\t\t\t\t\t\t// Handle a returned thenable\n\t\t\t\t\t\t\t\tif (isFunction(then)) {\n\n\t\t\t\t\t\t\t\t\t// Special processors (notify) just wait for resolution\n\t\t\t\t\t\t\t\t\tif (special) {\n\t\t\t\t\t\t\t\t\t\tthen.call(\n\t\t\t\t\t\t\t\t\t\t\treturned,\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity, special),\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Thrower, special)\n\t\t\t\t\t\t\t\t\t\t);\n\n\t\t\t\t\t\t\t\t\t// Normal processors (resolve) also hook into progress\n\t\t\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t\t\t// ...and disregard older resolution values\n\t\t\t\t\t\t\t\t\t\tmaxDepth++;\n\n\t\t\t\t\t\t\t\t\t\tthen.call(\n\t\t\t\t\t\t\t\t\t\t\treturned,\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity, special),\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Thrower, special

),\n\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity,\n\t\t\t\t\t\t\t\t\t\tdeferred.notifyWith)\n\t\t\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t// Handle all other returned values\n\t\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t\t// Only substitute handlers pass on context\n\t\t\t\t\t\t\t\t\t// and multiple values (non-spec behavior)\n\t\t\t\t\t\t\t\t\tif (handler !== Identity) {\n\t\t\t\t\t\t\t\t\t\tthat = undefined;\n\t\t\t\t\t\t\t\t\t\targs = [returned];\n\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t// Process the value(s)\n\t\t\t\t\t\t\t\t\t// Default process is resolve\n\t\t\t\t\t\t\t\t\t(special || deferred.resolveWith)(that, args);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t},\n\n\t\t\t\t\t\t\t// Only normal processors (resolve) catch and reject exceptions\n\t\t\t\t\t\t\tprocess = special ?\n\t\t\t\t\t\t\t\tmightThrow :\n\t\t\t\t\t\t\t\tfunction() {\n\t\t\t\t\t\t\t\t\ttry {\n\t\t\t\t\t\t\t\t\t\tmightThrow();\n\t\t\t\t\t\t\t\t\t} catch (e) {\n\n\t\t\t\t\t\t\t\t\t\tif (jQuery.Deferred.exceptionHook) {\n\t\t\t\t\t\t\t\t\t\t\tjQuery.Deferred.exceptionHook(e,\n\t\t\t\t\t\t\t\t\t\t\t\tprocess.stackTrace);\n\t\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.4.1\n\t\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-61\n\t\t\t\t\t\t\t\t\t\t// Ignore post-resolution exceptions\n\t\t\t\t\t\t\t\t\t\tif (depth + 1 >= maxDepth) {\n\n\t\t\t\t\t\t\t\t\t\t\t// Only substitute handlers pass on context\n\t\t\t\t\t\t\t\t\t\t\t// and multiple values (non-spec behavior)\n\t\t\t\t\t\t\t\t\t\t\tif (handler !== Thrower) {\n\t\t\t\t\t\t\t\t\t\t\t\tthat = undefined;\n\t\t\t\t\t\t\t\t\t\t\t\targs = [e];\n\t\t\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t\t\tdeferred.rejectWith(that, args);\n\t\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t};\n\n\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.1\n\t\t\t\t\t\t\t// https://promisesaplus.com/#point-57\n\t\t\t\t\t\t\t// Re-resolve promises immediately to dodge false rejection from\n\t\t\t\t\t\t\t// subsequent errors\n\t\t\t\t\t\t\tif (depth) {\n\t\t\t\t\t\t\t\tprocess();\n\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t// Call an optional hook to record the stack, in case of exception\n\t\t\t\t\t\t\t\t// since it's otherwise lost when execution goes async\n\t\t\t\t\t\t\t\tif (jQuery.Deferred.getStackHook) {\n\t\t\t\t\t\t\t\t\tprocess.stackTrace = jQuery.Deferred.getStackHook();\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\twindow.setTimeout(process);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t};\n\t\t\t\t\t}\n\n\t\t\t\t\treturn jQuery.Deferred(function(newDefer) {\n\n\t\t\t\t\t\t// progress_handlers.add(...)\n\t\t\t\t\t\ttuples[0][3].add(\n\t\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\t\tisFunction(onProgress) ?\n\t\t\t\t\t\t\t\t\tonProgress :\n\t\t\t\t\t\t\t\t\tIdentity,\n\t\t\t\t\t\t\t\tnewDefer.notifyWith\n\t\t\t\t\t\t\t)\n\t\t\t\t\t\t);\n\n\t\t\t\t\t\t// fulfilled_handlers.add(...)\n\t\t\t\t\t\ttuples[1][3].add(\n\t\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\t\tisFunction(onFulfilled) ?\n\t\t\t\t\t\t\t\t\tonFulfilled :\n\t\t\t\t\t\t\t\t\tIdentity\n\t\t\t\t\t\t\t)\n\t\t\t\t\t\t);\n\n\t\t\t\t\t\t// rejected_handlers.add(...)\n\t\t\t\t\t\ttuples[2][3].add(\n\t\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\t\tisFunction(onRejected) ?\n\t\t\t\t\t\t\t\t\tonRejected :\n\t\t\t\t\t\t\t\t\tThrower\n\t\t\t\t\t\t\t)\n\t\t\t\t\t\t);\n\t\t\t\t\t}).promise();\n\t\t\t\t},\n\n\t\t\t\t// Get a promise for this deferred\n\t\t\t\t// If obj is provided, the promise aspect is added to the object\n\t\t\t\tpromise: function(obj) {\n\t\t\t\t\treturn obj != null ? jQuery.extend(obj, promise) : promise;\n\t\t\t\t}\n\t\t\t},\n\t\t\tdeferred = {};\n\n\t\t// Add list-specific methods\n\t\tjQuery.each(tuples, function(i, tuple) {\n\t\t\tvar list = tuple[2],\n\t\t\t\tstateString = tuple[5];\n\n\t\t\t// promise.progress = list.add\n\t\t\t// promise.done = list.add\n\t\t\t// promise.fail = list.add\n\t\t\tpromise[tuple[1]] = list.add;\n\n\t\t\t// Handle state\n\t\t\tif (stateString) {\n\t\t\t\tlist.add(\n\t\t\t\t\tfunction() {\n\n\t\t\t\t\t\t// state = "resolved" (i.e., fulfilled)\n\t\t\t\t\t\t// state = "rejected"\n\t\t\t\t\t\tstate = stateString;\n\t\t\t\t\t},\n\n\t\t\t\t\t// rejected_callbacks.disable\n\t\t\t\t\t// fulfilled_callbacks.disable\n\t\t\t\t\ttuples[3 - i][2].disable,\n\n\t\t\t\t\t// rejected_handlers.disable\n\t\t\t\t\t// fulfilled_handlers.disable\n\t\t\t\t\ttuples[3 - i][3].disable,\n\n\t\t\t\t\t// progress_callbacks.lock\n\t\t\t\t\ttuples[0][2].lock,\n\n\t\t\t\t\t// progress_handlers.lock\n\t\t\t\t\ttuples[0][3].lock\n\t\t\t\t);\n\t\t\t}\n\n\t\t\t// progress_handlers.fire\n\t\t\t// fulfilled_handlers.fire\n\t\t\t// rejected_handlers.fire\n\t\t\tlist.add(tuple[3].fire);\n\n\t\t\t// deferred.notify = function() { deferred.notifyWith(...) }\n\t\t\t// deferred.resolve = function() { deferred.resolveWith(...) }\n\t\t\t// deferred.reject = function() { deferred.rejectWith(...) }\n\t\t\tdeferred[tuple[0]] = function() {\n\t\t\t\tdeferred[tuple[0] + "With"](this === deferred ? undefined : this, arguments);\n\t\t\t\treturn this;\n\t\t\t};\n\n\t\t\t// deferred.notifyWith = list.fireWith\n\t\t\t// deferred.resolveWith = list.fireWith\n\t\t\t// deferred.rejectWith = list.fireWith\n\t\t\tdeferred[

tuple[0] + \"With\"] = list.fireWith;\n\t\t});\n\n\t\t// Make the deferred a promise\n\t\tpromise.promise(deferred);\n\n\t\t// Call given func if any\n\t\tif (func) {\n\t\t\tfunc.call(deferred, deferred);\n\t\t}\n\n\t\t// All done!\n\t\treturn deferred;\n\t},\n\n\t// Deferred helper\n\twhen: function(singleValue) {\n\t\tvar\n\n\t\t\t// count of uncompleted subordinates\n\t\t\tremaining = arguments.length,\n\n\t\t\t// count of unprocessed arguments\n\t\t\ti = remaining,\n\n\t\t\t// subordinate fulfillment data\n\t\t\tresolveContexts = Array(i),\n\t\t\tresolveValues = slice.call(arguments),\n\n\t\t\t// the master Deferred\n\t\t\tmaster = jQuery.Deferred(),\n\n\t\t\t// subordinate callback factory\n\t\t\tupdateFunc = function(i) {\n\t\t\t\treturn function(value) {\n\t\t\t\t\tresolveContexts[i] = this;\n\t\t\t\t\tresolveValues[i] = arguments.length > 1 ? slice.call(arguments) : value;\n\t\t\t\t\tif (!(--remaining)) {\n\t\t\t\t\t\tmaster.resolveWith(resolveContexts, resolveValues);\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t\t};\n\n\t\t// Single- and empty arguments are adopted like Promise.resolve\n\t\tif (remaining <= 1) {\n\t\t\tadoptValue(singleValue, master.done(updateFunc(i)).resolve, master.reject,\n\t\t\t\t!remaining);\n\n\t\t\t// Use .then() to unwrap secondary thenables (cf. gh-3000)\n\t\t\tif (master.state() === \"pending\" ||\n\t\t\t\tisFunction(resolveValues[i] && resolveValues[i].then)) {\n\n\t\t\t\treturn master.then();\n\t\t\t}\n\t\t}\n\n\t\t// Multiple arguments are aggregated like Promise.all array elements\n\t\twhile (i--) {\n\t\t\tadoptValue(resolveValues[i], updateFunc(i), master.reject);\n\t\t}\n\n\t\treturn master.promise();\n\t}\n});\n\n\n// These usually indicate a programmer mistake during development,\n// warn about them ASAP rather than swallowing them by default.\nvar rerrorNames = /^(Eval|Internal|Range|Reference|Syntax|Type|URI)Error$/;\n\njQuery.Deferred.exceptionHook = function(error, stack) {\n\n\t// Support: IE 8 - 9 only\n\t// Console exists when dev tools are open, which can happen at any time\n\tif (window.console && window.console.warn && error && rerrorNames.test(error.name)) {\n\t\twindow.console.warn(\"jQuery.Deferred exception: \" + error.message, error.stack, stack);\n\t}\n};\n\n\n\njQuery.readyException = function(error) {\n\twindow.setTimeout(function() {\n\t\tthrow error;\n\t});\n};\n\n\n\n\n// The deferred used on DOM ready\nvar readyList = jQuery.Deferred();\n\njQuery.fn.ready = function(fn) {\n\n\treadyList\n\t\t.then(fn)\n\n\t\t// Wrap jQuery.readyException in a function so that the lookup\n\t\t// happens at the time of error handling instead of callback\n\t\t// registration.\n\t\t.catch(function(error) {\n\t\t\tjQuery.readyException(error);\n\t\t});\n\n\treturn this;\n};\n\njQuery.extend({\n\n\t// Is the DOM ready to be used? Set to true once it occurs.\n\tisReady: false,\n\n\t// A counter to track how many items to wait for before\n\t// the ready event fires. See #6781\n\treadyWait: 1,\n\n\t// Handle when the DOM is ready\n\tready: function(wait) {\n\n\t\t// Abort if there are pending holds or we're already ready\n\t\tif (wait === true ? --jQuery.readyWait : jQuery.isReady) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Remember that the DOM is ready\n\t\tjQuery.isReady = true;\n\n\t\t// If a normal DOM Ready event fired, decrement, and wait if need be\n\t\tif (wait !== true && --jQuery.readyWait > 0) {\n\t\t\treturn;\n\t\t}\n\n\t\t// If there are functions bound, to execute\n\t\treadyList.resolveWith(document, [jQuery]);\n\t}\n});\n\njQuery.ready.then = readyList.then;\n\n// The ready event handler and self cleanup method\nfunction completed() {\n\tdocument.removeEventListener(\"DOMContentLoaded\", completed);\n\twindow.removeEventListener(\"load\", completed);\n\tjQuery.ready();\n}\n\n\n// Catch cases where $(document).ready() is called\n// after the browser event has already occurred.\n// Support: IE <=9 - 10 only\n// Older IE sometimes signals \"interactive\" too soon\nif (document.readyState === \"complete\" ||\n\t(document.readyState !== \"loading\" && !document.documentElement.doScroll)) {\n\n\t// Handle it asynchronously to allow scripts the opportunity to delay ready\n\twindow.setTimeout(jQuery.ready);\n\n} else {\n\n\t// Use the handy event callback\n\tdocument.addEventListener(\"DOMContentLoaded\", completed);\n\n\t// A fallback to window.onload, that will always work\n\twindow.addEventListener(\"load\", completed);\n}\n\n\n\n\n// Multifunctional method to get and set values of a collection\n// The value/s can optionally be executed if it's a function\nvar access = function(elems, fn, key, value, chainable, emptyGet, raw) {\n\tvar i = 0,\n\t\tlen = elems.length,\n\t\tbulk = key == null;\n\n\t// Sets many values\n\tif (toType(key) === \"object\") {\n\t\tchainable = true;\n\t\tfor (i in key) {\n\t\t\taccess(elems, fn, i, key[i], true, emptyGet, raw);\n\t\t}\n\n\t// Sets one value\n\t} else if (value !== undefined) {\n\t\tchainable = true;\n\n\t\tif (!isFunction(value)) {\n\t\t\traw = true;\n\t\t}\n\n\t\tif (bulk) {\n\n\t\t\t// Bulk operations run against the entire set\n\t\t\tif (raw) {\n\t\t\t\tfn.call(elems, value);\n\t\t\t\tfn = null;\n\n\t\t\t// ...except when executing function values\n\t\t\t} else {\n\t\t\t\tbulk = fn;\n\t\t\t\tfn = function(elem,

key, value) {\n\t\t\t\treturn bulk.call(jQuery(elem), value);\n\t\t\t};\n\t\t\t}\n\t\t}\n\n\t\tif (fn) {\n\t\t\tfor (; i < len; i++) {\n\t\t\t\tfn(\n\t\t\t\t\telems[i], key, raw ?\n\t\t\t\t\tvalue :\n\t\t\t\t\tvalue.call(elems[i], i, fn(elems[i], key))\n\t\t\t\t);\n\t\t\t}\n\t\t}\n\t}\n\n\tif (chainable) {\n\t\treturn elems;\n\t}\n\n\t// Gets\n\tif (bulk) {\n\t\treturn fn.call(elems);\n\t}\n\n\treturn len ? fn(elems[0], key) : emptyGet;\n};\n\n\n// Matches dashed string for camelizing\nvar rmsPrefix = /^-ms-/,\n\trdashAlpha = /-([a-z])/g;\n\n// Used by camelCase as callback to replace()\nfunction fcamelCase(all, letter) {\n\treturn letter.toUpperCase();\n}\n\n\n// Convert dashed to camelCase; used by the css and data modules\n\n// Support: IE <=9 - 11, Edge 12 - 15\n// Microsoft forgot to hump their vendor prefix (#9572)\nfunction camelCase(string) {\n\treturn string.replace(rmsPrefix, \"ms-\").replace(rdashAlpha, fcamelCase);\n}\nvar acceptData = function(owner) {\n\n\t// Accepts only:\n\t// - Node\n\t//   - Node.ELEMENT_NODE\n\t//   - Node.DOCUMENT_NODE\n\t// - Object\n\t//   - Any\n\treturn owner.nodeType === 1 || owner.nodeType === 9 || !(+owner.nodeType);\n};\n\n\n\nfunction Data() {\n\tthis.expando = jQuery.expando + Data.uid++;\n}\n\nData.uid = 1;\n\nData.prototype = {\n\n\tcache: function(owner) {\n\n\t\t// Check if the owner object already has a cache\n\t\tvar value = owner[this.expando];\n\n\t\t// If not, create one\n\t\tif (!value) {\n\t\t\tvalue = {};\n\n\t\t\t// We can accept data for non-element nodes in modern browsers,\n\t\t\t// but we should not, see #8335.\n\t\t\t// Always return an empty object.\n\t\t\tif (acceptData(owner)) {\n\n\t\t\t\t// If it is a node unlikely to be stringify-ed or looped over\n\t\t\t\t// use plain assignment\n\t\t\t\tif (owner.nodeType) {\n\t\t\t\t\towner[this.expando] = value;\n\n\t\t\t\t// Otherwise secure it in a non-enumerable property\n\t\t\t\t// configurable must be true to allow the property to be\n\t\t\t\t// deleted when data is removed\n\t\t\t\t} else {\n\t\t\t\t\tObject.defineProperty(owner, this.expando, {\n\t\t\t\t\t\tvalue: value,\n\t\t\t\t\t\tconfigurable: true\n\t\t\t\t\t});\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn value;\n\t},\n\tset: function(owner, data, value) {\n\t\tvar prop,\n\t\t\tcache = this.cache(owner);\n\n\t\t// Handle: [owner, key, value] args\n\t\t// Always use camelCase key (gh-2257)\n\t\tif (typeof data === \"string\") {\n\t\t\tcache[camelCase(data)] = value;\n\n\t\t// Handle: [owner, { properties }] args\n\t\t} else {\n\n\t\t\t// Copy the properties one-by-one to the cache object\n\t\t\tfor (prop in data) {\n\t\t\t\tcache[camelCase(prop)] = data[prop];\n\t\t\t}\n\t\t}\n\t\treturn cache;\n\t},\n\tget: function(owner, key) {\n\t\treturn key === undefined ?\n\t\t\tthis.cache(owner) :\n\n\t\t\t// Always use camelCase key (gh-2257)\n\t\t\towner[this.expando] && owner[this.expando][camelCase(key)];\n\t},\n\taccess: function(owner, key, value) {\n\n\t\t// In cases where either:\n\t\t//\n\t\t//   1. No key was specified\n\t\t//   2. A string key was specified, but no value provided\n\t\t//\n\t\t// Take the \"read\" path and allow the get method to determine\n\t\t// which value to return, respectively either:\n\t\t//\n\t\t//   1. The entire cache object\n\t\t//   2. The data stored at the key\n\t\t//\n\t\tif (key === undefined ||\n\t\t\t\t((key && typeof key === \"string\") && value === undefined)) {\n\n\t\t\treturn this.get(owner, key);\n\t\t}\n\n\t\t// When the key is not a string, or both a key and value\n\t\t// are specified, set or extend (existing objects) with either:\n\t\t//\n\t\t//   1. An object of properties\n\t\t//   2. A key and value\n\t\t//\n\t\tthis.set(owner, key, value);\n\n\t\t// Since the \"set\" path can have two possible entry points\n\t\t// return the expected data based on which path was taken[*]\n\t\treturn value !== undefined ? value : key;\n\t},\n\tremove: function(owner, key) {\n\t\tvar i,\n\t\t\tcache = owner[this.expando];\n\n\t\tif (cache === undefined) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (key !== undefined) {\n\n\t\t\t// Support array or space separated string of keys\n\t\t\tif (Array.isArray(key)) {\n\n\t\t\t\t// If key is an array of keys...\n\t\t\t\t// We always set camelCase keys, so remove that.\n\t\t\t\tkey = key.map(camelCase);\n\t\t\t} else {\n\t\t\t\tkey = camelCase(key);\n\n\t\t\t\t// If a key with the spaces exists, use it.\n\t\t\t\t// Otherwise, create an array by matching non-whitespace\n\t\t\t\tkey = key in cache ?\n\t\t\t\t\t[key] :\n\t\t\t\t\t(key.match(rnothtmlwhite) || []);\n\t\t\t}\n\n\t\t\ti = key.length;\n\n\t\t\twhile (i--) {\n\t\t\t\tdelete cache[key[i]];\n\t\t\t}\n\t\t}\n\n\t\t// Remove the expando if there's no more data\n\t\tif (key === undefined || jQuery.isEmptyObject(cache)) {\n\n\t\t\t// Support: Chrome <=35 - 45\n\t\t\t// Webkit & Blink performance suffers when deleting properties\n\t\t\t// from DOM nodes, so set to undefined instead\n\t\t\t// https://bugs.chromium.org/p/chromium/issues/detail?id=378607 (bug restricted)\n\t\t\tif (owner.nodeType) {\n\t\t\t\towner[this.expando] = undefined;\n\t\t\t} else {\n\t\t\t\tdelete owner[this.expando];\n\t\t\t}\n\t\t}\n\t},\n\thasData: function(owner) {\n\t\tvar cache = owner[this.expando];\n\t\treturn cache !== undefined && !jQuery.isEmptyObject(cache);\n\t}\n};\nvar dataPriv = new Data();\n\nvar dataUser = new Data();\n\n\n\n//\tImplementation Summary\n//\n//\t1. Enforce API surface and semantic compatibility with 1.9.x

branch\n//\t2. Improve the module's maintainability by reducing the storage\n//\t\tpaths to a single mechanism.\n//\t3. Use the same single mechanism to support \"private\" and \"user\" data.\n//\t4. _Never_ expose \"private\" data to user code (TODO: Drop _data, _removeData)\n//\t5. Avoid exposing implementation details on user objects (eg. expando properties)\n//\t6. Provide a clear path for implementation upgrade to WeakMap in 2014\n\nvar rbrace = /^(?:\\{[\\w\\W]*\\}|\\[[\\w\\W]*\\])$/,\n\trmultiDash = /[A-Z]/g;\n\nfunction getData(data) {\n\tif (data === \"true\") {\n\t\treturn true;\n\t}\n\n\tif (data === \"false\") {\n\t\treturn false;\n\t}\n\n\tif (data === \"null\") {\n\t\treturn null;\n\t}\n\n\t// Only convert to a number if it doesn't change the string\n\tif (data === +data + \"\") {\n\t\treturn +data;\n\t}\n\n\tif (rbrace.test(data)) {\n\t\treturn JSON.parse(data);\n\t}\n\n\treturn data;\n}\n\nfunction dataAttr(elem, key, data) {\n\tvar name;\n\n\t// If nothing was found internally, try to fetch any\n\t// data from the HTML5 data-* attribute\n\tif (data === undefined && elem.nodeType === 1) {\n\t\tname = \"data-\" + key.replace(rmultiDash, \"-$&\").toLowerCase();\n\t\tdata = elem.getAttribute(name);\n\n\t\tif (typeof data === \"string\") {\n\t\t\ttry {\n\t\t\t\tdata = getData(data);\n\t\t\t} catch (e) {}\n\n\t\t\t// Make sure we set the data so it isn't changed later\n\t\t\tdataUser.set(elem, key, data);\n\t\t} else {\n\t\t\tdata = undefined;\n\t\t}\n\t}\n\treturn data;\n}\n\njQuery.extend({\n\thasData: function(elem) {\n\t\treturn dataUser.hasData(elem) || dataPriv.hasData(elem);\n\t},\n\n\tdata: function(elem, name, data) {\n\t\treturn dataUser.access(elem, name, data);\n\t},\n\n\tremoveData: function(elem, name) {\n\t\tdataUser.remove(elem, name);\n\t},\n\n\t// TODO: Now that all calls to _data and _removeData have been replaced\n\t// with direct calls to dataPriv methods, these can be deprecated.\n\t_data: function(elem, name, data) {\n\t\treturn dataPriv.access(elem, name, data);\n\t},\n\n\t_removeData: function(elem, name) {\n\t\tdataPriv.remove(elem, name);\n\t}\n});\n\njQuery.fn.extend({\n\tdata: function(key, value) {\n\t\tvar i, name, data,\n\t\telem = this[0],\n\t\tattrs = elem && elem.attributes;\n\n\t\t// Gets all values\n\t\tif (key === undefined) {\n\t\t\tif (this.length) {\n\t\t\t\tdata = dataUser.get(elem);\n\n\t\t\t\tif (elem.nodeType === 1 && !dataPriv.get(elem, \"hasDataAttrs\")) {\n\t\t\t\t\ti = attrs.length;\n\t\t\t\t\twhile (i--) {\n\n\t\t\t\t\t\t// Support: IE 11 only\n\t\t\t\t\t\t// The attrs elements can be null (#14894)\n\t\t\t\t\t\tif (attrs[i]) {\n\t\t\t\t\t\t\tname = attrs[i].name;\n\t\t\t\t\t\t\tif (name.indexOf(\"data-\") === 0) {\n\t\t\t\t\t\t\t\tname = camelCase(name.slice(5));\n\t\t\t\t\t\t\t\tdataAttr(elem, name, data[name]);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tdataPriv.set(elem, \"hasDataAttrs\", true);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\treturn data;\n\t\t}\n\n\t\t// Sets multiple values\n\t\tif (typeof key === \"object\") {\n\t\t\treturn this.each(function() {\n\t\t\t\tdataUser.set(this, key);\n\t\t\t});\n\t\t}\n\n\t\treturn access(this, function(value) {\n\t\t\tvar data;\n\n\t\t\t// The calling jQuery object (element matches) is not empty\n\t\t\t// (and therefore has an element appears at this[0]) and the\n\t\t\t// `value` parameter was not undefined. An empty jQuery object\n\t\t\t// will result in `undefined` for elem = this[0] which will\n\t\t\t// throw an exception if an attempt to read a data cache is made.\n\t\t\tif (elem && value === undefined) {\n\n\t\t\t\t// Attempt to get data from the cache\n\t\t\t\t// The key will always be camelCased in Data\n\t\t\t\tdata = dataUser.get(elem, key);\n\t\t\t\tif (data !== undefined) {\n\t\t\t\t\treturn data;\n\t\t\t\t}\n\n\t\t\t\t// Attempt to \"discover\" the data in\n\t\t\t\t// HTML5 custom data-* attrs\n\t\t\t\tdata = dataAttr(elem, key);\n\t\t\t\tif (data !== undefined) {\n\t\t\t\t\treturn data;\n\t\t\t\t}\n\n\t\t\t\t// We tried really hard, but the data doesn't exist.\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// Set the data...\n\t\t\tthis.each(function() {\n\n\t\t\t\t// We always store the camelCased key\n\t\t\t\tdataUser.set(this, key, value);\n\t\t\t});\n\t\t}, null, value, arguments.length > 1, null, true);\n\t},\n\n\tremoveData: function(key) {\n\t\treturn this.each(function() {\n\t\t\tdataUser.remove(this, key);\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tqueue: function(elem, type, data) {\n\t\tvar queue;\n\n\t\tif (elem) {\n\t\t\ttype = (type || \"fx\") + \"queue\";\n\t\t\tqueue = dataPriv.get(elem, type);\n\n\t\t\t// Speed up dequeue by getting out quickly if this is just a lookup\n\t\t\tif (data) {\n\t\t\t\tif (!queue || Array.isArray(data)) {\n\t\t\t\t\tqueue = dataPriv.access(elem, type, jQuery.makeArray(data));\n\t\t\t\t} else {\n\t\t\t\t\tqueue.push(data);\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn queue || [];\n\t\t}\n\t},\n\n\tdequeue: function(elem, type) {\n\t\ttype = type || \"fx\";\n\n\t\tvar queue = jQuery.queue(elem, type),\n\t\t\tstartLength = queue.length,\n\t\t\tfn = queue.shift(),\n\t\t\thooks = jQuery._queueHooks(elem, type),\n\t\t\tnext = function() {\n\t\t\t\tjQuery.dequeue(elem, type);\n\t\t\t};\n\n\t\t// If the fx queue is dequeued, always remove the progress sentinel\n\t\tif (fn === \"inprogress\") {\n\t\t\tfn = queue.shift();\n\t\t\tstartLength--;\n\t\t}\n\n\t\tif (fn) {\n\n\t\t\t// Add a progress sentinel to prevent the fx queue from being\n\t\t\t// automatically

dequeued\n\t\t\tif (type === \"fx\") {\n\t\t\t\tqueue.unshift(\"inprogress\");\n\t\t\t}\n\n\t\t\t// Clear up the last queue stop function\n\t\t\tdelete hooks.stop;\n\t\t\tfn.call(elem, next, hooks);\n\t\t\t}\n\n\t\tif (!startLength && hooks) {\n\t\t\thooks.empty.fire();\n\t\t}\n\t},\n\n\t// Not public - generate a queueHooks object, or return the current one\n\t_queueHooks: function(elem, type) {\n\t\tvar key = type + \"queueHooks\";\n\t\treturn dataPriv.get(elem, key) || dataPriv.access(elem, key, {\n\t\t\tempty: jQuery.Callbacks(\"once memory\").add(function() {\n\t\t\t\tdataPriv.remove(elem, [type + \"queue\", key]);\n\t\t\t})\n\t\t});\n\t}\n});\n\njQuery.fn.extend({\n\tqueue: function(type, data) {\n\t\tvar setter = 2;\n\n\t\tif (typeof type !== \"string\") {\n\t\t\tdata = type;\n\t\t\ttype = \"fx\";\n\t\t\tsetter--;\n\t\t}\n\n\t\tif (arguments.length < setter) {\n\t\t\treturn jQuery.queue(this[0], type);\n\t\t}\n\n\t\treturn data === undefined ?\n\t\t\tthis :\n\t\t\tthis.each(function() {\n\t\t\t\tvar queue = jQuery.queue(this, type, data);\n\n\t\t\t\t// Ensure a hooks for this queue\n\t\t\t\tjQuery._queueHooks(this, type);\n\n\t\t\t\tif (type === \"fx\" && queue[0] !== \"inprogress\") {\n\t\t\t\t\tjQuery.dequeue(this, type);\n\t\t\t\t}\n\t\t\t});\n\t},\n\tdequeue: function(type) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.dequeue(this, type);\n\t\t});\n\t},\n\tclearQueue: function(type) {\n\t\treturn this.queue(type || \"fx\", []);\n\t},\n\n\t// Get a promise resolved when queues of a certain type\n\t// are emptied (fx is the type by default)\n\tpromise: function(type, obj) {\n\t\tvar tmp,\n\t\t\tcount = 1,\n\t\t\tdefer = jQuery.Deferred(),\n\t\t\telements = this,\n\t\t\ti = this.length,\n\t\t\tresolve = function() {\n\t\t\t\tif (!(--count)) {\n\t\t\t\t\tdefer.resolveWith(elements, [elements]);\n\t\t\t\t}\n\t\t\t};\n\n\t\tif (typeof type !== \"string\") {\n\t\t\tobj = type;\n\t\t\ttype = undefined;\n\t\t}\n\t\ttype = type || \"fx\";\n\n\t\twhile (i--) {\n\t\t\ttmp = dataPriv.get(elements[i], type + \"queueHooks\");\n\t\t\tif (tmp && tmp.empty) {\n\t\t\t\tcount++;\n\t\t\t\ttmp.empty.add(resolve);\n\t\t\t}\n\t\t}\n\t\tresolve();\n\t\treturn defer.promise(obj);\n\t}\n});\nvar pnum = (/[+-]?(?:\\d*\\.|)\\d+(?:[eE][+-]?\\d+|)/).source;\n\nvar rcssNum = new RegExp(\"^(?:([+-]=|)(\" + pnum + \")([a-z%]*)$\", \"i\");\n\n\nvar cssExpand = [\"Top\", \"Right\", \"Bottom\", \"Left\"];\n\nvar isHiddenWithinTree = function(elem, el) {\n\n\t\t// isHiddenWithinTree might be called from jQuery#filter function;\n\t\t// in that case, element will be second argument\n\t\telem = el || elem;\n\n\t\t// Inline style trumps all\n\t\treturn elem.style.display === \"none\" ||\n\t\t\telem.style.display === \"\" &&\n\n\t\t\t// Otherwise, check computed style\n\t\t\t// Support: Firefox <=43 - 45\n\t\t\t// Disconnected elements can have computed display: none, so first confirm that elem is\n\t\t\t// in the document.\n\t\t\tjQuery.contains(elem.ownerDocument, elem) &&\n\n\t\t\tjQuery.css(elem, \"display\") === \"none\";\n\t};\n\nvar swap = function(elem, options, callback, args) {\n\tvar ret, name,\n\t\told = {};\n\n\t// Remember the old values, and insert the new ones\n\tfor (name in options) {\n\t\told[name] = elem.style[name];\n\t\telem.style[name] = options[name];\n\t}\n\n\tret = callback.apply(elem, args || []);\n\n\t// Revert the old values\n\tfor (name in options) {\n\t\telem.style[name] = old[name];\n\t}\n\n\treturn ret;\n};\n\n\n\nfunction adjustCSS(elem, prop, valueParts, tween) {\n\tvar adjusted, scale,\n\t\tmaxIterations = 20,\n\t\tcurrentValue = tween ?\n\t\t\tfunction() {\n\t\t\t\treturn tween.cur();\n\t\t\t} :\n\t\t\tfunction() {\n\t\t\t\treturn jQuery.css(elem, prop, \"\");\n\t\t\t},\n\t\tinitial = currentValue(),\n\t\tunit = valueParts && valueParts[3] || (jQuery.cssNumber[prop] ? \"\" : \"px\"),\n\n\t\t// Starting value computation is required for potential unit mismatches\n\t\tinitialInUnit = (jQuery.cssNumber[prop] || unit !== \"px\" && +initial) &&\n\t\t\trcssNum.exec(jQuery.css(elem, prop));\n\n\tif (initialInUnit && initialInUnit[3] !== unit) {\n\n\t\t// Support: Firefox <=54\n\t\t// Halve the iteration target value to prevent interference from CSS upper bounds (gh-2144)\n\t\tinitial = initial / 2;\n\n\t\t// Trust units reported by jQuery.css\n\t\tunit = unit || initialInUnit[3];\n\n\t\t// Iteratively approximate from a nonzero starting point\n\t\tinitialInUnit = +initial || 1;\n\n\t\twhile (maxIterations--) {\n\n\t\t\t// Evaluate and update our best guess (doubling guesses that zero out).\n\t\t\t// Finish if the scale equals or crosses 1 (making the old*new product non-positive).\n\t\t\tjQuery.style(elem, prop, initialInUnit + unit);\n\t\t\tif ((1 - scale) * (1 - (scale = currentValue() / initial || 0.5)) <= 0) {\n\t\t\t\tmaxIterations = 0;\n\t\t\t}\n\t\t\tinitialInUnit = initialInUnit / scale;\n\n\t\t}\n\n\t\tinitialInUnit = initialInUnit * 2;\n\t\tjQuery.style(elem, prop, initialInUnit + unit);\n\n\t\t// Make sure we update the tween properties later on\n\t\tvalueParts = valueParts || [];\n\t}\n\n\tif (valueParts) {\n\t\tinitialInUnit = +initialInUnit || +initial || 0;\n\n\t\t// Apply relative offset (+=/-=) if specified\n\t\tadjusted = valueParts[1] ?\n\t\t\tinitialInUnit + (valueParts[1] + 1) * valueParts[2] :\n\t\t\t+valueParts[2];\n\t\tif (tween) {\n\t\t\ttween.unit = unit;\n\t\t\ttween.start = initialInUnit;\n\t\t\ttween.end = adjusted;\n\t\t}\n\t}\n\treturn adjusted;\n}\n\n\nvar defaultDisplayMap = {};\n\nfunction getDefaultDisplay(elem

) {\n\tvar temp,\n\t\tdoc = elem.ownerDocument,\n\t\tnodeName = elem.nodeName,\n\t\tdisplay = defaultDisplayMap[nodeName];\n\n\tif (display) {\n\t\treturn display;\n\t}\n\n\ttemp = doc.body.appendChild(doc.createElement(nodeName));\n\tdisplay = jQuery.css(temp, \"display\");\n\n\ttemp.parentNode.removeChild(temp);\n\n\tif (display === \"none\") {\n\t\tdisplay = \"block\";\n\t}\n\tdefaultDisplayMap[nodeName] = display;\n\n\treturn display;\n}\n\nfunction showHide(elements, show) {\n\tvar display, elem,\n\t\tvalues = [],\n\t\tindex = 0,\n\t\tlength = elements.length;\n\n\t// Determine new display value for elements that need to change\n\tfor (; index < length; index++) {\n\t\telem = elements[index];\n\t\tif (!elem.style) {\n\t\t\tcontinue;\n\t\t}\n\n\t\tdisplay = elem.style.display;\n\t\tif (show) {\n\n\t\t\t// Since we force visibility upon cascade-hidden elements, an immediate (and slow)\n\t\t\t// check is required in this first loop unless we have a nonempty display value (either\n\t\t\t// inline or about-to-be-restored)\n\t\t\tif (display === \"none\") {\n\t\t\t\tvalues[index] = dataPriv.get(elem, \"display\") || null;\n\t\t\t\tif (!values[index]) {\n\t\t\t\t\telem.style.display = \"\";\n\t\t\t\t}\n\t\t\t}\n\t\t\tif (elem.style.display === \"\" && isHiddenWithinTree(elem)) {\n\t\t\t\tvalues[index] = getDefaultDisplay(elem);\n\t\t\t}\n\t\t} else {\n\t\t\tif (display !== \"none\") {\n\t\t\t\tvalues[index] = \"none\";\n\n\t\t\t\t// Remember what we're overwriting\n\t\t\t\tdataPriv.set(elem, \"display\", display);\n\t\t\t}\n\t\t}\n\t}\n\n\t// Set the display of the elements in a second loop to avoid constant reflow\n\tfor (index = 0; index < length; index++) {\n\t\tif (values[index] != null) {\n\t\t\telements[index].style.display = values[index];\n\t\t}\n\t}\n\n\treturn elements;\n}\n\njQuery.fn.extend({\n\tshow: function() {\n\t\treturn showHide(this, true);\n\t},\n\thide: function() {\n\t\treturn showHide(this);\n\t},\n\ttoggle: function(state) {\n\t\tif (typeof state === \"boolean\") {\n\t\t\treturn state ? this.show() : this.hide();\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tif (isHiddenWithinTree(this)) {\n\t\t\t\tjQuery(this).show();\n\t\t\t} else {\n\t\t\t\tjQuery(this).hide();\n\t\t\t}\n\t\t});\n\t}\n});\nvar rcheckableType = (/^(?:checkbox|radio)$/i);\nvar rtagName = (/<([a-z][^\\/\\0>\\x20\\t\\r\\n\\f]+)/i);\nvar rscriptType = (/^$|^module$|\\/(?:java|ecma)script/i);\n\n\n// We have to close these tags to support XHTML (#13200)\nvar wrapMap = {\n\n\t// Support: IE <=9 only\n\toption: [1, \"<select multiple='multiple'>\", \"</select>\"],\n\n\t// XHTML parsers do not magically insert elements in the\n\t// same way that tag soup parsers do. So we cannot shorten\n\t// this by omitting <tbody> or other required elements.\n\tthead: [1, \"<table>\", \"</table>\"],\n\tcol: [2, \"<table><colgroup>\", \"</colgroup></table>\"],\n\ttr: [2, \"<table><tbody>\", \"</tbody></table>\"],\n\ttd: [3, \"<table><tbody><tr>\", \"</tr></tbody></table>\"],\n\n\t_default: [0, \"\", \"\"]\n};\n\n// Support: IE <=9 only\nwrapMap.optgroup = wrapMap.option;\n\nwrapMap.tbody = wrapMap.tfoot = wrapMap.colgroup = wrapMap.caption = wrapMap.thead;\nwrapMap.th = wrapMap.td;\n\nfunction getAll(context, tag) {\n\n\t// Support: IE <=9 - 11 only\n\t// Use typeof to avoid zero-argument method invocation on host objects (#15151)\n\tvar ret;\n\n\tif (typeof context.getElementsByTagName !== \"undefined\") {\n\t\tret = context.getElementsByTagName(tag || \"*\");\n\n\t} else if (typeof context.querySelectorAll !== \"undefined\") {\n\t\tret = context.querySelectorAll(tag || \"*\");\n\n\t} else {\n\t\tret = [];\n\t}\n\n\tif (tag === undefined || tag && nodeName(context, tag)) {\n\t\treturn jQuery.merge([context], ret);\n\t}\n\n\treturn ret;\n}\n\n\n// Mark scripts as having already been evaluated\nfunction setGlobalEval(elems, refElements) {\n\tvar i = 0,\n\t\tl = elems.length;\n\n\tfor (; i < l; i++) {\n\t\tdataPriv.set(\n\t\t\telems[i],\n\t\t\t\"globalEval\",\n\t\t\t!refElements || dataPriv.get(refElements[i], \"globalEval\")\n\t\t);\n\t}\n}\n\n\nvar rhtml = /<|&#?\\w+;/;\n\nfunction buildFragment(elems, context, scripts, selection, ignored) {\n\tvar elem, tmp, tag, wrap, contains, j,\n\t\tfragment = context.createDocumentFragment(),\n\t\tnodes = [],\n\t\ti = 0,\n\t\tl = elems.length;\n\n\tfor (; i < l; i++) {\n\t\telem = elems[i];\n\n\t\tif (elem || elem === 0) {\n\n\t\t\t// Add nodes directly\n\t\t\tif (toType(elem) === \"object\") {\n\n\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\tjQuery.merge(nodes, elem.nodeType ? [elem] : elem);\n\n\t\t\t\t// Convert non-html into a text node\n\t\t\t} else if (!rhtml.test(elem)) {\n\t\t\t\tnodes.push(context.createTextNode(elem));\n\n\t\t\t\t// Convert html into DOM nodes\n\t\t\t} else {\n\t\t\t\ttmp = tmp || fragment.appendChild(context.createElement(\"div\"));\n\n\t\t\t\t// Deserialize a standard representation\n\t\t\t\ttag = (rtagName.exec(elem) || [\"\", \"\"])[1].toLowerCase();\n\t\t\t\twrap = wrapMap[tag] || wrapMap._default;\n\t\t\t\ttmp.innerHTML = wrap[1] + jQuery.htmlPrefilter(elem) + wrap[2];\n\n\t\t\t\t// Descend through wrappers to the right content\n\t\t\t\tj = wrap[

0];\n\t\t\twhile (j--) {\n\t\t\t\ttmp = tmp.lastChild;\n\t\t\t}\n\n\t\t\t\t// Support: Android <=4.0 only, PhantomJS
1 only\n\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\tjQuery.merge(nodes, tmp.childNodes
);\n\n\t\t\t\t// Remember the top-level container\n\t\t\t\ttmp = fragment.firstChild;\n\n\t\t\t\t// Ensure the created
nodes are orphaned (#12392)\n\t\t\ttmp.textContent = \"\";\n\t\t\t}\n\t\t}\n\t}\n\n\t// Remove wrapper from
fragment\n\tfragment.textContent = \"\";\n\n\ti = 0;\n\twhile ((elem = nodes[i++])) {\n\n\t\t// Skip elements
already in the context collection (trac-4087)\n\t\tif (selection && jQuery.inArray(elem, selection) > -1) {\n\t\t\tif (
ignored) {\n\t\t\t\tignored.push(elem);\n\t\t\t}\n\t\t\tcontinue;\n\t\t}\n\n\t\tcontains = jQuery.contains(
elem.ownerDocument, elem);\n\n\t\t// Append to fragment\n\t\ttmp = getAll(fragment.appendChild(elem),
\"script\");\n\n\t\t// Preserve script evaluation history\n\t\tif (contains) {\n\t\t\tsetGlobalEval(tmp);\n\t\t}\n\n\t\t//
Capture executables\n\t\tif (scripts) {\n\t\t\tj = 0;\n\t\t\twhile ((elem = tmp[j++])) {\n\t\t\t\tif (rscriptType.test(
elem.type || \"\")) {\n\t\t\t\t\tscripts.push(elem);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn fragment;\n}\n\n\n\n(
function() {\n\tvar fragment = document.createDocumentFragment(),\n\t\tdiv = fragment.appendChild(
document.createElement(\"div\")),\n\t\tinput = document.createElement(\"input\");\n\n\t// Support: Android 4.0 -
4.3 only\n\t// Check state lost if the name is set (#11217)\n\t// Support: Windows Web Apps (WWA)\n\t// `name`
and `type` must use .setAttribute for WWA (#14901)\n\tinput.setAttribute(\"type\", \"radio\");\n\tinput.setAttribute(
\"checked\", \"checked\");\n\tinput.setAttribute(\"name\", \"t\");\n\tdiv.appendChild(input);\n\n\t// Support:
Android <=4.1 only\n\t// Older WebKit doesn't clone checked state correctly in fragments\n\tsupport.checkClone =
div.cloneNode(true).cloneNode(true).lastChild.checked;\n\n\t// Support: IE <=11 only\n\t// Make sure textarea
(and checkbox) defaultValue is properly cloned\n\tdiv.innerHTML =
\"<textarea>x</textarea>\";\n\tsupport.noCloneChecked = !!div.cloneNode(true).lastChild.defaultValue;\n}
)();\n\nvar documentElement = document.documentElement;\n\n\n\nvar\n\trkeyEvent = /^key/,\n\trmouseEvent =
/^(?:mouse|pointer|contextmenu|drag|drop)|click/,\n\trtypenamespace = /^([^.]*)(?:\\.(.+)|)/;\n\nfunction returnTrue()
{\n\treturn true;\n}\n\nfunction returnFalse() {\n\treturn false;\n}\n\n// Support: IE <=9 only\n// See #13393 for
more info\nfunction safeActiveElement() {\n\ttry {\n\t\treturn document.activeElement;\n\t} catch (err) {
}\n}\n\nfunction on(elem, types, selector, data, fn, one) {\n\tvar origFn, type;\n\n\t// Types can be a map of
types/handlers\n\tif (typeof types === \"object\") {\n\n\t\t// (types-Object, selector, data)\n\t\tif (typeof selector
!== \"string\") {\n\n\t\t\t// (types-Object, data)\n\t\t\tdata = data || selector;\n\t\t\tselector = undefined;\n\t\t}\n\t\tfor
(type in types) {\n\t\t\ton(elem, type, selector, data, types[type], one);\n\t\t}\n\t\treturn elem;\n\t}\n\n\tif (data
== null && fn == null) {\n\n\t\t// (types, fn)\n\t\tfn = selector;\n\t\tdata = selector = undefined;\n\t} else if (fn ==
null) {\n\t\tif (typeof selector === \"string\") {\n\n\t\t\t// (types, selector, fn)\n\t\t\tfn = data;\n\t\t\tdata =
undefined;\n\t\t} else {\n\n\t\t\t// (types, data, fn)\n\t\t\tfn = data;\n\t\t\tdata = selector;\n\t\t\tselector =
undefined;\n\t\t}\n\t}\n\tif (fn === false) {\n\t\tfn = returnFalse;\n\t} else if (!fn) {\n\t\treturn elem;\n\t}\n\n\tif (
one === 1) {\n\t\torigFn = fn;\n\t\tfn = function(event) {\n\n\t\t\t// Can use an empty set, since event contains the
info\n\t\t\tjQuery().off(event);\n\t\t\treturn origFn.apply(this, arguments);\n\t\t};\n\n\t\t// Use same guid so caller
can remove using origFn\n\t\tfn.guid = origFn.guid || (origFn.guid = jQuery.guid++);\n\t}\n\treturn elem.each(
function() {\n\t\tjQuery.event.add(this, types, fn, data, selector);\n\t});\n}\n\n/*\n * Helper functions for managing
events -- not part of the public interface.\n * Props to Dean Edwards' addEvent library for many of the ideas.\n
*/\njQuery.event = {\n\n\tglobal: {},\n\n\tadd: function(elem, types, handler, data, selector) {\n\n\t\tvar
handleObjIn, eventHandle, tmp,\n\t\t\tevents, t, handleObj,\n\t\t\tspecial, handlers, type, namespaces,
origType,\n\t\t\telemData = dataPriv.get(elem);\n\n\t\t// Don't attach events to noData or text/comment nodes (but
allow plain objects)\n\t\tif (!elemData) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Caller can pass in an object of custom data in
lieu of the handler\n\t\tif (handler.handler) {\n\t\t\thandleObjIn = handler;\n\t\t\thandler =
handleObjIn.handler;\n\t\t\tselector = handleObjIn.selector;\n\t\t}\n\n\t\t// Ensure that invalid selectors throw
exceptions at attach time\n\t\t// Evaluate against documentElement in case elem is a non-element node (e.g.,
document)\n\t\tif (selector) {\n\t\t\tjQuery.find.matchesSelector(documentElement, selector);\n\t\t}\n\n\t\t// Make
sure that the handler has a unique ID, used to find/remove it later\n\t\tif (!handler.guid) {\n\t\t\thandler.guid =
jQuery.guid++;\n\t\t}\n\n\t\t// Init the element's event structure and main handler, if this is the first\n\t\tif (!(events
= elemData.events)) {\n\t\t\tevents = elemData.events = {};\n\t\t}\n\t\tif (!(eventHandle = elemData.handle))

{\n\t\t\teventHandle = elemData.handle = function(e) {\n\n\t\t\t\t// Discard the second event of a jQuery.event.trigger() and\n\t\t\t\t// when an event is called after a page has unloaded\n\t\t\t\treturn typeof jQuery !== \"undefined\" && jQuery.event.triggered !== e.type ?\n\t\t\t\tjQuery.event.dispatch.apply(elem, arguments) : undefined;\n\t\t\t};\n\t\t}\n\n\t\t// Handle multiple events separated by a space\n\t\ttypes = (types || \"\").match(rnothtmlwhite) || [\"\"];\n\t\tt = types.length;\n\t\twhile (t--) {\n\t\t\ttmp = rtypenamespace.exec(types[t]) || [];\n\t\t\ttype = origType = tmp[1];\n\t\t\tnamespaces = (tmp[2] || \"\").split(\".\").sort();\n\n\t\t\t// There *must* be a type, no attaching namespace-only handlers\n\t\t\tif (!type) {\n\t\t\t\tcontinue;\n\t\t\t}\n\n\t\t\t// If event changes its type, use the special event handlers for the changed type\n\t\t\tspecial = jQuery.event.special[type] || {};\n\n\t\t\t// If selector defined, determine special event api type, otherwise given type\n\t\t\ttype = (selector ? special.delegateType : special.bindType) || type;\n\n\t\t\t// Update special based on newly reset type\n\t\t\tspecial = jQuery.event.special[type] || {};\n\n\t\t\t// handleObj is passed to all event handlers\n\t\t\thandleObj = jQuery.extend({\n\t\t\t\ttype: type,\n\t\t\t\torigType: origType,\n\t\t\t\tdata: data,\n\t\t\t\thandler: handler,\n\t\t\t\tguid: handler.guid,\n\t\t\t\tselector: selector,\n\t\t\t\tneedsContext: selector && jQuery.expr.match.needsContext.test(selector),\n\t\t\t\tnamespace: namespaces.join(\".\")\n\t\t\t}, handleObjIn);\n\n\t\t\t// Init the event handler queue if we're the first\n\t\t\tif (!(handlers = events[type])) {\n\t\t\t\thandlers = events[type] = [];\n\t\t\t\thandlers.delegateCount = 0;\n\n\t\t\t\t// Only use addEventListener if the special events handler returns false\n\t\t\t\tif (!special.setup ||\n\t\t\t\t\tspecial.setup.call(elem, data, namespaces, eventHandle) === false) {\n\n\t\t\t\t\tif (elem.addEventListener) {\n\t\t\t\t\t\telem.addEventListener(type, eventHandle);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\tif (special.add) {\n\t\t\t\tspecial.add.call(elem, handleObj);\n\n\t\t\t\tif (!handleObj.handler.guid) {\n\t\t\t\t\thandleObj.handler.guid = handler.guid;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Add to the element's handler list, delegates in front\n\t\t\tif (selector) {\n\t\t\t\thandlers.splice(handlers.delegateCount++, 0, handleObj);\n\t\t\t} else {\n\t\t\t\thandlers.push(handleObj);\n\t\t\t}\n\n\t\t\t// Keep track of which events have ever been used, for event optimization\n\t\t\tjQuery.event.global[type] = true;\n\t\t}\n\n\t},\n\n\t// Detach an event or set of events from an element\n\tremove: function(elem, types, handler, selector, mappedTypes) {\n\n\t\tvar j, origCount, tmp,\n\t\t\tevents, t, handleObj,\n\t\t\tspecial, handlers, type, namespaces, origType,\n\t\t\telemData = dataPriv.hasData(elem) && dataPriv.get(elem);\n\n\t\tif (!elemData || !(events = elemData.events)) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Once for each type.namespace in types; type may be omitted\n\t\ttypes = (types || \"\").match(rnothtmlwhite) || [\"\"];\n\t\tt = types.length;\n\t\twhile (t--) {\n\t\t\ttmp = rtypenamespace.exec(types[t]) || [];\n\t\t\ttype = origType = tmp[1];\n\t\t\tnamespaces = (tmp[2] || \"\").split(\".\").sort();\n\n\t\t\t// Unbind all events (on this namespace, if provided) for the element\n\t\t\tif (!type) {\n\t\t\t\tfor (type in events) {\n\t\t\t\t\tjQuery.event.remove(elem, type + types[t], handler, selector, true);\n\t\t\t\t}\n\t\t\t\tcontinue;\n\t\t\t}\n\n\t\t\tspecial = jQuery.event.special[type] || {};\n\t\t\ttype = (selector ? special.delegateType : special.bindType) || type;\n\t\t\thandlers = events[type] || [];\n\t\t\ttmp = tmp[2] &&\n\t\t\t\tnew RegExp(\"(^|\\\\.)\" + namespaces.join(\"\\\\.(?:.*\\\\.|)\") + \"(\\\\.|$)\");\n\n\t\t\t// Remove matching events\n\t\t\torigCount = j = handlers.length;\n\t\t\twhile (j--) {\n\t\t\t\thandleObj = handlers[j];\n\n\t\t\t\tif ((mappedTypes || origType === handleObj.origType) &&\n\t\t\t\t\t(!handler || handler.guid === handleObj.guid) &&\n\t\t\t\t\t(!tmp || tmp.test(handleObj.namespace)) &&\n\t\t\t\t\t(!selector || selector === handleObj.selector ||\n\t\t\t\t\t\tselector === \"**\" && handleObj.selector)) {\n\t\t\t\t\thandlers.splice(j, 1);\n\n\t\t\t\t\tif (handleObj.selector) {\n\t\t\t\t\t\thandlers.delegateCount--;\n\t\t\t\t\t}\n\t\t\t\t\tif (special.remove) {\n\t\t\t\t\t\tspecial.remove.call(elem, handleObj);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Remove generic event handler if we removed something and no more handlers exist\n\t\t\t// (avoids potential for endless recursion during removal of special event handlers)\n\t\t\tif (origCount && !handlers.length) {\n\t\t\t\tif (!special.teardown ||\n\t\t\t\t\tspecial.teardown.call(elem, namespaces, elemData.handle) === false) {\n\n\t\t\t\t\tjQuery.removeEvent(elem, type, elemData.handle);\n\t\t\t\t}\n\n\t\t\t\tdelete events[type];\n\t\t\t}\n\t\t}\n\n\t\t// Remove data and the expando if it's no longer used\n\t\tif (jQuery.isEmptyObject(events)) {\n\t\t\tdataPriv.remove(elem, \"handle events\");\n\t\t}\n\t},\n\n\tdispatch: function(nativeEvent) {\n\n\t\t// Make a writable jQuery.Event from the native event object\n\t\tvar event = jQuery.event.fix(nativeEvent);\n\n\t\tvar i, j, ret, matched, handleObj, handlerQueue,\n\t\t\targs = new Array(arguments.length),\n\t\t\thandlers = (dataPriv.get(this, \"events\") || {})[

event.type] || [],\n\t\t\tspecial = jQuery.event.special[event.type] || { };\n\n\t\t\t// Use the fix-ed jQuery.Event rather than the (read-only) native event\n\t\targs[0] = event;\n\n\t\tfor (i = 1; i < arguments.length; i++) {\n\t\t\targs[i] = arguments[i];\n\t\t}\n\n\t\tevent.delegateTarget = this;\n\n\t\t// Call the preDispatch hook for the mapped type, and let it bail if desired\n\t\tif (special.preDispatch && special.preDispatch.call(this, event) === false) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Determine handlers\n\t\thandlerQueue = jQuery.event.handlers.call(this, event, handlers);\n\t\t// Run delegates first; they may want to stop propagation beneath us\n\t\ti = 0;\n\t\twhile ((matched = handlerQueue[i++]) && !event.isPropagationStopped()) {\n\t\t\tevent.currentTarget = matched.elem;\n\n\t\t\tj = 0;\n\t\t\twhile ((handleObj = matched.handlers[j++]) &&\n\t\t\t\t!event.isImmediatePropagationStopped()) {\n\n\t\t\t\t// Triggered event must either 1) have no namespace, or 2) have namespace(s)\n\t\t\t\t// a subset or equal to those in the bound event (both can have no namespace).\n\t\t\t\tif (!event.rnamespace || event.rnamespace.test(handleObj.namespace)) {\n\n\t\t\t\t\tevent.handleObj = handleObj;\n\t\t\t\t\tevent.data = handleObj.data;\n\n\t\t\t\t\tret = ((jQuery.event.special[handleObj.origType] || { }).handle ||\n\t\t\t\t\t\thandleObj.handler).apply(matched.elem, args);\n\n\t\t\t\t\tif (ret !== undefined) {\n\t\t\t\t\t\tif ((event.result = ret) === false) {\n\t\t\t\t\t\t\tevent.preventDefault();\n\t\t\t\t\t\t\tevent.stopPropagation();\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Call the postDispatch hook for the mapped type\n\t\tif (special.postDispatch) {\n\t\t\tspecial.postDispatch.call(this, event);\n\t\t}\n\n\t\treturn event.result;\n\t},\n\n\thandlers: function(event, handlers) {\n\t\tvar i, handleObj, sel, matchedHandlers, matchedSelectors,\n\t\t\thandlerQueue = [],\n\t\t\tdelegateCount = handlers.delegateCount,\n\t\t\tcur = event.target;\n\n\t\t// Find delegate handlers\n\t\tif (delegateCount &&\n\n\t\t\t// Support: IE <=9\n\t\t\t// Black-hole SVG <use> instance trees (trac-13180)\n\t\t\tcur.nodeType &&\n\n\t\t\t// Support: Firefox <=42\n\t\t\t// Suppress spec-violating clicks indicating a non-primary pointer button (trac-3861)\n\t\t\t// https://www.w3.org/TR/DOM-Level-3-Events/#event-type-click\n\t\t\t// Support: IE 11 only\n\t\t\t// ...but not arrow key \"clicks\" of radio inputs, which can have `button` -1 (gh-2343)\n\t\t\t!(event.type === \"click\" && event.button >= 1)) {\n\n\t\t\tfor (; cur !== this; cur = cur.parentNode || this) {\n\n\t\t\t\t// Don't check non-elements (#13208)\n\t\t\t\t// Don't process clicks on disabled elements (#6911, #8165, #11382, #11764)\n\t\t\t\tif (cur.nodeType === 1 && !(event.type === \"click\" && cur.disabled === true)) {\n\t\t\t\t\tmatchedHandlers = [];\n\t\t\t\t\tmatchedSelectors = { };\n\t\t\t\t\tfor (i = 0; i < delegateCount; i++) {\n\t\t\t\t\t\thandleObj = handlers[i];\n\n\t\t\t\t\t\t// Don't conflict with Object.prototype properties (#13203)\n\t\t\t\t\t\tsel = handleObj.selector + \" \";\n\n\t\t\t\t\t\tif (matchedSelectors[sel] === undefined) {\n\t\t\t\t\t\t\tmatchedSelectors[sel] = handleObj.needsContext ?\n\t\t\t\t\t\t\t\tjQuery(sel, this).index(cur) > -1 :\n\t\t\t\t\t\t\t\tjQuery.find(sel, this, null, [cur]).length;\n\t\t\t\t\t\t}\n\t\t\t\t\t\tif (matchedSelectors[sel]) {\n\t\t\t\t\t\t\tmatchedHandlers.push(handleObj);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tif (matchedHandlers.length) {\n\t\t\t\t\t\thandlerQueue.push({ elem: cur, handlers: matchedHandlers });\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Add the remaining (directly-bound) handlers\n\t\tcur = this;\n\t\tif (delegateCount < handlers.length) {\n\t\t\thandlerQueue.push({ elem: cur, handlers: handlers.slice(delegateCount) });\n\t\t}\n\n\t\treturn handlerQueue;\n\t},\n\n\taddProp: function(name, hook) {\n\t\tObject.defineProperty(jQuery.Event.prototype, name, {\n\t\t\tenumerable: true,\n\t\t\tconfigurable: true,\n\n\t\t\tget: isFunction(hook) ?\n\t\t\t\tfunction() {\n\t\t\t\t\tif (this.originalEvent) {\n\t\t\t\t\t\t\treturn hook(this.originalEvent);\n\t\t\t\t\t}\n\t\t\t\t} :\n\t\t\t\tfunction() {\n\t\t\t\t\tif (this.originalEvent) {\n\t\t\t\t\t\t\treturn this.originalEvent[name];\n\t\t\t\t\t}\n\t\t\t\t},\n\n\t\t\tset: function(value) {\n\t\t\t\tObject.defineProperty(this, name, {\n\t\t\t\t\tenumerable: true,\n\t\t\t\t\tconfigurable: true,\n\t\t\t\t\twritable: true,\n\t\t\t\t\tvalue: value\n\t\t\t\t});\n\t\t\t}\n\t\t});\n\t},\n\n\tfix: function(originalEvent) {\n\t\treturn originalEvent[jQuery.expando] ?\n\t\t\toriginalEvent :\n\t\t\tnew jQuery.Event(originalEvent);\n\t},\n\n\tspecial: {\n\t\tload: {\n\n\t\t\t// Prevent triggered image.load events from bubbling to window.load\n\t\t\tnoBubble: true\n\t\t},\n\t\tfocus: {\n\n\t\t\t// Fire native event if possible so blur/focus sequence is correct\n\t\t\ttrigger: function() {\n\t\t\t\tif (this !== safeActiveElement() && this.focus) {\n\t\t\t\t\tthis.focus();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\t\t\tdelegateType: \"focusin\"\n\t\t},\n\t\tblur: {\n\t\t\ttrigger: function() {\n\t\t\t\tif (this === safeActiveElement() && this.blur) {\n\t\t\t\t\tthis.blur();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\t\t\tdelegateType: \"focusout\"\n\t\t},\n\t\tclick:

{\n\n\t\t\t// For checkbox, fire native event so checked state will be right\n\t\t\ttrigger: function() {\n\t\t\t\tif (this.type === \"checkbox\" && this.click && nodeName(this, \"input\")) {\n\t\t\t\t\tthis.click();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\n\t\t\t// For cross-browser consistency, don't fire native .click() on links\n\t\t\t_default: function(event) {\n\t\t\t\treturn nodeName(event.target, \"a\");\n\t\t\t}\n\t\t},\n\n\t\tbeforeunload: {\n\t\t\tpostDispatch: function(event) {\n\n\t\t\t\t// Support: Firefox 20+\n\t\t\t\t// Firefox doesn't alert if the returnValue field is not set.\n\t\t\t\tif (event.result !== undefined && event.originalEvent) {\n\t\t\t\t\tevent.originalEvent.returnValue = event.result;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n};\n\njQuery.removeEvent = function(elem, type, handle) {\n\n\t// This \"if\" is needed for plain objects\n\tif (elem.removeEventListener) {\n\t\telem.removeEventListener(type, handle);\n\t}\n};\n\njQuery.Event = function(src, props) {\n\n\t// Allow instantiation without the 'new' keyword\n\tif (!(this instanceof jQuery.Event)) {\n\t\treturn new jQuery.Event(src, props);\n\t}\n\n\t// Event object\n\tif (src && src.type) {\n\t\tthis.originalEvent = src;\n\t\tthis.type = src.type;\n\n\t\t// Events bubbling up the document may have been marked as prevented\n\t\t// by a handler lower down the tree; reflect the correct value.\n\t\tthis.isDefaultPrevented = src.defaultPrevented ||\n\t\t\t\tsrc.defaultPrevented === undefined &&\n\n\t\t\t\t// Support: Android <=2.3 only\n\t\t\t\tsrc.returnValue === false ?\n\t\t\treturnTrue :\n\t\t\treturnFalse;\n\n\t\t// Create target properties\n\t\t// Support: Safari <=6 - 7 only\n\t\t// Target should not be a text node (#504, #13143)\n\t\tthis.target = (src.target && src.target.nodeType === 3) ?\n\t\t\tsrc.target.parentNode :\n\t\t\tsrc.target;\n\n\t\tthis.currentTarget = src.currentTarget;\n\t\tthis.relatedTarget = src.relatedTarget;\n\n\t// Event type\n\t} else {\n\t\tthis.type = src;\n\t}\n\n\t// Put explicitly provided properties onto the event object\n\tif (props) {\n\t\tjQuery.extend(this, props);\n\t}\n\n\t// Create a timestamp if incoming event doesn't have one\n\tthis.timeStamp = src && src.timeStamp || Date.now();\n\n\t// Mark it as fixed\n\tthis[jQuery.expando] = true;\n};\n\n// jQuery.Event is based on DOM3 Events as specified by the ECMAScript Language Binding\n// https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-script-binding.html\njQuery.Event.prototype = {\n\tconstructor: jQuery.Event,\n\tisDefaultPrevented: returnFalse,\n\tisPropagationStopped: returnFalse,\n\tisImmediatePropagationStopped: returnFalse,\n\tisSimulated: false,\n\n\tpreventDefault: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isDefaultPrevented = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.preventDefault();\n\t\t}\n\t},\n\tstopPropagation: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isPropagationStopped = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.stopPropagation();\n\t\t}\n\t},\n\tstopImmediatePropagation: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isImmediatePropagationStopped = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.stopImmediatePropagation();\n\t\t}\n\n\t\tthis.stopPropagation();\n\t}\n};\n\n// Includes all common event props including KeyEvent and MouseEvent specific props\njQuery.each({\n\taltKey: true,\n\tbubbles: true,\n\tcancelable: true,\n\tchangedTouches: true,\n\tctrlKey: true,\n\tdetail: true,\n\teventPhase: true,\n\tmetaKey: true,\n\tpageX: true,\n\tpageY: true,\n\tshiftKey: true,\n\tview: true,\n\t\"char\": true,\n\tcharCode: true,\n\tkey: true,\n\tkeyCode: true,\n\tbutton: true,\n\tbuttons: true,\n\tclientX: true,\n\tclientY: true,\n\toffsetX: true,\n\toffsetY: true,\n\tpointerId: true,\n\tpointerType: true,\n\tscreenX: true,\n\tscreenY: true,\n\ttargetTouches: true,\n\ttoElement: true,\n\ttouches: true,\n\n\twhich: function(event) {\n\t\tvar button = event.button;\n\n\t\t// Add which for key events\n\t\tif (event.which == null && rkeyEvent.test(event.type)) {\n\t\t\treturn event.charCode != null ? event.charCode : event.keyCode;\n\t\t}\n\n\t\t// Add which for click: 1 === left; 2 === middle; 3 === right\n\t\tif (!event.which && button !== undefined && rmouseEvent.test(event.type)) {\n\t\t\tif (button & 1) {\n\t\t\t\treturn 1;\n\t\t\t}\n\n\t\t\tif (button & 2) {\n\t\t\t\treturn 3;\n\t\t\t}\n\n\t\t\tif (button & 4) {\n\t\t\t\treturn 2;\n\t\t\t}\n\n\t\t\treturn 0;\n\t\t}\n\n\t\treturn event.which;\n\t}\n}, jQuery.event.addProp);\n\n// Create mouseenter/leave events using mouseover/out and event-time checks\n// so that event delegation works in jQuery.\n// Do the same for pointerenter/pointerleave and pointerover/pointerout\n//\n// Support: Safari 7 only\n// Safari sends mouseenter too often; see:\n// https://bugs.chromium.org/p/chromium/issues/detail?id=470258\n// for the description of the bug (it existed in older Chrome versions as well).\njQuery.each({\n\tmouseenter: \"mouseover\",\n\tmouseleave: \"mouseout\",\n\tpointerenter: \"pointerover\",\n\tpointerleave: \"pointerout\"\n}, function(orig, fix) {\n\tjQuery.event.special[orig] = {\n\t\tdelegateType: fix,\n\t\tbindType: fix,\n\n\t\thandle:

function(event) {\n\t\t\tvar ret,\n\t\t\t\ttarget = this,\n\t\t\t\trelated = event.relatedTarget,\n\t\t\t\thandleObj = event.handleObj;\n\n\t\t\t// For mouseenter/leave call the handler if related is outside the target.\n\t\t\t// NB: No relatedTarget if the mouse left/entered the browser window\n\t\t\tif (!related || (related !== target && !jQuery.contains(target, related))) {\n\t\t\t\tevent.type = handleObj.origType;\n\t\t\t\tret = handleObj.handler.apply(this, arguments);\n\t\t\t\tevent.type = fix;\n\t\t\t}\n\t\t\treturn ret;\n\t\t}\n\t};\n}
);\n\njQuery.fn.extend({\n\n\ton: function(types, selector, data, fn) {\n\t\treturn on(this, types, selector, data, fn);\n\t},\n\tone: function(types, selector, data, fn) {\n\t\treturn on(this, types, selector, data, fn, 1);\n\t},\n\toff: function(types, selector, fn) {\n\t\tvar handleObj, type;\n\t\tif (types && types.preventDefault && types.handleObj) {\n\n\t\t\t// (event) dispatched jQuery.Event\n\t\t\thandleObj = types.handleObj;\n\t\t\tjQuery(types.delegateTarget).off(\n\t\t\t\thandleObj.namespace ?\n\t\t\t\t\thandleObj.origType + \".\" + handleObj.namespace
:\n\t\t\t\t\thandleObj.origType,\n\t\t\t\thandleObj.selector,\n\t\t\t\thandleObj.handler\n\t\t\t);\n\t\t\treturn this;\n\t\t}\n\t\tif (typeof types === \"object\") {\n\n\t\t\t// (types-object [, selector])\n\t\t\tfor (type in types) {\n\t\t\t\tthis.off(type, selector, types[type]);\n\t\t\t}\n\t\t\treturn this;\n\t\t}\n\t\tif (selector === false || typeof selector === \"function\") {\n\n\t\t\t// (types [, fn])\n\t\t\tfn = selector;\n\t\t\tselector = undefined;\n\t\t}\n\t\tif (fn === false) {\n\t\t\tfn = returnFalse;\n\t\t}\n\t\treturn this.each(function() {\n\t\t\tjQuery.event.remove(this, types, fn, selector);\n\t\t});\n\t}\n});\n\nvar\n\n\t/* eslint-disable max-len */\n\n\t// See https://github.com/eslint/eslint/issues/3229\n\trxhtmlTag = /<(?!area|br|col|embed|hr|img|input|link|meta|param)(([a-z][^\/\0>\x20\t\r\n\f]*)[^>]*)\/>/gi,\n\n\t/* eslint-enable */\n\n\t// Support: IE <=10 - 11, Edge 12 - 13 only\n\t// In IE/Edge using regex groups here causes severe slowdowns.\n\t// See https://connect.microsoft.com/IE/feedback/details/1736512/\n\trnoInnerhtml = /<script|<style|<link/i,\n\n\t// checked=\"checked\" or checked\n\trchecked = /checked\s*(?:[^=]|=\s*.checked.)/i,\n\trcleanScript = /^\s*<!(?:\[CDATA\[|--)|(?:\]\]|--)>\s*$/g;\n\n// Prefer a tbody over its parent table for containing new rows\nfunction manipulationTarget(elem, content) {\n\tif (nodeName(elem, \"table\") &&\n\t\tnodeName(content.nodeType !== 11 ? content : content.firstChild, \"tr\")) {\n\n\t\treturn jQuery(elem).children(\"tbody\")[0] || elem;\n\t}\n\n\treturn elem;\n}\n\n// Replace/restore the type attribute of script elements for safe DOM manipulation\nfunction disableScript(elem) {\n\telem.type = (elem.getAttribute(\"type\") !== null) + \"/\" + elem.type;\n\treturn elem;\n}\nfunction restoreScript(elem) {\n\tif ((elem.type || \"\").slice(0, 5) === \"true/\") {\n\t\telem.type = elem.type.slice(5);\n\t} else {\n\t\telem.removeAttribute(\"type\");\n\t}\n\n\treturn elem;\n}\n\nfunction cloneCopyEvent(src, dest) {\n\tvar i, l, type, pdataOld, pdataCur, udataOld, udataCur, events;\n\n\tif (dest.nodeType !== 1) {\n\t\treturn;\n\t}\n\n\t// 1. Copy private data: events, handlers, etc.\n\tif (dataPriv.hasData(src)) {\n\t\tpdataOld = dataPriv.access(src);\n\t\tpdataCur = dataPriv.set(dest, pdataOld);\n\t\tevents = pdataOld.events;\n\n\t\tif (events) {\n\t\t\tdelete pdataCur.handle;\n\t\t\tpdataCur.events = {};\n\n\t\t\tfor (type in events) {\n\t\t\t\tfor (i = 0, l = events[type].length; i < l; i++) {\n\t\t\t\t\tjQuery.event.add(dest, type, events[type][i]);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// 2. Copy user data\n\tif (dataUser.hasData(src)) {\n\t\tudataOld = dataUser.access(src);\n\t\tudataCur = jQuery.extend({}, udataOld);\n\n\t\tdataUser.set(dest, udataCur);\n\t}\n}\n\n// Fix IE bugs, see support tests\nfunction fixInput(src, dest) {\n\tvar nodeName = dest.nodeName.toLowerCase();\n\n\t// Fails to persist the checked state of a cloned checkbox or radio button.\n\tif (nodeName === \"input\" && rcheckableType.test(src.type)) {\n\t\tdest.checked = src.checked;\n\n\t// Fails to return the selected option to the default selected state when cloning options\n\t} else if (nodeName === \"input\" || nodeName === \"textarea\") {\n\t\tdest.defaultValue = src.defaultValue;\n\t}\n}\n\nfunction domManip(collection, args, callback, ignored) {\n\n\t// Flatten any nested arrays\n\targs = concat.apply([], args);\n\n\tvar fragment, first, scripts, hasScripts, node, doc,\n\t\ti = 0,\n\t\tl = collection.length,\n\t\tiNoClone = l - 1,\n\t\tvalue = args[0],\n\t\tvalueIsFunction = isFunction(value);\n\n\t// We can't cloneNode fragments that contain checked, in WebKit\n\tif (valueIsFunction ||\n\t\t\t(l > 1 && typeof value === \"string\" &&\n\t\t\t\t!support.checkClone && rchecked.test(value))) {\n\t\treturn collection.each(function(index) {\n\t\t\tvar self = collection.eq(index);\n\t\t\tif (valueIsFunction) {\n\t\t\t\targs[0] = value.call(this, index, self.html());\n\t\t\t}\n\t\t\tdomManip(self, args, callback, ignored);\n\t\t});\n\t}\n\n\tif (l) {\n\t\tfragment = buildFragment(args, collection[0

].ownerDocument, false, collection, ignored);\n\t\tfirst = fragment.firstChild;\n\n\t\tif (fragment.childNodes.length === 1) {\n\t\t\tfragment = first;\n\t\t}\n\n\t\t// Require either new content or an interest in ignored elements to invoke the callback\n\t\tif (first || ignored) {\n\t\t\tscripts = jQuery.map(getAll(fragment, \"script\"), disableScript);\n\t\t\thasScripts = scripts.length;\n\n\t\t\t// Use the original fragment for the last item\n\t\t\t// instead of the first because it can end up\n\t\t\t// being emptied incorrectly in certain situations (#8070).\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tnode = fragment;\n\n\t\t\t\tif (i !== iNoClone) {\n\t\t\t\t\tnode = jQuery.clone(node, true, true);\n\n\t\t\t\t\t// Keep references to cloned scripts for later restoration\n\t\t\t\t\tif (hasScripts) {\n\n\t\t\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\t\t\tjQuery.merge(scripts, getAll(node, \"script\"));\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\tcallback.call(collection[i], node, i);\n\t\t\t}\n\n\t\t\tif (hasScripts) {\n\t\t\t\tdoc = scripts[scripts.length - 1].ownerDocument;\n\n\t\t\t\t// Reenable scripts\n\t\t\t\tjQuery.map(scripts, restoreScript);\n\n\t\t\t\t// Evaluate executable scripts on first document insertion\n\t\t\t\tfor (i = 0; i < hasScripts; i++) {\n\t\t\t\t\tnode = scripts[i];\n\t\t\t\t\tif (rscriptType.test(node.type || \"\") &&\n\t\t\t\t\t\t!dataPriv.access(node, \"globalEval\") &&\n\t\t\t\t\t\tjQuery.contains(doc, node)) {\n\n\t\t\t\t\t\tif (node.src && (node.type || \"\").toLowerCase() !== \"module\") {\n\n\t\t\t\t\t\t\t// Optional AJAX dependency, but won't run scripts if not present\n\t\t\t\t\t\t\tif (jQuery._evalUrl) {\n\t\t\t\t\t\t\t\tjQuery._evalUrl(node.src);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\tDOMEval(node.textContent.replace(rcleanScript, \"\"), doc, node);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn collection;\n}\n\nfunction remove(elem, selector, keepData) {\n\tvar node,\n\t\tnodes = selector ? jQuery.filter(selector, elem) : elem,\n\t\ti = 0;\n\n\tfor (; (node = nodes[i]) != null; i++) {\n\t\tif (!keepData && node.nodeType === 1) {\n\t\t\tjQuery.cleanData(getAll(node));\n\t\t}\n\n\t\tif (node.parentNode) {\n\t\t\tif (keepData && jQuery.contains(node.ownerDocument, node)) {\n\t\t\t\tsetGlobalEval(getAll(node, \"script\"));\n\t\t\t}\n\t\t\tnode.parentNode.removeChild(node);\n\t\t}\n\t}\n\n\treturn elem;\n}\n\njQuery.extend({\n\thtmlPrefilter: function(html) {\n\t\treturn html.replace(rxhtmlTag, \"<$1></$2>\");\n\t},\n\n\tclone: function(elem, dataAndEvents, deepDataAndEvents) {\n\t\tvar i, l, srcElements, destElements,\n\t\t\tclone = elem.cloneNode(true),\n\t\t\tinPage = jQuery.contains(elem.ownerDocument, elem);\n\n\t\t// Fix IE cloning issues\n\t\tif (!support.noCloneChecked && (elem.nodeType === 1 || elem.nodeType === 11) &&\n\t\t\t\t!jQuery.isXMLDoc(elem)) {\n\n\t\t\t// We eschew Sizzle here for performance reasons: https://jsperf.com/getall-vs-sizzle/2\n\t\t\tdestElements = getAll(clone);\n\t\t\tsrcElements = getAll(elem);\n\n\t\t\tfor (i = 0, l = srcElements.length; i < l; i++) {\n\t\t\t\tfixInput(srcElements[i], destElements[i]);\n\t\t\t}\n\t\t}\n\n\t\t// Copy the events from the original to the clone\n\t\tif (dataAndEvents) {\n\t\t\tif (deepDataAndEvents) {\n\t\t\t\tsrcElements = srcElements || getAll(elem);\n\t\t\t\tdestElements = destElements || getAll(clone);\n\n\t\t\t\tfor (i = 0, l = srcElements.length; i < l; i++) {\n\t\t\t\t\tcloneCopyEvent(srcElements[i], destElements[i]);\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tcloneCopyEvent(elem, clone);\n\t\t\t}\n\t\t}\n\n\t\t// Preserve script evaluation history\n\t\tdestElements = getAll(clone, \"script\");\n\t\tif (destElements.length > 0) {\n\t\t\tsetGlobalEval(destElements, !inPage && getAll(elem, \"script\"));\n\t\t}\n\n\t\t// Return the cloned set\n\t\treturn clone;\n\t},\n\n\tcleanData: function(elems) {\n\t\tvar data, elem, type,\n\t\t\tspecial = jQuery.event.special,\n\t\t\ti = 0;\n\n\t\tfor (; (elem = elems[i]) !== undefined; i++) {\n\t\t\tif (acceptData(elem)) {\n\t\t\t\tif ((data = elem[dataPriv.expando])) {\n\t\t\t\t\tif (data.events) {\n\t\t\t\t\t\tfor (type in data.events) {\n\t\t\t\t\t\t\tif (special[type]) {\n\t\t\t\t\t\t\t\tjQuery.event.remove(elem, type);\n\n\t\t\t\t\t\t\t// This is a shortcut to avoid jQuery.event.remove's overhead\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tjQuery.removeEvent(elem, type, data.handle);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Support: Chrome <=35 - 45+\n\t\t\t\t\t// Assign undefined instead of using delete, see Data#remove\n\t\t\t\t\telem[dataPriv.expando] = undefined;\n\t\t\t\t}\n\t\t\t\tif (elem[dataUser.expando]) {\n\n\t\t\t\t\t// Support: Chrome <=35 - 45+\n\t\t\t\t\t// Assign undefined instead of using delete, see Data#remove\n\t\t\t\t\telem[dataUser.expando] = undefined;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n});\n\njQuery.fn.extend({\n\tdetach: function(selector) {\n\t\treturn remove(this, selector, true);\n\t},\n\n\tremove: function(selector) {\n\t\treturn remove(this, selector);\n\t},\n\n\ttext: function(value) {\n\t\treturn access(this, function(value) {\n\t\t\treturn value === undefined ?\n\t\t\t\tjQuery.text(this) :\n\t\t\t\tthis.empty().each(function() {\n\t\t\t\t\tif (this.nodeType === 1 || this.nodeType

=== 11 || this.nodeType === 9) {\n\t\t\t\t\t\tthis.textContent = value;\n\t\t\t\t\t}\n\t\t\t\t\t});\n\t\t\t}, null, value, arguments.length);\n\t},\n\n\t\tappend: function() {\n\t\t\treturn domManip(this, arguments, function(elem) {\n\t\t\t\tif (this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9) {\n\t\t\t\t\tvar target = manipulationTarget(this, elem);\n\t\t\t\t\ttarget.appendChild(elem);\n\t\t\t\t}\n\t\t\t});\n\t\t},\n\n\t\tprepend: function() {\n\t\t\treturn domManip(this, arguments, function(elem) {\n\t\t\t\tif (this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9) {\n\t\t\t\t\tvar target = manipulationTarget(this, elem);\n\t\t\t\t\ttarget.insertBefore(elem, target.firstChild);\n\t\t\t\t}\n\t\t\t});\n\t\t},\n\n\t\tbefore: function() {\n\t\t\treturn domManip(this, arguments, function(elem) {\n\t\t\t\tif (this.parentNode) {\n\t\t\t\t\tthis.parentNode.insertBefore(elem, this);\n\t\t\t\t}\n\t\t\t});\n\t\t},\n\n\t\tafter: function() {\n\t\t\treturn domManip(this, arguments, function(elem) {\n\t\t\t\tif (this.parentNode) {\n\t\t\t\t\tthis.parentNode.insertBefore(elem, this.nextSibling);\n\t\t\t\t}\n\t\t\t});\n\t\t},\n\n\t\tempty: function() {\n\t\t\tvar elem,\n\t\t\t\ti = 0;\n\n\t\t\tfor (; (elem = this[i]) != null; i++) {\n\t\t\t\tif (elem.nodeType === 1) {\n\n\t\t\t\t\t// Prevent memory leaks\n\t\t\t\t\tjQuery.cleanData(getAll(elem, false));\n\n\t\t\t\t\t// Remove any remaining nodes\n\t\t\t\t\telem.textContent = \"\";\n\t\t\t\t}\n\t\t\t}\n\n\t\t\treturn this;\n\t\t},\n\n\t\tclone: function(dataAndEvents, deepDataAndEvents) {\n\t\t\tdataAndEvents = dataAndEvents == null ? false : dataAndEvents;\n\t\t\tdeepDataAndEvents = deepDataAndEvents == null ? dataAndEvents : deepDataAndEvents;\n\n\t\t\treturn this.map(function() {\n\t\t\t\treturn jQuery.clone(this, dataAndEvents, deepDataAndEvents);\n\t\t\t});\n\t\t},\n\n\t\thtml: function(value) {\n\t\t\treturn access(this, function(value) {\n\t\t\t\tvar elem = this[0] || {},\n\t\t\t\t\ti = 0,\n\t\t\t\t\tl = this.length;\n\n\t\t\t\tif (value === undefined && elem.nodeType === 1) {\n\t\t\t\t\treturn elem.innerHTML;\n\t\t\t\t}\n\n\t\t\t\t// See if we can take a shortcut and just use innerHTML\n\t\t\t\tif (typeof value === \"string\" && !rnoInnerhtml.test(value) &&\n\t\t\t\t\t!wrapMap[(rtagName.exec(value) || [\"\", \"\"])[1].toLowerCase()]) {\n\n\t\t\t\t\tvalue = jQuery.htmlPrefilter(value);\n\n\t\t\t\t\ttry {\n\t\t\t\t\t\tfor (; i < l; i++) {\n\t\t\t\t\t\t\telem = this[i] || {};\n\n\t\t\t\t\t\t\t// Remove element nodes and prevent memory leaks\n\t\t\t\t\t\t\tif (elem.nodeType === 1) {\n\t\t\t\t\t\t\t\tjQuery.cleanData(getAll(elem, false));\n\t\t\t\t\t\t\t\telem.innerHTML = value;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\n\t\t\t\t\t\telem = 0;\n\n\t\t\t\t\t// If using innerHTML throws an exception, use the fallback method\n\t\t\t\t\t} catch (e) {}\n\t\t\t\t}\n\n\t\t\t\tif (elem) {\n\t\t\t\t\tthis.empty().append(value);\n\t\t\t\t}\n\t\t\t}, null, value, arguments.length);\n\t},\n\n\t\treplaceWith: function() {\n\t\t\tvar ignored = [];\n\n\t\t\t// Make the changes, replacing each non-ignored context element with the new content\n\t\t\treturn domManip(this, arguments, function(elem) {\n\t\t\t\tvar parent = this.parentNode;\n\n\t\t\t\tif (jQuery.inArray(this, ignored) < 0) {\n\t\t\t\t\tjQuery.cleanData(getAll(this));\n\t\t\t\t\tif (parent) {\n\t\t\t\t\t\tparent.replaceChild(elem, this);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t// Force callback invocation\n\t\t\t}, ignored);\n\t\t}\n\t});\n\njQuery.each({\n\tappendTo: \"append\",\n\tprependTo: \"prepend\",\n\tinsertBefore: \"before\",\n\tinsertAfter: \"after\",\n\treplaceAll: \"replaceWith\"\n}, function(name, original) {\n\tjQuery.fn[name] = function(selector) {\n\t\tvar elems,\n\t\t\tret = [],\n\t\t\tinsert = jQuery(selector),\n\t\t\tlast = insert.length - 1,\n\t\t\ti = 0;\n\n\t\tfor (; i <= last; i++) {\n\t\t\telems = i === last ? this : this.clone(true);\n\t\t\tjQuery(insert[i])[original](elems);\n\n\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t// .get() because push.apply(_, arraylike) throws on ancient WebKit\n\t\t\tpush.apply(ret, elems.get());\n\t\t}\n\n\t\treturn this.pushStack(ret);\n\t};\n});\nvar rnumnonpx = new RegExp(\"^(\" + pnum + \")(?!px)[a-z%]+$\", \"i\");\n\nvar getStyles = function(elem) {\n\n\t\t// Support: IE <=11 only, Firefox <=30 (#15098, #14150)\n\t\t// IE throws on elements created in popups\n\t\t// FF meanwhile throws on frame elements through \"defaultView.getComputedStyle\"\n\t\tvar view = elem.ownerDocument.defaultView;\n\n\t\tif (!view || !view.opener) {\n\t\t\tview = window;\n\t\t}\n\n\t\treturn view.getComputedStyle(elem);\n\t};\n\nvar rboxStyle = new RegExp(cssExpand.join(\"|\"), \"i\");\n\n\n\n(function() {\n\n\t// Executing both pixelPosition & boxSizingReliable tests require only one layout\n\t// so they're executed at the same time to save the second computation.\n\tfunction computeStyleTests() {\n\n\t\t// This is a singleton, we need to execute it only once\n\t\tif (!div) {\n\t\t\treturn;\n\t\t}\n\n\t\tcontainer.style.cssText = \"position:absolute;left:-11111px;width:60px;\" +\n\t\t\t\"margin-top:1px;padding:0;border:0\";\n\t\tdiv.style.cssText =\n\t\t\t\"position:relative;display:block;box-sizing:border-box;overflow:scroll;\" +\n\t\t\t\"margin:auto;border:1px;padding:1px;\" +\n\t\t\t\"width:60%;top:1%\";\n\t\tdocumentElement.appendChild(container).appendChild(div);\n\n\t\tvar

divStyle = window.getComputedStyle(div);\n\t\tpixelPositionVal = divStyle.top !== \"1%\";\n\n\t\t// Support: Android 4.0 - 4.3 only, Firefox <=3 - 44\n\t\treliableMarginLeftVal = roundPixelMeasures(divStyle.marginLeft) === 12;\n\n\t\t// Support: Android 4.0 - 4.3 only, Safari <=9.1 - 10.1, iOS <=7.0 - 9.3\n\t\t// Some styles come back with percentage values, even though they shouldn't\n\t\tdiv.style.right = \"60%\";\n\t\tpixelBoxStylesVal = roundPixelMeasures(divStyle.right) === 36;\n\t\t// Support: IE 9 - 11 only\n\t\t// Detect misreporting of content dimensions for box-sizing:border-box elements\n\t\tboxSizingReliableVal = roundPixelMeasures(divStyle.width) === 36;\n\t\t// Support: IE 9 only\n\t\t// Detect overflow:scroll screwiness (gh-3699)\n\t\tdiv.style.position = \"absolute\";\n\t\tscrollboxSizeVal = div.offsetWidth === 36 || \"absolute\";\n\n\t\tdocumentElement.removeChild(container);\n\n\t\t// Nullify the div so it wouldn't be stored in the memory and\n\t\t// it will also be a sign that checks already performed\n\t\tdiv = null;\n\t}\n\n\tfunction roundPixelMeasures(measure) {\n\t\treturn Math.round(parseFloat(measure));\n\t}\n\n\tvar pixelPositionVal, boxSizingReliableVal, scrollboxSizeVal, pixelBoxStylesVal,\n\t\treliableMarginLeftVal,\n\t\tcontainer = document.createElement(\"div\"),\n\t\tdiv = document.createElement(\"div\");\n\n\t// Finish early in limited (non-browser) environments\n\tif (!div.style) {\n\t\treturn;\n\t}\n\n\t// Support: IE <=9 - 11 only\n\t// Style of cloned element affects source element cloned (#8908)\n\tdiv.style.backgroundClip = \"content-box\";\n\tdiv.cloneNode(true).style.backgroundClip = \"\";\n\tsupport.clearCloneStyle = div.style.backgroundClip === \"content-box\";\n\n\tjQuery.extend(support, {\n\t\tboxSizingReliable: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn boxSizingReliableVal;\n\t\t},\n\t\tpixelBoxStyles: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn pixelBoxStylesVal;\n\t\t},\n\t\tpixelPosition: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn pixelPositionVal;\n\t\t},\n\t\treliableMarginLeft: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn reliableMarginLeftVal;\n\t\t},\n\t\tscrollboxSize: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn scrollboxSizeVal;\n\t\t}\n\t});\n})();\n\nfunction curCSS(elem, name, computed) {\n\tvar width, minWidth, maxWidth, ret,\n\n\t\t// Support: Firefox 51+\n\t\t// Retrieving style before computed somehow\n\t\t// fixes an issue with getting wrong values\n\t\t// on detached elements\n\t\tstyle = elem.style;\n\n\tcomputed = computed || getStyles(elem);\n\n\t// getPropertyValue is needed for:\n\t//   .css('filter') (IE 9 only, #12537)\n\t//   .css('--customProperty) (#3144)\n\tif (computed) {\n\t\tret = computed.getPropertyValue(name) || computed[name];\n\n\t\tif (ret === \"\" && !jQuery.contains(elem.ownerDocument, elem)) {\n\t\t\tret = jQuery.style(elem, name);\n\t\t}\n\n\t\t// A tribute to the \"awesome hack by Dean Edwards\"\n\t\t// Android Browser returns percentage for some values,\n\t\t// but width seems to be reliably pixels.\n\t\t// This is against the CSSOM draft spec:\n\t\t// https://drafts.csswg.org/cssom/#resolved-values\n\t\tif (!support.pixelBoxStyles() && rnumnonpx.test(ret) && rboxStyle.test(name)) {\n\n\t\t\t// Remember the original values\n\t\t\twidth = style.width;\n\t\t\tminWidth = style.minWidth;\n\t\t\tmaxWidth = style.maxWidth;\n\n\t\t\t// Put in the new values to get a computed value out\n\t\t\tstyle.minWidth = style.maxWidth = style.width = ret;\n\t\t\tret = computed.width;\n\n\t\t\t// Revert the changed values\n\t\t\tstyle.width = width;\n\t\t\tstyle.minWidth = minWidth;\n\t\t\tstyle.maxWidth = maxWidth;\n\t\t}\n\t}\n\n\treturn ret !== undefined ?\n\n\t\t// Support: IE <=9 - 11 only\n\t\t// IE returns zIndex value as an integer.\n\t\tret + \"\" :\n\t\tret;\n}\n\n\nfunction addGetHookIf(conditionFn, hookFn) {\n\n\t// Define the hook, we'll check on the first run if it's really needed.\n\treturn {\n\t\tget: function() {\n\t\t\tif (conditionFn()) {\n\n\t\t\t\t// Hook not needed (or it's not possible to use it due\n\t\t\t\t// to missing dependency), remove it.\n\t\t\t\tdelete this.get;\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// Hook needed; redefine it so that the support test is not executed again.\n\t\t\treturn (this.get = hookFn).apply(this, arguments);\n\t\t}\n\t};\n}\n\n\nvar\n\n\t// Swappable if display is none or starts with table\n\t// except \"table\", \"table-cell\", or \"table-caption\"\n\t// See here for display values: https://developer.mozilla.org/en-US/docs/CSS/display\n\trdisplayswap = /^(none|table(?!-c[ea]).+)/,\n\trcustomProp = /^--/,\n\tcssShow = { position: \"absolute\", visibility: \"hidden\", display: \"block\" },\n\tcssNormalTransform = {\n\t\tletterSpacing: \"0\",\n\t\tfontWeight: \"400\"\n\t},\n\n\tcssPrefixes = [\"Webkit\", \"Moz\", \"ms\"],\n\temptyStyle = document.createElement(\"div\").style;\n\n// Return a css property mapped to a potentially vendor prefixed property\nfunction vendorPropName(name) {\n\n\t// Shortcut for names that are not vendor prefixed\n\tif (name in emptyStyle) {\n\t\treturn name;\n\t}\n\n\t// Check for vendor prefixed names\n\tvar capName = name[0].toUpperCase() + name.slice(1),\n\t\ti = cssPrefixes.length;\n\n\twhile (i--) {\n\t\tname =

cssPrefixes[i] + capName;\n\t\tif (name in emptyStyle) {\n\t\t\treturn name;\n\t\t}\n\t}\n}\n\n// Return a property mapped along what jQuery.cssProps suggests or to\n// a vendor prefixed property.\nfunction finalPropName(name) {\n\tvar ret = jQuery.cssProps[name];\n\tif (!ret) {\n\t\tret = jQuery.cssProps[name] = vendorPropName(name) || name;\n\t}\n\treturn ret;\n}\n\nfunction setPositiveNumber(elem, value, subtract) {\n\n\t// Any relative (+/-) values have already been\n\t// normalized at this point\n\tvar matches = rcssNum.exec(value);\n\treturn matches ?\n\n\t\t// Guard against undefined \"subtract\", e.g., when used as in cssHooks\n\t\tMath.max(0, matches[2] - (subtract || 0)) + (matches[3] || \"px\") :\n\t\tvalue;\n}\n\nfunction boxModelAdjustment(elem, dimension, box, isBorderBox, styles, computedVal) {\n\tvar i = dimension === \"width\" ? 1 : 0,\n\t\textra = 0,\n\t\tdelta = 0;\n\n\t// Adjustment may not be necessary\n\tif (box === (isBorderBox ? \"border\" : \"content\")) {\n\t\treturn 0;\n\t}\n\n\tfor (; i < 4; i += 2) {\n\n\t\t// Both box models exclude margin\n\t\tif (box === \"margin\") {\n\t\t\tdelta += jQuery.css(elem, box + cssExpand[i], true, styles);\n\t\t}\n\n\t\t// If we get here with a content-box, we're seeking \"padding\" or \"border\" or \"margin\"\n\t\tif (!isBorderBox) {\n\n\t\t\t// Add padding\n\t\t\tdelta += jQuery.css(elem, \"padding\" + cssExpand[i], true, styles);\n\n\t\t\t// For \"border\" or \"margin\", add border\n\t\t\tif (box !== \"padding\") {\n\t\t\t\tdelta += jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\n\t\t\t// But still keep track of it otherwise\n\t\t\t} else {\n\t\t\t\textra += jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\t\t\t}\n\n\t\t// If we get here with a border-box (content + padding + border), we're seeking \"content\" or\n\t\t// \"padding\" or \"margin\"\n\t\t} else {\n\n\t\t\t// For \"content\", subtract padding\n\t\t\tif (box === \"content\") {\n\t\t\t\tdelta -= jQuery.css(elem, \"padding\" + cssExpand[i], true, styles);\n\t\t\t}\n\n\t\t\t// For \"content\" or \"padding\", subtract border\n\t\t\tif (box !== \"margin\") {\n\t\t\t\tdelta -= jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\t\t\t}\n\t\t}\n\t}\n\n\t// Account for positive content-box scroll gutter when requested by providing computedVal\n\tif (!isBorderBox && computedVal >= 0) {\n\n\t\t// offsetWidth/offsetHeight is a rounded sum of content, padding, scroll gutter, and border\n\t\t// Assuming integer scroll gutter, subtract the rest and round down\n\t\tdelta += Math.max(0, Math.ceil(\n\t\t\telem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)] -\n\t\t\tcomputedVal -\n\t\t\tdelta -\n\t\t\textra -\n\t\t\t0.5\n\t\t));\n\t}\n\n\treturn delta;\n}\n\nfunction getWidthOrHeight(elem, dimension, extra) {\n\n\t// Start with computed style\n\tvar styles = getStyles(elem),\n\t\tval = curCSS(elem, dimension, styles),\n\t\tisBorderBox = jQuery.css(elem, \"boxSizing\", false, styles) === \"border-box\",\n\t\tvalueIsBorderBox = isBorderBox;\n\n\t// Support: Firefox <=54\n\t// Return a confounding non-pixel value or feign ignorance, as appropriate.\n\tif (rnumnonpx.test(val)) {\n\t\tif (!extra) {\n\t\t\treturn val;\n\t\t}\n\t\tval = \"auto\";\n\t}\n\n\t// Check for style in case a browser which returns unreliable values\n\t// for getComputedStyle silently falls back to the reliable elem.style\n\tvalueIsBorderBox = valueIsBorderBox &&\n\t\t(support.boxSizingReliable() || val === elem.style[dimension]);\n\n\t// Fall back to offsetWidth/offsetHeight when value is \"auto\"\n\t// This happens for inline elements with no explicit setting (gh-3571)\n\t// Support: Android <=4.1 - 4.3 only\n\t// Also use offsetWidth/offsetHeight for misreported inline dimensions (gh-3602)\n\tif (val === \"auto\" ||\n\t\t!parseFloat(val) && jQuery.css(elem, \"display\", false, styles) === \"inline\") {\n\t\tval = elem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)];\n\n\t\t// offsetWidth/offsetHeight provide border-box values\n\t\tvalueIsBorderBox = true;\n\t}\n\n\t// Normalize \"\" and auto\n\tval = parseFloat(val) || 0;\n\n\t// Adjust for the element's box model\n\treturn (val +\n\t\tboxModelAdjustment(\n\t\t\telem,\n\t\t\tdimension,\n\t\t\textra || (isBorderBox ? \"border\" : \"content\"),\n\t\t\tvalueIsBorderBox,\n\t\t\tstyles,\n\n\t\t\t// Provide the current computed size to request scroll gutter calculation (gh-3589)\n\t\t\tval\n\t\t)\n\t) + \"px\";\n}\n\njQuery.extend({\n\n\t// Add in style property hooks for overriding the default\n\t// behavior of getting and setting a style property\n\tcssHooks: {\n\t\topacity: {\n\t\t\tget: function(elem, computed) {\n\t\t\t\tif (computed) {\n\n\t\t\t\t\t// We should always get a number back from opacity\n\t\t\t\t\tvar ret = curCSS(elem, \"opacity\");\n\t\t\t\t\treturn ret === \"\" ? \"1\" : ret;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t},\n\n\t// Don't automatically add \"px\" to these possibly-unitless properties\n\tcssNumber: {\n\t\t\"animationIterationCount\": true,\n\t\t\"columnCount\": true,\n\t\t\"fillOpacity\": true,\n\t\t\"flexGrow\": true,\n\t\t\"flexShrink\": true,\n\t\t\"fontWeight\": true,\n\t\t\"lineHeight\": true,\n\t\t\"opacity\": true,\n\t\t\"order\": true,\n\t\t\"orphans\": true,\n\t\t\"widows\": true,\n\t\t\"zIndex\":

true,\n\t\t\"zoom\": true\n\t},\n\n\t// Add in properties whose names you wish to fix before\n\t// setting or getting the value\n\tcssProps: {},\n\n\t// Get and set the style property on a DOM Node\n\tstyle: function(elem, name, value, extra) {\n\n\t\t// Don't set styles on text and comment nodes\n\t\tif (!elem || elem.nodeType === 3 || elem.nodeType === 8 || !elem.style) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Make sure that we're working with the right name\n\t\tvar ret, type, hooks,\n\t\t\torigName = camelCase(name),\n\t\t\tisCustomProp = rcustomProp.test(name),\n\t\t\tstyle = elem.style;\n\n\t\t// Make sure that we're working with the right name. We don't\n\t\t// want to query the value if it is a CSS custom property\n\t\t// since they are user-defined.\n\t\tif (!isCustomProp) {\n\t\t\tname = finalPropName(origName);\n\t\t}\n\n\t\t// Gets hook for the prefixed version, then unprefixed version\n\t\thooks = jQuery.cssHooks[name] || jQuery.cssHooks[origName];\n\n\t\t// Check if we're setting a value\n\t\tif (value !== undefined) {\n\t\t\ttype = typeof value;\n\n\t\t\t// Convert \"+=\" or \"-=\" to relative numbers (#7345)\n\t\t\tif (type === \"string\" && (ret = rcssNum.exec(value)) && ret[1]) {\n\t\t\t\tvalue = adjustCSS(elem, name, ret);\n\n\t\t\t\t// Fixes bug #9237\n\t\t\t\ttype = \"number\";\n\t\t\t}\n\n\t\t\t// Make sure that null and NaN values aren't set (#7116)\n\t\t\tif (value == null || value !== value) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// If a number was passed in, add the unit (except for certain CSS properties)\n\t\t\tif (type === \"number\") {\n\t\t\t\tvalue += ret && ret[3] || (jQuery.cssNumber[origName] ? \"\" : \"px\");\n\t\t\t}\n\n\t\t\t// background-* props affect original clone's values\n\t\t\tif (!support.clearCloneStyle && value === \"\" && name.indexOf(\"background\") === 0) {\n\t\t\t\tstyle[name] = \"inherit\";\n\t\t\t}\n\n\t\t\t// If a hook was provided, use that value, otherwise just set the specified value\n\t\t\tif (!hooks || !(\"set\" in hooks) ||\n\t\t\t\t(value = hooks.set(elem, value, extra)) !== undefined) {\n\n\t\t\t\tif (isCustomProp) {\n\t\t\t\t\tstyle.setProperty(name, value);\n\t\t\t\t} else {\n\t\t\t\t\tstyle[name] = value;\n\t\t\t\t}\n\t\t\t}\n\n\t\t} else {\n\n\t\t\t// If a hook was provided get the non-computed value from there\n\t\t\tif (hooks && \"get\" in hooks &&\n\t\t\t\t(ret = hooks.get(elem, false, extra)) !== undefined) {\n\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\t// Otherwise just get the value from the style object\n\t\t\treturn style[name];\n\t\t}\n\t},\n\n\tcss: function(elem, name, extra, styles) {\n\t\tvar val, num, hooks,\n\t\t\torigName = camelCase(name),\n\t\t\tisCustomProp = rcustomProp.test(name);\n\n\t\t// Make sure that we're working with the right name. We don't\n\t\t// want to modify the value if it is a CSS custom property\n\t\t// since they are user-defined.\n\t\tif (!isCustomProp) {\n\t\t\tname = finalPropName(origName);\n\t\t}\n\n\t\t// Try prefixed name followed by the unprefixed name\n\t\thooks = jQuery.cssHooks[name] || jQuery.cssHooks[origName];\n\n\t\t// If a hook was provided get the computed value from there\n\t\tif (hooks && \"get\" in hooks) {\n\t\t\tval = hooks.get(elem, true, extra);\n\t\t}\n\n\t\t// Otherwise, if a way to get the computed value exists, use that\n\t\tif (val === undefined) {\n\t\t\tval = curCSS(elem, name, styles);\n\t\t}\n\n\t\t// Convert \"normal\" to computed value\n\t\tif (val === \"normal\" && name in cssNormalTransform) {\n\t\t\tval = cssNormalTransform[name];\n\t\t}\n\n\t\t// Make numeric if forced or a qualifier was provided and val looks numeric\n\t\tif (extra === \"\" || extra) {\n\t\t\tnum = parseFloat(val);\n\t\t\treturn extra === true || isFinite(num) ? num || 0 : val;\n\t\t}\n\t\treturn val;\n\t}\n}\n);\n\njQuery.each([\"height\", \"width\"], function(i, dimension) {\n\tjQuery.cssHooks[dimension] = {\n\t\tget: function(elem, computed, extra) {\n\t\t\tif (computed) {\n\n\t\t\t\t// Certain elements can have dimension info if we invisibly show them\n\t\t\t\t// but it must have a current display style that would benefit\n\t\t\t\treturn rdisplayswap.test(jQuery.css(elem, \"display\")) &&\n\n\t\t\t\t\t// Support: Safari 8+\n\t\t\t\t\t// Table columns in Safari have non-zero offsetWidth & zero\n\t\t\t\t\t// getBoundingClientRect().width unless display is changed.\n\t\t\t\t\t// Support: IE <=11 only\n\t\t\t\t\t// Running getBoundingClientRect on a disconnected node\n\t\t\t\t\t// in IE throws an error.\n\t\t\t\t\t(!elem.getClientRects().length ||\n\t\t\t\t\t\t!elem.getBoundingClientRect().width) ?\n\t\t\t\t\t\tswap(elem, cssShow, function() {\n\t\t\t\t\t\t\treturn getWidthOrHeight(elem, dimension, extra);\n\t\t\t\t\t\t}) :\n\t\t\t\t\t\tgetWidthOrHeight(elem, dimension, extra);\n\t\t\t}\n\t\t},\n\n\t\tset: function(elem, value, extra) {\n\t\t\tvar matches,\n\t\t\t\tstyles = getStyles(elem),\n\t\t\t\tisBorderBox = jQuery.css(elem, \"boxSizing\", false, styles) === \"border-box\",\n\t\t\t\tsubtract = extra &&\n\t\t\t\t\tboxModelAdjustment(\n\t\t\t\t\t\telem,\n\t\t\t\t\t\tdimension,\n\t\t\t\t\t\textra,\n\t\t\t\t\t\tisBorderBox,\n\t\t\t\t\t\tstyles\n\t\t\t\t\t);\n\n\t\t\t// Account for unreliable border-box dimensions by comparing offset* to computed and\n\t\t\t// faking a content-box to get border and padding (gh-3699)\n\t\t\tif (isBorderBox && support.scrollboxSize() ===

styles.position) {\n\t\t\tsubtract -= Math.ceil(\n\t\t\t\telem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)] -\n\t\t\t\tparseFloat(styles[dimension]) -\n\t\t\t\tboxModelAdjustment(elem, dimension, \"border\", false, styles) -\n\t\t\t\t0.5\n\t\t\t);\n\t\t}\n\n\t\t\t// Convert to pixels if value adjustment is needed\n\t\t\tif (subtract && (matches = rcssNum.exec(value)) &&\n\t\t\t\t(matches[3] || \"px\") !== \"px\") {\n\n\t\t\telem.style[dimension] = value;\n\t\t\tvalue = jQuery.css(elem, dimension);\n\t\t}\n\n\t\t\treturn setPositiveNumber(elem, value, subtract);\n\t}\n});\n\njQuery.cssHooks.marginLeft = addGetHookIf(support.reliableMarginLeft,\n\tfunction(elem, computed) {\n\t\tif (computed) {\n\t\t\treturn (parseFloat(curCSS(elem, \"marginLeft\")) ||\n\t\t\t\telem.getBoundingClientRect().left -\n\t\t\t\tswap(elem, { marginLeft: 0 }, function() {\n\t\t\t\t\treturn elem.getBoundingClientRect().left;\n\t\t\t\t})\n\t\t\t) + \"px\";\n\t}\n});\n\n// These hooks are used by animate to expand properties\njQuery.each({\n\tmargin: \"\",\n\tpadding: \"\",\n\tborder: \"Width\"\n}, function(prefix, suffix) {\n\tjQuery.cssHooks[prefix + suffix] = {\n\t\texpand: function(value) {\n\t\t\tvar i = 0,\n\t\t\t\texpanded = {},\n\n\t\t\t\t// Assumes a single number if not a string\n\t\t\t\tparts = typeof value === \"string\" ? value.split(\" \") : [value];\n\n\t\t\tfor (; i < 4; i++) {\n\t\t\t\texpanded[prefix + cssExpand[i] + suffix] =\n\t\t\t\t\tparts[i] || parts[i - 2] || parts[0];\n\t\t\t}\n\n\t\t\treturn expanded;\n\t\t}\n\t};\n\n\tif (prefix !== \"margin\") {\n\t\tjQuery.cssHooks[prefix + suffix].set = setPositiveNumber;\n\t}\n});\n\njQuery.fn.extend({\n\tcss: function(name, value) {\n\t\treturn access(this, function(elem, name, value) {\n\t\t\tvar styles, len,\n\t\t\t\tmap = {},\n\t\t\t\ti = 0;\n\n\t\t\tif (Array.isArray(name)) {\n\t\t\t\tstyles = getStyles(elem);\n\t\t\t\tlen = name.length;\n\n\t\t\t\tfor (; i < len; i++) {\n\t\t\t\t\tmap[name[i]] = jQuery.css(elem, name[i], false, styles);\n\t\t\t\t}\n\n\t\t\t\treturn map;\n\t\t\t}\n\n\t\t\treturn value !== undefined ?\n\t\t\t\tjQuery.style(elem, name, value) :\n\t\t\t\tjQuery.css(elem, name);\n\t\t}, name, value, arguments.length > 1);\n\t}\n});\n\n\nfunction Tween(elem, options, prop, end, easing) {\n\treturn new Tween.prototype.init(elem, options, prop, end, easing);\n}\njQuery.Tween = Tween;\n\nTween.prototype = {\n\tconstructor: Tween,\n\tinit: function(elem, options, prop, end, easing, unit) {\n\t\tthis.elem = elem;\n\t\tthis.prop = prop;\n\t\tthis.easing = easing || jQuery.easing._default;\n\t\tthis.options = options;\n\t\tthis.start = this.now = this.cur();\n\t\tthis.end = end;\n\t\tthis.unit = unit || (jQuery.cssNumber[prop] ? \"\" : \"px\");\n\t},\n\tcur: function() {\n\t\tvar hooks = Tween.propHooks[this.prop];\n\n\t\treturn hooks && hooks.get ?\n\t\t\thooks.get(this) :\n\t\t\tTween.propHooks._default.get(this);\n\t},\n\trun: function(percent) {\n\t\tvar eased,\n\t\t\thooks = Tween.propHooks[this.prop];\n\n\t\tif (this.options.duration) {\n\t\t\tthis.pos = eased = jQuery.easing[this.easing](\n\t\t\t\tpercent, this.options.duration * percent, 0, 1, this.options.duration\n\t\t\t);\n\t\t} else {\n\t\t\tthis.pos = eased = percent;\n\t\t}\n\t\tthis.now = (this.end - this.start) * eased + this.start;\n\n\t\tif (this.options.step) {\n\t\t\tthis.options.step.call(this.elem, this.now, this);\n\t\t}\n\n\t\tif (hooks && hooks.set) {\n\t\t\thooks.set(this);\n\t\t} else {\n\t\t\tTween.propHooks._default.set(this);\n\t\t}\n\t\treturn this;\n\t}\n};\n\nTween.prototype.init.prototype = Tween.prototype;\n\nTween.propHooks = {\n\t_default: {\n\t\tget: function(tween) {\n\t\t\tvar result;\n\n\t\t\t// Use a property on the element directly when it is not a DOM element,\n\t\t\t// or when there is no matching style property that exists.\n\t\t\tif (tween.elem.nodeType !== 1 ||\n\t\t\t\ttween.elem[tween.prop] != null && tween.elem.style[tween.prop] == null) {\n\t\t\t\treturn tween.elem[tween.prop];\n\t\t\t}\n\n\t\t\t// Passing an empty string as a 3rd parameter to .css will automatically\n\t\t\t// attempt a parseFloat and fallback to a string if the parse fails.\n\t\t\t// Simple values such as \"10px\" are parsed to Float;\n\t\t\t// complex values such as \"rotate(1rad)\" are returned as-is.\n\t\t\tresult = jQuery.css(tween.elem, tween.prop, \"\");\n\n\t\t\t// Empty strings, null, undefined and \"auto\" are converted to 0.\n\t\t\treturn !result || result === \"auto\" ? 0 : result;\n\t\t},\n\t\tset: function(tween) {\n\n\t\t\t// Use step hook for back compat.\n\t\t\t// Use cssHook if its there.\n\t\t\t// Use .style if available and use plain properties where available.\n\t\t\tif (jQuery.fx.step[tween.prop]) {\n\t\t\t\tjQuery.fx.step[tween.prop](tween);\n\t\t\t} else if (tween.elem.nodeType === 1 &&\n\t\t\t\t(tween.elem.style[jQuery.cssProps[tween.prop]] != null ||\n\t\t\t\t\tjQuery.cssHooks[tween.prop])) {\n\t\t\t\tjQuery.style(tween.elem, tween.prop, tween.now + tween.unit);\n\t\t\t} else {\n\t\t\t\ttween.elem[tween.prop] = tween.now;\n\t\t\t}\n\t\t}\n\t}\n};\n\n// Support: IE <=9 only\n// Panic based approach to setting things on disconnected nodes\nTween.propHooks.scrollTop = Tween.propHooks.scrollLeft = {\n\tset: function(tween) {\n\t\tif (tween.elem.nodeType && tween.elem.parentNode) {\n\t\t\ttween.elem[

tween.prop] = tween.now;\n\t\t}\n\t}\n};\n\njQuery.easing = {\n\tlinear: function(p) {\n\t\treturn p;\n\t},\n\tswing: function(p) {\n\t\treturn 0.5 - Math.cos(p * Math.PI) / 2;\n\t},\n\t_default: \"swing\"\n};\n\njQuery.fx = Tween.prototype.init;\n\n// Back compat <1.8 extension point\njQuery.fx.step = {};\n\n\n\n\nvar\n\tfxNow, inProgress,\n\trfxtypes = /^(?:toggle|show|hide)$/,\n\trrun = /queueHooks$/;\n\nfunction schedule() {\n\tif (inProgress) {\n\t\tif (document.hidden === false && window.requestAnimationFrame) {\n\t\t\twindow.requestAnimationFrame(schedule);\n\t\t} else {\n\t\t\twindow.setTimeout(schedule, jQuery.fx.interval);\n\t\t}\n\n\t\tjQuery.fx.tick();\n\t}\n}\n\n// Animations created synchronously will run synchronously\nfunction createFxNow() {\n\twindow.setTimeout(function() {\n\t\tfxNow = undefined;\n\t});\n\treturn (fxNow = Date.now());\n}\n\n// Generate parameters to create a standard animation\nfunction genFx(type, includeWidth) {\n\tvar which,\n\t\ti = 0,\n\t\tattrs = { height: type };\n\n\t// If we include width, step value is 1 to do all cssExpand values,\n\t// otherwise step value is 2 to skip over Left and Right\n\tincludeWidth = includeWidth ? 1 : 0;\n\tfor (; i < 4; i += 2 - includeWidth) {\n\t\twhich = cssExpand[i];\n\t\tattrs[\"margin\" + which] = attrs[\"padding\" + which] = type;\n\t}\n\n\tif (includeWidth) {\n\t\tattrs.opacity = attrs.width = type;\n\t}\n\n\treturn attrs;\n}\n\nfunction createTween(value, prop, animation) {\n\tvar tween,\n\t\tcollection = (Animation.tweeners[prop] || []).concat(Animation.tweeners[\"*\"]),\n\t\tindex = 0,\n\t\tlength = collection.length;\n\tfor (; index < length; index++) {\n\t\tif ((tween = collection[index].call(animation, prop, value))) {\n\n\t\t\t// We're done with this property\n\t\t\treturn tween;\n\t\t}\n\t}\n}\n\nfunction defaultPrefilter(elem, props, opts) {\n\tvar prop, value, toggle, hooks, oldfire, propTween, restoreDisplay, display,\n\t\tisBox = \"width\" in props || \"height\" in props,\n\t\tanim = this,\n\t\torig = {},\n\t\tstyle = elem.style,\n\t\thidden = elem.nodeType && isHiddenWithinTree(elem),\n\t\tdataShow = dataPriv.get(elem, \"fxshow\");\n\n\t// Queue-skipping animations hijack the fx hooks\n\tif (!opts.queue) {\n\t\thooks = jQuery._queueHooks(elem, \"fx\");\n\t\tif (hooks.unqueued == null) {\n\t\t\thooks.unqueued = 0;\n\t\t\toldfire = hooks.empty.fire;\n\t\t\thooks.empty.fire = function() {\n\t\t\t\tif (!hooks.unqueued) {\n\t\t\t\t\toldfire();\n\t\t\t\t}\n\t\t\t};\n\t\t}\n\t\thooks.unqueued++;\n\n\t\tanim.always(function() {\n\n\t\t\t// Ensure the complete handler is called before this completes\n\t\t\tanim.always(function() {\n\t\t\t\thooks.unqueued--;\n\t\t\t\tif (!jQuery.queue(elem, \"fx\").length) {\n\t\t\t\t\thooks.empty.fire();\n\t\t\t\t}\n\t\t\t});\n\t\t});\n\t}\n\n\t// Detect show/hide animations\n\tfor (prop in props) {\n\t\tvalue = props[prop];\n\t\tif (rfxtypes.test(value)) {\n\t\t\tdelete props[prop];\n\t\t\ttoggle = toggle || value === \"toggle\";\n\t\t\tif (value === (hidden ? \"hide\" : \"show\")) {\n\n\t\t\t\t// Pretend to be hidden if this is a \"show\" and\n\t\t\t\t// there is still data from a stopped show/hide\n\t\t\t\tif (value === \"show\" && dataShow && dataShow[prop] !== undefined) {\n\t\t\t\t\thidden = true;\n\n\t\t\t\t// Ignore all other no-op show/hide data\n\t\t\t\t} else {\n\t\t\t\t\tcontinue;\n\t\t\t\t}\n\t\t\t}\n\t\t\torig[prop] = dataShow && dataShow[prop] || jQuery.style(elem, prop);\n\t\t}\n\t}\n\n\t// Bail out if this is a no-op like .hide().hide()\n\tpropTween = !jQuery.isEmptyObject(props);\n\tif (!propTween && jQuery.isEmptyObject(orig)) {\n\t\treturn;\n\t}\n\n\t// Restrict \"overflow\" and \"display\" styles during box animations\n\tif (isBox && elem.nodeType === 1) {\n\n\t\t// Support: IE <=9 - 11, Edge 12 - 15\n\t\t// Record all 3 overflow attributes because IE does not infer the shorthand\n\t\t// from identically-valued overflowX and overflowY and Edge just mirrors\n\t\t// the overflowX value there.\n\t\topts.overflow = [style.overflow, style.overflowX, style.overflowY];\n\n\t\t// Identify a display type, preferring old show/hide data over the CSS cascade\n\t\trestoreDisplay = dataShow && dataShow.display;\n\t\tif (restoreDisplay == null) {\n\t\t\trestoreDisplay = dataPriv.get(elem, \"display\");\n\t\t}\n\t\tdisplay = jQuery.css(elem, \"display\");\n\t\tif (display === \"none\") {\n\t\t\tif (restoreDisplay) {\n\t\t\t\tdisplay = restoreDisplay;\n\t\t\t} else {\n\n\t\t\t\t// Get nonempty value(s) by temporarily forcing visibility\n\t\t\t\tshowHide([elem], true);\n\t\t\t\trestoreDisplay = elem.style.display || restoreDisplay;\n\t\t\t\tdisplay = jQuery.css(elem, \"display\");\n\t\t\t\tshowHide([elem]);\n\t\t\t}\n\t\t}\n\n\t\t// Animate inline elements as inline-block\n\t\tif (display === \"inline\" || display === \"inline-block\" && restoreDisplay != null) {\n\t\t\tif (jQuery.css(elem, \"float\") === \"none\") {\n\n\t\t\t\t// Restore the original display value at the end of pure show/hide animations\n\t\t\t\tif (!propTween) {\n\t\t\t\t\tanim.done(function() {\n\t\t\t\t\t\tstyle.display = restoreDisplay;\n\t\t\t\t\t});\n\t\t\t\t\tif (restoreDisplay == null) {\n\t\t\t\t\t\tdisplay = style.display;\n\t\t\t\t\t\trestoreDisplay = display === \"none\" ? \"\" : display;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\tstyle.display

= \"inline-block\";\n\t\t\t}\n\t\t}\n\t}\n\n\tif (opts.overflow) {\n\t\tstyle.overflow = \"hidden\";\n\t\tanim.always(function() {\n\t\t\tstyle.overflow = opts.overflow[0];\n\t\t\tstyle.overflowX = opts.overflow[1];\n\t\t\tstyle.overflowY = opts.overflow[2];\n\t\t});\n\t}\n\n\t// Implement show/hide animations\n\tpropTween = false;\n\tfor (prop in orig) {\n\n\t\t// General show/hide setup for this element animation\n\t\tif (!propTween) {\n\t\t\tif (dataShow) {\n\t\t\t\tif (\"hidden\" in dataShow) {\n\t\t\t\t\thidden = dataShow.hidden;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tdataShow = dataPriv.access(elem, \"fxshow\", { display: restoreDisplay });\n\t\t\t}\n\n\t\t\t// Store hidden/visible for toggle so `.stop().toggle()` \"reverses\"\n\t\t\tif (toggle) {\n\t\t\t\tdataShow.hidden = !hidden;\n\t\t\t}\n\n\t\t\t// Show elements before animating them\n\t\t\tif (hidden) {\n\t\t\t\tshowHide([elem], true);\n\t\t\t}\n\n\t\t\t/* eslint-disable no-loop-func */\n\t\t\tanim.done(function() {\n\n\t\t\t/* eslint-enable no-loop-func */\n\n\t\t\t\t// The final step of a \"hide\" animation is actually hiding the element\n\t\t\t\tif (!hidden) {\n\t\t\t\t\tshowHide([elem]);\n\t\t\t\t}\n\t\t\t\tdataPriv.remove(elem, \"fxshow\");\n\t\t\t\tfor (prop in orig) {\n\t\t\t\t\tjQuery.style(elem, prop, orig[prop]);\n\t\t\t\t}\n\t\t\t});\n\t\t}\n\n\t\t// Per-property setup\n\t\tpropTween = createTween(hidden ? dataShow[prop] : 0, prop, anim);\n\t\tif (!(prop in dataShow)) {\n\t\t\tdataShow[prop] = propTween.start;\n\t\t\tif (hidden) {\n\t\t\t\tpropTween.end = propTween.start;\n\t\t\t\tpropTween.start = 0;\n\t\t\t}\n\t\t}\n\t}\n}\n\nfunction propFilter(props, specialEasing) {\n\tvar index, name, easing, value, hooks;\n\n\t// camelCase, specialEasing and expand cssHook pass\n\tfor (index in props) {\n\t\tname = camelCase(index);\n\t\teasing = specialEasing[name];\n\t\tvalue = props[index];\n\t\tif (Array.isArray(value)) {\n\t\t\teasing = value[1];\n\t\t\tvalue = props[index] = value[0];\n\t\t}\n\n\t\tif (index !== name) {\n\t\t\tprops[name] = value;\n\t\t\tdelete props[index];\n\t\t}\n\n\t\thooks = jQuery.cssHooks[name];\n\t\tif (hooks && \"expand\" in hooks) {\n\t\t\tvalue = hooks.expand(value);\n\t\t\tdelete props[name];\n\n\t\t\t// Not quite $.extend, this won't overwrite existing keys.\n\t\t\t// Reusing 'index' because we have the correct \"name\"\n\t\t\tfor (index in value) {\n\t\t\t\tif (!(index in props)) {\n\t\t\t\t\tprops[index] = value[index];\n\t\t\t\t\tspecialEasing[index] = easing;\n\t\t\t\t}\n\t\t\t}\n\t\t} else {\n\t\t\tspecialEasing[name] = easing;\n\t\t}\n\t}\n}\n\nfunction Animation(elem, properties, options) {\n\tvar result,\n\t\tstopped,\n\t\tindex = 0,\n\t\tlength = Animation.prefilters.length,\n\t\tdeferred = jQuery.Deferred().always(function() {\n\n\t\t\t// Don't match elem in the :animated selector\n\t\t\tdelete tick.elem;\n\t\t}),\n\t\ttick = function() {\n\t\t\tif (stopped) {\n\t\t\t\treturn false;\n\t\t\t}\n\t\t\tvar currentTime = fxNow || createFxNow(),\n\t\t\t\tremaining = Math.max(0, animation.startTime + animation.duration - currentTime),\n\n\t\t\t\t// Support: Android 2.3 only\n\t\t\t\t// Archaic crash bug won't allow us to use `1 - ( 0.5 || 0 )` (#12497)\n\t\t\t\ttemp = remaining / animation.duration || 0,\n\t\t\t\tpercent = 1 - temp,\n\t\t\t\tindex = 0,\n\t\t\t\tlength = animation.tweens.length;\n\n\t\t\tfor (; index < length; index++) {\n\t\t\t\tanimation.tweens[index].run(percent);\n\t\t\t}\n\n\t\t\tdeferred.notifyWith(elem, [animation, percent, remaining]);\n\n\t\t\t// If there's more to do, yield\n\t\t\tif (percent < 1 && length) {\n\t\t\t\treturn remaining;\n\t\t\t}\n\n\t\t\t// If this was an empty animation, synthesize a final progress notification\n\t\t\tif (!length) {\n\t\t\t\tdeferred.notifyWith(elem, [animation, 1, 0]);\n\t\t\t}\n\n\t\t\t// Resolve the animation and report its conclusion\n\t\t\tdeferred.resolveWith(elem, [animation]);\n\t\t\treturn false;\n\t\t},\n\t\tanimation = deferred.promise({\n\t\t\telem: elem,\n\t\t\tprops: jQuery.extend({}, properties),\n\t\t\topts: jQuery.extend(true, {\n\t\t\t\tspecialEasing: {},\n\t\t\t\teasing: jQuery.easing._default\n\t\t\t}, options),\n\t\t\toriginalProperties: properties,\n\t\t\toriginalOptions: options,\n\t\t\tstartTime: fxNow || createFxNow(),\n\t\t\tduration: options.duration,\n\t\t\ttweens: [],\n\t\t\tcreateTween: function(prop, end) {\n\t\t\t\tvar tween = jQuery.Tween(elem, animation.opts, prop, end,\n\t\t\t\t\t\tanimation.opts.specialEasing[prop] || animation.opts.easing);\n\t\t\t\tanimation.tweens.push(tween);\n\t\t\t\treturn tween;\n\t\t\t},\n\t\t\tstop: function(gotoEnd) {\n\t\t\t\tvar index = 0,\n\n\t\t\t\t\t// If we are going to the end, we want to run all the tweens\n\t\t\t\t\t// otherwise we skip this part\n\t\t\t\t\tlength = gotoEnd ? animation.tweens.length : 0;\n\t\t\t\tif (stopped) {\n\t\t\t\t\treturn this;\n\t\t\t\t}\n\t\t\t\tstopped = true;\n\t\t\t\tfor (; index < length; index++) {\n\t\t\t\t\tanimation.tweens[index].run(1);\n\t\t\t\t}\n\n\t\t\t\t// Resolve when we played the last frame; otherwise, reject\n\t\t\t\tif (gotoEnd) {\n\t\t\t\t\tdeferred.notifyWith(elem, [animation, 1, 0]);\n\t\t\t\t\tdeferred.resolveWith(elem, [animation, gotoEnd]);\n\t\t\t\t} else {\n\t\t\t\t\tdeferred.rejectWith(elem, [animation, gotoEnd]);\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t}\n\t\t}),\n\t\tprops = animation.props;\n\n\tpropFilter(props,

animation.opts.specialEasing);\n\n\tfor (; index < length; index++) {\n\t\tresult = Animation.prefilters[index].call(animation, elem, props, animation.opts);\n\t\tif (result) {\n\t\t\tif (isFunction(result.stop)) {\n\t\t\t\tjQuery._queueHooks(animation.elem, animation.opts.queue).stop =\n\t\t\t\t\tresult.stop.bind(result);\n\t\t\t}\n\t\t\treturn result;\n\t\t}\n\t}\n\n\tjQuery.map(props, createTween, animation);\n\n\tif (isFunction(animation.opts.start)) {\n\t\tanimation.opts.start.call(elem, animation);\n\t}\n\n\t// Attach callbacks from options\n\tanimation\n\t\t.progress(animation.opts.progress)\n\t\t.done(animation.opts.done, animation.opts.complete)\n\t\t.fail(animation.opts.fail)\n\t\t.always(animation.opts.always);\n\n\tjQuery.fx.timer(\n\t\tjQuery.extend(tick, {\n\t\t\telem: elem,\n\t\t\tanim: animation,\n\t\t\tqueue: animation.opts.queue\n\t\t})\n\t);\n\n\treturn animation;\n}\n\njQuery.Animation = jQuery.extend(Animation, {\n\n\ttweeners: {\n\t\t"*": [function(prop, value) {\n\t\t\tvar tween = this.createTween(prop, value);\n\t\t\tadjustCSS(tween.elem, prop, rcssNum.exec(value), tween);\n\t\t\treturn tween;\n\t\t}]\n\t},\n\n\ttweener: function(props, callback) {\n\t\tif (isFunction(props)) {\n\t\t\tcallback = props;\n\t\t\tprops = ["*"];\n\t\t} else {\n\t\t\tprops = props.match(rnothtmlwhite);\n\t\t}\n\n\t\tvar prop,\n\t\t\tindex = 0,\n\t\t\tlength = props.length;\n\n\t\tfor (; index < length; index++) {\n\t\t\tprop = props[index];\n\t\t\tAnimation.tweeners[prop] = Animation.tweeners[prop] || [];\n\t\t\tAnimation.tweeners[prop].unshift(callback);\n\t\t}\n\t},\n\n\tprefilters: [defaultPrefilter],\n\n\tprefilter: function(callback, prepend) {\n\t\tif (prepend) {\n\t\t\tAnimation.prefilters.unshift(callback);\n\t\t} else {\n\t\t\tAnimation.prefilters.push(callback);\n\t\t}\n\t}\n});\n\njQuery.speed = function(speed, easing, fn) {\n\tvar opt = speed && typeof speed === "object" ? jQuery.extend({}, speed) : {\n\t\tcomplete: fn || !fn && easing ||\n\t\t\tisFunction(speed) && speed,\n\t\tduration: speed,\n\t\teasing: fn && easing || easing && !isFunction(easing) && easing\n\t};\n\n\t// Go to the end state if fx are off\n\tif (jQuery.fx.off) {\n\t\topt.duration = 0;\n\n\t} else {\n\t\tif (typeof opt.duration !== "number") {\n\t\t\tif (opt.duration in jQuery.fx.speeds) {\n\t\t\t\topt.duration = jQuery.fx.speeds[opt.duration];\n\n\t\t\t} else {\n\t\t\t\topt.duration = jQuery.fx.speeds._default;\n\t\t\t}\n\t\t}\n\t}\n\n\t// Normalize opt.queue - true/undefined/null -> "fx"\n\tif (opt.queue == null || opt.queue === true) {\n\t\topt.queue = "fx";\n\t}\n\n\t// Queueing\n\topt.old = opt.complete;\n\n\topt.complete = function() {\n\t\tif (isFunction(opt.old)) {\n\t\t\topt.old.call(this);\n\t\t}\n\n\t\tif (opt.queue) {\n\t\t\tjQuery.dequeue(this, opt.queue);\n\t\t}\n\t};\n\n\treturn opt;\n};\n\njQuery.fn.extend({\n\tfadeTo: function(speed, to, easing, callback) {\n\n\t\t// Show any hidden elements after setting opacity to 0\n\t\treturn this.filter(isHiddenWithinTree).css("opacity", 0).show()\n\n\t\t\t// Animate to the value specified\n\t\t\t.end().animate({ opacity: to }, speed, easing, callback);\n\t},\n\tanimate: function(prop, speed, easing, callback) {\n\t\tvar empty = jQuery.isEmptyObject(prop),\n\t\t\toptall = jQuery.speed(speed, easing, callback),\n\t\t\tdoAnimation = function() {\n\n\t\t\t\t// Operate on a copy of prop so per-property easing won't be lost\n\t\t\t\tvar anim = Animation(this, jQuery.extend({}, prop), optall);\n\n\t\t\t\t// Empty animations, or finishing resolves immediately\n\t\t\t\tif (empty || dataPriv.get(this, "finish")) {\n\t\t\t\t\tanim.stop(true);\n\t\t\t\t}\n\t\t\t};\n\t\t\tdoAnimation.finish = doAnimation;\n\n\t\treturn empty || optall.queue === false ?\n\t\t\tthis.each(doAnimation) :\n\t\t\tthis.queue(optall.queue, doAnimation);\n\t},\n\tstop: function(type, clearQueue, gotoEnd) {\n\t\tvar stopQueue = function(hooks) {\n\t\t\tvar stop = hooks.stop;\n\t\t\tdelete hooks.stop;\n\t\t\tstop(gotoEnd);\n\t\t};\n\n\t\tif (typeof type !== "string") {\n\t\t\tgotoEnd = clearQueue;\n\t\t\tclearQueue = type;\n\t\t\ttype = undefined;\n\t\t}\n\t\tif (clearQueue && type !== false) {\n\t\t\tthis.queue(type || "fx", []);\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar dequeue = true,\n\t\t\t\tindex = type != null && type + "queueHooks",\n\t\t\t\ttimers = jQuery.timers,\n\t\t\t\tdata = dataPriv.get(this);\n\n\t\t\tif (index) {\n\t\t\t\tif (data[index] && data[index].stop) {\n\t\t\t\t\tstopQueue(data[index]);\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tfor (index in data) {\n\t\t\t\t\tif (data[index] && data[index].stop && rrun.test(index)) {\n\t\t\t\t\t\tstopQueue(data[index]);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\tfor (index = timers.length; index--;) {\n\t\t\t\tif (timers[index].elem === this &&\n\t\t\t\t\t(type == null || timers[index].queue === type)) {\n\n\t\t\t\t\ttimers[index].anim.stop(gotoEnd);\n\t\t\t\t\tdequeue = false;\n\t\t\t\t\ttimers.splice(index, 1);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Start the next in the queue if the last step wasn't forced.\n\t\t\t// Timers currently will call their complete callbacks, which\n\t\t\t// will dequeue but only if they were gotoEnd.\n\t\t\tif (dequeue || !gotoEnd) {\n\t\t\t\tjQuery.dequeue(this, type);\n\t\t\t}\n\t\t});\n\t},\n\tfinish: function(type) {\n\t\tif (type !==

false) {\n\t\t\ttype = type || \"fx\";\n\t\t}\n\t\treturn this.each(function() {\n\t\t\tvar index,\n\t\t\t\tdata = dataPriv.get(this),\n\t\t\t\tqueue = data[type + \"queue\"],\n\t\t\t\thooks = data[type + \"queueHooks\"],\n\t\t\t\ttimers = jQuery.timers,\n\t\t\t\tlength = queue ? queue.length : 0;\n\t\t\t// Enable finishing flag on private data\n\t\t\tdata.finish = true;\n\n\t\t\t// Empty the queue first\n\t\t\tjQuery.queue(this, type, []);\n\n\t\t\tif (hooks && hooks.stop) {\n\t\t\t\thooks.stop.call(this, true);\n\t\t\t}\n\n\t\t\t// Look for any active animations, and finish them\n\t\t\tfor (index = timers.length; index--;) {\n\t\t\t\tif (timers[index].elem === this && timers[index].queue === type) {\n\t\t\t\t\ttimers[index].anim.stop(true);\n\t\t\t\t\ttimers.splice(index, 1);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Look for any animations in the old queue and finish them\n\t\t\tfor (index = 0; index < length; index++) {\n\t\t\t\tif (queue[index] && queue[index].finish) {\n\t\t\t\t\tqueue[index].finish.call(this);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Turn off finishing flag\n\t\t\tdelete data.finish;\n\t\t});\n\t}\n});\n\njQuery.each([\"toggle\", \"show\", \"hide\"], function(i, name) {\n\tvar cssFn = jQuery.fn[name];\n\tjQuery.fn[name] = function(speed, easing, callback) {\n\t\treturn speed == null || typeof speed === \"boolean\" ?\n\t\t\tcssFn.apply(this, arguments) :\n\t\t\tthis.animate(genFx(name, true), speed, easing, callback);\n\t};\n});\n\n// Generate shortcuts for custom animations\njQuery.each({\n\tslideDown: genFx(\"show\"),\n\tslideUp: genFx(\"hide\"),\n\tslideToggle: genFx(\"toggle\"),\n\tfadeIn: { opacity: \"show\" },\n\tfadeOut: { opacity: \"hide\" },\n\tfadeToggle: { opacity: \"toggle\" }\n}, function(name, props) {\n\tjQuery.fn[name] = function(speed, easing, callback) {\n\t\treturn this.animate(props, speed, easing, callback);\n\t};\n});\n\njQuery.timers = [];\njQuery.fx.tick = function() {\n\tvar timer,\n\t\ti = 0,\n\t\ttimers = jQuery.timers;\n\n\tfxNow = Date.now();\n\n\tfor (; i < timers.length; i++) {\n\t\ttimer = timers[i];\n\n\t\t// Run the timer and safely remove it when done (allowing for external removal)\n\t\tif (!timer() && timers[i] === timer) {\n\t\t\ttimers.splice(i--, 1);\n\t\t}\n\t}\n\n\tif (!timers.length) {\n\t\tjQuery.fx.stop();\n\t}\n\tfxNow = undefined;\n};\n\njQuery.fx.timer = function(timer) {\n\tjQuery.timers.push(timer);\n\tjQuery.fx.start();\n};\n\njQuery.fx.interval = 13;\njQuery.fx.start = function() {\n\tif (inProgress) {\n\t\treturn;\n\t}\n\n\tinProgress = true;\n\tschedule();\n};\n\njQuery.fx.stop = function() {\n\tinProgress = null;\n};\n\njQuery.fx.speeds = {\n\tslow: 600,\n\tfast: 200,\n\n\t// Default speed\n\t_default: 400\n};\n\n\n// Based off of the plugin by Clint Helfers, with permission.\n// https://web.archive.org/web/20100324014747/http://blindsignals.com/index.php/2009/07/jquery-delay/\njQuery.fn.delay = function(time, type) {\n\ttime = jQuery.fx ? jQuery.fx.speeds[time] || time : time;\n\ttype = type || \"fx\";\n\n\treturn this.queue(type, function(next, hooks) {\n\t\tvar timeout = window.setTimeout(next, time);\n\t\thooks.stop = function() {\n\t\t\twindow.clearTimeout(timeout);\n\t\t};\n\t});\n};\n\n\n(function() {\n\tvar input = document.createElement(\"input\"),\n\t\tselect = document.createElement(\"select\"),\n\t\topt = select.appendChild(document.createElement(\"option\"));\n\n\tinput.type = \"checkbox\";\n\n\t// Support: Android <=4.3 only\n\t// Default value for a checkbox should be \"on\"\n\tsupport.checkOn = input.value !== \"\";\n\n\t// Support: IE <=11 only\n\t// Must access selectedIndex to make default options select\n\tsupport.optSelected = opt.selected;\n\n\t// Support: IE <=11 only\n\t// An input loses its value after becoming a radio\n\tinput = document.createElement(\"input\");\n\tinput.value = \"t\";\n\tinput.type = \"radio\";\n\tsupport.radioValue = input.value === \"t\";\n})();\n\n\nvar boolHook,\n\tattrHandle = jQuery.expr.attrHandle;\n\njQuery.fn.extend({\n\tattr: function(name, value) {\n\t\treturn access(this, jQuery.attr, name, value, arguments.length > 1);\n\t},\n\n\tremoveAttr: function(name) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.removeAttr(this, name);\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tattr: function(elem, name, value) {\n\t\tvar ret, hooks,\n\t\t\tnType = elem.nodeType;\n\n\t\t// Don't get/set attributes on text, comment and attribute nodes\n\t\tif (nType === 3 || nType === 8 || nType === 2) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Fallback to prop when attributes are not supported\n\t\tif (typeof elem.getAttribute === \"undefined\") {\n\t\t\treturn jQuery.prop(elem, name, value);\n\t\t}\n\n\t\t// Attribute hooks are determined by the lowercase version\n\t\t// Grab necessary hook if one is defined\n\t\tif (nType !== 1 || !jQuery.isXMLDoc(elem)) {\n\t\t\thooks = jQuery.attrHooks[name.toLowerCase()] ||\n\t\t\t\t(jQuery.expr.match.bool.test(name) ? boolHook : undefined);\n\t\t}\n\n\t\tif (value !== undefined) {\n\t\t\tif (value === null) {\n\t\t\t\tjQuery.removeAttr(elem, name);\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\tif (hooks && \"set\" in hooks &&\n\t\t\t\t(ret = hooks.set(elem, value, name)) !== undefined) {\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\telem.setAttribute(name, value + \"\");\n\t\t\treturn

value;\n\t\t}\n\n\t\tif (hooks && \"get\" in hooks && (ret = hooks.get(elem, name)) !== null) {\n\t\t\treturn ret;\n\t\t}\n\n\t\tret = jQuery.find.attr(elem, name);\n\n\t\t// Non-existent attributes return null, we normalize to undefined\n\t\treturn ret == null ? undefined : ret;\n\t},\n\n\tattrHooks: {\n\t\ttype: {\n\t\t\tset: function(elem, value) {\n\t\t\t\tif (!support.radioValue && value === \"radio\" &&\n\t\t\t\t\tnodeName(elem, \"input\")) {\n\t\t\t\t\tvar val = elem.value;\n\t\t\t\t\telem.setAttribute(\"type\", value);\n\t\t\t\t\tif (val) {\n\t\t\t\t\t\telem.value = val;\n\t\t\t\t\t}\n\t\t\t\t\treturn value;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t},\n\n\tremoveAttr: function(elem, value) {\n\t\tvar name,\n\t\t\ti = 0,\n\n\t\t\t// Attribute names can contain non-HTML whitespace characters\n\t\t\t// https://html.spec.whatwg.org/multipage/syntax.html#attributes-2\n\t\t\tattrNames = value && value.match(rnothtmlwhite);\n\n\t\tif (attrNames && elem.nodeType === 1) {\n\t\t\twhile ((name = attrNames[i++])) {\n\t\t\t\telem.removeAttribute(name);\n\t\t\t}\n\t\t}\n\t}\n});\n\n// Hooks for boolean attributes\nboolHook = {\n\tset: function(elem, value, name) {\n\t\tif (value === false) {\n\n\t\t\t// Remove boolean attributes when set to false\n\t\t\tjQuery.removeAttr(elem, name);\n\t\t} else {\n\t\t\telem.setAttribute(name, name);\n\t\t}\n\t\treturn name;\n\t}\n};\n\njQuery.each(jQuery.expr.match.bool.source.match(/\\w+/g), function(i, name) {\n\tvar getter = attrHandle[name] || jQuery.find.attr;\n\n\tattrHandle[name] = function(elem, name, isXML) {\n\t\tvar ret, handle,\n\t\t\tlowercaseName = name.toLowerCase();\n\n\t\tif (!isXML) {\n\n\t\t\t// Avoid an infinite loop by temporarily removing this function from the getter\n\t\t\thandle = attrHandle[lowercaseName];\n\t\t\tattrHandle[lowercaseName] = ret;\n\t\t\tret = getter(elem, name, isXML) != null ?\n\t\t\t\tlowercaseName :\n\t\t\t\tnull;\n\t\t\tattrHandle[lowercaseName] = handle;\n\t\t}\n\t\treturn ret;\n\t};\n});\n\n\n\nvar rfocusable = /^(?:input|select|textarea|button)$/i,\n\trclickable = /^(?:a|area)$/i;\n\njQuery.fn.extend({\n\tprop: function(name, value) {\n\t\treturn access(this, jQuery.prop, name, value, arguments.length > 1);\n\t},\n\n\tremoveProp: function(name) {\n\t\treturn this.each(function() {\n\t\t\tdelete this[jQuery.propFix[name] || name];\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tprop: function(elem, name, value) {\n\t\tvar ret, hooks,\n\t\t\tnType = elem.nodeType;\n\n\t\t// Don't get/set properties on text, comment and attribute nodes\n\t\tif (nType === 3 || nType === 8 || nType === 2) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (nType !== 1 || !jQuery.isXMLDoc(elem)) {\n\n\t\t\t// Fix name and attach hooks\n\t\t\tname = jQuery.propFix[name] || name;\n\t\t\thooks = jQuery.propHooks[name];\n\t\t}\n\n\t\tif (value !== undefined) {\n\t\t\tif (hooks && \"set\" in hooks &&\n\t\t\t\t(ret = hooks.set(elem, value, name)) !== undefined) {\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\treturn (elem[name] = value);\n\t\t}\n\n\t\tif (hooks && \"get\" in hooks && (ret = hooks.get(elem, name)) !== null) {\n\t\t\treturn ret;\n\t\t}\n\n\t\treturn elem[name];\n\t},\n\n\tpropHooks: {\n\t\ttabIndex: {\n\t\t\tget: function(elem) {\n\n\t\t\t\t// Support: IE <=9 - 11 only\n\t\t\t\t// elem.tabIndex doesn't always return the\n\t\t\t\t// correct value when it hasn't been explicitly set\n\t\t\t\t// https://web.archive.org/web/20141116233347/http://fluidproject.org/blog/2008/01/09/getting-setting-and-removing-tabindex-values-with-javascript/\n\t\t\t\t// Use proper attribute retrieval(#12072)\n\t\t\t\tvar tabindex = jQuery.find.attr(elem, \"tabindex\");\n\n\t\t\t\tif (tabindex) {\n\t\t\t\t\treturn parseInt(tabindex, 10);\n\t\t\t\t}\n\n\t\t\t\tif (\n\t\t\t\t\trfocusable.test(elem.nodeName) ||\n\t\t\t\t\trclickable.test(elem.nodeName) &&\n\t\t\t\t\telem.href\n\t\t\t\t) {\n\t\t\t\t\treturn 0;\n\t\t\t\t}\n\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t}\n\t},\n\n\tpropFix: {\n\t\t\"for\": \"htmlFor\",\n\t\t\"class\": \"className\"\n\t}\n});\n\n// Support: IE <=11 only\n// Accessing the selectedIndex property\n// forces the browser to respect setting selected\n// on the option\n// The getter ensures a default option is selected\n// when in an optgroup\n// eslint rule \"no-unused-expressions\" is disabled for this code\n// since it considers such accessions noop\nif (!support.optSelected) {\n\tjQuery.propHooks.selected = {\n\t\tget: function(elem) {\n\n\t\t\t/* eslint no-unused-expressions: \"off\" */\n\n\t\t\tvar parent = elem.parentNode;\n\t\t\tif (parent && parent.parentNode) {\n\t\t\t\tparent.parentNode.selectedIndex;\n\t\t\t}\n\t\t\treturn null;\n\t\t},\n\t\tset: function(elem) {\n\n\t\t\t/* eslint no-unused-expressions: \"off\" */\n\n\t\t\tvar parent = elem.parentNode;\n\t\t\tif (parent) {\n\t\t\t\tparent.selectedIndex;\n\t\t\t\tif (parent.parentNode) {\n\t\t\t\t\tparent.parentNode.selectedIndex;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t};\n}\n\njQuery.each([\n\t\"tabIndex\",\n\t\"readOnly\",\n\t\"maxLength\",\n\t\"cellSpacing\",\n\t\"cellPadding\",\n\t\"rowSpan\",\n\t\"colSpan\",\n\t\"useMap\",\n\t\"frameBorder\",\n\t\"contentEditable\"\n], function() {\n\tjQuery.propFix[this.toLowerCase()] = this;\n});\n\n\n\n\n\t// Strip and collapse whitespace according to HTML spec\n\t//

https://infra.spec.whatwg.org/#strip-and-collapse-ascii-whitespace\n\tfunction stripAndCollapse(value) {\n\t\tvar tokens = value.match(rnothtmlwhite) || [];\n\t\treturn tokens.join(\" \");\n\t}\n\n\nfunction getClass(elem) {\n\t\treturn elem.getAttribute && elem.getAttribute(\"class\") || \"\";\n}\n\nfunction classesToArray(value) {\n\tif (Array.isArray(value)) {\n\t\treturn value;\n\t}\n\tif (typeof value === \"string\") {\n\t\treturn value.match(rnothtmlwhite) || [];\n\t}\n\treturn [];\n}\n\njQuery.fn.extend({\n\taddClass: function(value) {\n\t\tvar classes, elem, cur, curValue, clazz, j, finalValue,\n\t\t\ti = 0;\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(j) {\n\t\t\t\tjQuery(this).addClass(value.call(this, j, getClass(this)));\n\t\t\t});\n\t\t}\n\n\t\tclasses = classesToArray(value);\n\n\t\tif (classes.length) {\n\t\t\twhile ((elem = this[i++])) {\n\t\t\t\tcurValue = getClass(elem);\n\t\t\t\tcur = elem.nodeType === 1 && (\" \" + stripAndCollapse(curValue) + \" \");\n\n\t\t\t\tif (cur) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\twhile ((clazz = classes[j++])) {\n\t\t\t\t\t\tif (cur.indexOf(\" \" + clazz + \" \") < 0) {\n\t\t\t\t\t\t\tcur += clazz + \" \";\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Only assign if different to avoid unneeded rendering.\n\t\t\t\t\tfinalValue = stripAndCollapse(cur);\n\t\t\t\t\tif (curValue !== finalValue) {\n\t\t\t\t\t\telem.setAttribute(\"class\", finalValue);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\tremoveClass: function(value) {\n\t\tvar classes, elem, cur, curValue, clazz, j, finalValue,\n\t\t\ti = 0;\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(j) {\n\t\t\t\tjQuery(this).removeClass(value.call(this, j, getClass(this)));\n\t\t\t});\n\t\t}\n\n\t\tif (!arguments.length) {\n\t\t\treturn this.attr(\"class\", \"\");\n\t\t}\n\n\t\tclasses = classesToArray(value);\n\n\t\tif (classes.length) {\n\t\t\twhile ((elem = this[i++])) {\n\t\t\t\tcurValue = getClass(elem);\n\n\t\t\t\t// This expression is here for better compressibility (see addClass)\n\t\t\t\tcur = elem.nodeType === 1 && (\" \" + stripAndCollapse(curValue) + \" \");\n\n\t\t\t\tif (cur) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\twhile ((clazz = classes[j++])) {\n\n\t\t\t\t\t\t// Remove *all* instances\n\t\t\t\t\t\twhile (cur.indexOf(\" \" + clazz + \" \") > -1) {\n\t\t\t\t\t\t\tcur = cur.replace(\" \" + clazz + \" \", \" \");\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Only assign if different to avoid unneeded rendering.\n\t\t\t\t\tfinalValue = stripAndCollapse(cur);\n\t\t\t\t\tif (curValue !== finalValue) {\n\t\t\t\t\t\telem.setAttribute(\"class\", finalValue);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\ttoggleClass: function(value, stateVal) {\n\t\tvar type = typeof value,\n\t\t\tisValidValue = type === \"string\" || Array.isArray(value);\n\n\t\tif (typeof stateVal === \"boolean\" && isValidValue) {\n\t\t\treturn stateVal ? this.addClass(value) : this.removeClass(value);\n\t\t}\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(i) {\n\t\t\t\tjQuery(this).toggleClass(\n\t\t\t\t\tvalue.call(this, i, getClass(this), stateVal),\n\t\t\t\t\tstateVal\n\t\t\t\t);\n\t\t\t});\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar className, i, self, classNames;\n\n\t\t\tif (isValidValue) {\n\n\t\t\t\t// Toggle individual class names\n\t\t\t\ti = 0;\n\t\t\t\tself = jQuery(this);\n\t\t\t\tclassNames = classesToArray(value);\n\n\t\t\t\twhile ((className = classNames[i++])) {\n\n\t\t\t\t\t// Check each className given, space separated list\n\t\t\t\t\tif (self.hasClass(className)) {\n\t\t\t\t\t\tself.removeClass(className);\n\t\t\t\t\t} else {\n\t\t\t\t\t\tself.addClass(className);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t// Toggle whole class name\n\t\t\t} else if (value === undefined || type === \"boolean\") {\n\t\t\t\tclassName = getClass(this);\n\t\t\t\tif (className) {\n\n\t\t\t\t\t// Store className if set\n\t\t\t\t\tdataPriv.set(this, \"__className__\", className);\n\t\t\t\t}\n\n\t\t\t\t// If the element has a class name or if we're passed `false`,\n\t\t\t\t// then remove the whole classname (if there was one, the above saved it).\n\t\t\t\t// Otherwise bring back whatever was previously saved (if anything),\n\t\t\t\t// falling back to the empty string if nothing was stored.\n\t\t\t\tif (this.setAttribute) {\n\t\t\t\t\tthis.setAttribute(\"class\",\n\t\t\t\t\t\tclassName || value === false ?\n\t\t\t\t\t\t\t\"\" :\n\t\t\t\t\t\t\tdataPriv.get(this, \"__className__\") || \"\"\n\t\t\t\t\t);\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t},\n\n\thasClass: function(selector) {\n\t\tvar className, elem,\n\t\t\ti = 0;\n\n\t\tclassName = \" \" + selector + \" \";\n\t\twhile ((elem = this[i++])) {\n\t\t\tif (elem.nodeType === 1 &&\n\t\t\t\t(\" \" + stripAndCollapse(getClass(elem)) + \" \").indexOf(className) > -1) {\n\t\t\t\t\treturn true;\n\t\t\t}\n\t\t}\n\n\t\treturn false;\n\t}\n});\n\n\n\nvar rreturn = /\r/g;\n\njQuery.fn.extend({\n\tval: function(value) {\n\t\tvar hooks, ret, valueIsFunction,\n\t\t\telem = this[0];\n\n\t\tif (!arguments.length) {\n\t\t\tif (elem) {\n\t\t\t\thooks = jQuery.valHooks[elem.type] ||\n\t\t\t\t\tjQuery.valHooks[elem.nodeName.toLowerCase()];\n\n\t\t\t\tif (hooks &&\n\t\t\t\t\t\"get\" in hooks &&\n\t\t\t\t\t(ret = hooks.get(elem, \"value\")) !== undefined\n\t\t\t\t) {\n\t\t\t\t\treturn ret;\n\t\t\t\t}\n\n\t\t\t\tret = elem.value;\n\n\t\t\t\t// Handle most common string cases\n\t\t\t\tif (typeof ret === \"string\") {\n\t\t\t\t\treturn ret.replace(rreturn, \"\"

);\n\t\t\t}\n\n\t\t\t/// Handle cases where value is null/undef or number\n\t\t\treturn ret == null ? \"\" : ret;\n\t\t}\n\n\t\treturn;\n\t}\n\n\t\tvalueIsFunction = isFunction(value);\n\t\treturn this.each(function(i) {\n\t\tvar val;\n\n\t\tif (this.nodeType !== 1) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (valueIsFunction) {\n\t\t\tval = value.call(this, i, jQuery(this).val());\n\t\t} else {\n\t\t\tval = value;\n\t\t}\n\n\t\t// Treat null/undefined as \"\"; convert numbers to string\n\t\tif (val == null) {\n\t\t\tval = \"\";\n\n\t\t} else if (typeof val === \"number\") {\n\t\t\tval += \"\";\n\n\t\t} else if (Array.isArray(val)) {\n\t\t\tval = jQuery.map(val, function(value) {\n\t\t\t\treturn value == null ? \"\" : value + \"\";\n\t\t\t});\n\t\t}\n\n\t\thooks = jQuery.valHooks[this.type] || jQuery.valHooks[this.nodeName.toLowerCase()];\n\n\t\t// If set returns undefined, fall back to normal setting\n\t\tif (!hooks || !(\"set\" in hooks) || hooks.set(this, val, \"value\") === undefined) {\n\t\t\tthis.value = val;\n\t\t}\n\t});\n\t}\n});\n\njQuery.extend({\n\tvalHooks: {\n\t\toption: {\n\t\t\tget: function(elem) {\n\n\t\t\tvar val = jQuery.find.attr(elem, \"value\");\n\t\t\treturn val != null ?\n\t\t\t\tval :\n\n\t\t\t\t// Support: IE <=10 - 11 only\n\t\t\t\t// option.text throws exceptions (#14686, #14858)\n\t\t\t\t// Strip and collapse whitespace\n\t\t\t\t// https://html.spec.whatwg.org/#strip-and-collapse-whitespace\n\t\t\t\tstripAndCollapse(jQuery.text(elem));\n\t\t}\n\t},\n\tselect: {\n\t\tget: function(elem) {\n\t\tvar value, option, i,\n\t\t\toptions = elem.options,\n\t\t\tindex = elem.selectedIndex,\n\t\t\tone = elem.type === \"select-one\",\n\t\t\tvalues = one ? null : [],\n\t\t\tmax = one ? index + 1 : options.length;\n\n\t\tif (index < 0) {\n\t\t\ti = max;\n\n\t\t} else {\n\t\t\ti = one ? index : 0;\n\t\t}\n\n\t\t// Loop through all the selected options\n\t\tfor (; i < max; i++) {\n\t\t\toption = options[i];\n\n\t\t\t// Support: IE <=9 only\n\t\t\t// IE8-9 doesn't update selected after form reset (#2551)\n\t\t\tif ((option.selected || i === index) &&\n\n\t\t\t\t\t// Don't return options that are disabled or in a disabled optgroup\n\t\t\t\t\t!option.disabled &&\n\t\t\t\t\t(!option.parentNode.disabled ||\n\t\t\t\t\t\t!nodeName(option.parentNode, \"optgroup\"))) {\n\n\t\t\t\t// Get the specific value for the option\n\t\t\t\tvalue = jQuery(option).val();\n\n\t\t\t\t// We don't need an array for one selects\n\t\t\t\tif (one) {\n\t\t\t\t\treturn value;\n\t\t\t\t}\n\n\t\t\t\t// Multi-Selects return an array\n\t\t\t\tvalues.push(value);\n\t\t\t}\n\t\t}\n\n\t\treturn values;\n\t},\n\n\t\tset: function(elem, value) {\n\t\tvar optionSet, option,\n\t\t\toptions = elem.options,\n\t\t\tvalues = jQuery.makeArray(value),\n\t\t\ti = options.length;\n\n\t\twhile (i--) {\n\t\t\toption = options[i];\n\n\t\t\t/* eslint-disable no-cond-assign */\n\t\t\tif (option.selected =\n\t\t\t\tjQuery.inArray(jQuery.valHooks.option.get(option), values) > -1\n\t\t\t) {\n\t\t\t\toptionSet = true;\n\t\t\t}\n\n\t\t\t/* eslint-enable no-cond-assign */\n\t\t}\n\n\t\t// Force browsers to behave consistently when non-matching value is set\n\t\tif (!optionSet) {\n\t\t\telem.selectedIndex = -1;\n\t\t}\n\t\treturn values;\n\t}\n\t}\n\t}\n});\n\n// Radios and checkboxes getter/setter\njQuery.each([\"radio\", \"checkbox\"], function() {\n\tjQuery.valHooks[this] = {\n\t\tset: function(elem, value) {\n\t\tif (Array.isArray(value)) {\n\t\t\treturn (elem.checked = jQuery.inArray(jQuery(elem).val(), value) > -1);\n\t\t}\n\t}\n\t};\n\tif (!support.checkOn) {\n\t\tjQuery.valHooks[this].get = function(elem) {\n\t\t\treturn elem.getAttribute(\"value\") === null ? \"on\" : elem.value;\n\t\t};\n\t}\n});\n\n\n\n// Return jQuery for attributes-only inclusion\n\n\nsupport.focusin = \"onfocusin\" in window;\n\n\nvar rfocusMorph = /^(?:focusinfocus|focusoutblur)$/,\n\tstopPropagationCallback = function(e) {\n\t\te.stopPropagation();\n\t};\n\njQuery.extend(jQuery.event, {\n\n\ttrigger: function(event, data, elem, onlyHandlers) {\n\n\t\tvar i, cur, tmp, bubbleType, ontype, handle, special, lastElement,\n\t\t\teventPath = [elem || document],\n\t\t\ttype = hasOwn.call(event, \"type\") ? event.type : event,\n\t\t\tnamespaces = hasOwn.call(event, \"namespace\") ? event.namespace.split(\".\") : [];\n\n\t\tcur = lastElement = tmp = elem = elem || document;\n\n\t\t// Don't do events on text and comment nodes\n\t\tif (elem.nodeType === 3 || elem.nodeType === 8) {\n\t\t\treturn;\n\t\t}\n\n\t\t// focus/blur morphs to focusin/out; ensure we're not firing them right now\n\t\tif (rfocusMorph.test(type + jQuery.event.triggered)) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (type.indexOf(\".\") > -1) {\n\n\t\t\t// Namespaced trigger; create a regexp to match event type in handle()\n\t\t\tnamespaces = type.split(\".\");\n\t\t\ttype = namespaces.shift();\n\t\t\tnamespaces.sort();\n\t\t}\n\t\tontype = type.indexOf(\":\") < 0 && \"on\" + type;\n\n\t\t// Caller can pass in a jQuery.Event object, Object, or just an event type string\n\t\tevent = event[jQuery.expando] ?\n\t\t\tevent :\n\t\t\tnew jQuery.Event(type, typeof event === \"object\" && event);\n\n\t\t// Trigger bitmask: & 1 for native handlers; & 2 for jQuery (always true)\n\t\tevent.isTrigger = onlyHandlers ? 2 :

3;\n\t\tevent.namespace = namespaces.join(\".\");\n\t\tevent.rnamespace = event.namespace ?\n\t\t\tnew RegExp(\"(^|\\\\.)\" + namespaces.join(\"\\\\.(?:.*\\\\.|)\") + \"(\\\\.|$)\") :\n\t\t\tnull;\n\n\t\t// Clean up the event in case it is being reused\n\t\tevent.result = undefined;\n\t\tif (!event.target) {\n\t\t\tevent.target = elem;\n\t\t}\n\n\t\t// Clone any incoming data and prepend the event, creating the handler arg list\n\t\tdata = data == null ?\n\t\t\t[event] :\n\t\t\tjQuery.makeArray(data, [event]);\n\n\t\t// Allow special events to draw outside the lines\n\t\tspecial = jQuery.event.special[type] || {};\n\t\tif (!onlyHandlers && special.trigger && special.trigger.apply(elem, data) === false) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Determine event propagation path in advance, per W3C events spec (#9951)\n\t\t// Bubble up to document, then to window; watch for a global ownerDocument var (#9724)\n\t\tif (!onlyHandlers && !special.noBubble && !isWindow(elem)) {\n\n\t\t\tbubbleType = special.delegateType || type;\n\t\t\tif (!rfocusMorph.test(bubbleType + type)) {\n\t\t\t\tcur = cur.parentNode;\n\t\t\t}\n\t\t\tfor (; cur; cur = cur.parentNode) {\n\t\t\t\teventPath.push(cur);\n\t\t\t\ttmp = cur;\n\t\t\t}\n\n\t\t\t// Only add window if we got to document (e.g., not plain obj or detached DOM)\n\t\t\tif (tmp === (elem.ownerDocument || document)) {\n\t\t\t\teventPath.push(tmp.defaultView || tmp.parentWindow || window);\n\t\t\t}\n\t\t}\n\n\t\t// Fire handlers on the event path\n\t\ti = 0;\n\t\twhile ((cur = eventPath[i++]) && !event.isPropagationStopped()) {\n\t\t\tlastElement = cur;\n\t\t\tevent.type = i > 1 ?\n\t\t\t\tbubbleType :\n\t\t\t\tspecial.bindType || type;\n\n\t\t\t// jQuery handler\n\t\t\thandle = (dataPriv.get(cur, \"events\") || {})[event.type] &&\n\t\t\t\tdataPriv.get(cur, \"handle\");\n\t\t\tif (handle) {\n\t\t\t\thandle.apply(cur, data);\n\t\t\t}\n\n\t\t\t// Native handler\n\t\t\thandle = ontype && cur[ontype];\n\t\t\tif (handle && handle.apply && acceptData(cur)) {\n\t\t\t\tevent.result = handle.apply(cur, data);\n\t\t\t\tif (event.result === false) {\n\t\t\t\t\tevent.preventDefault();\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t\tevent.type = type;\n\n\t\t// If nobody prevented the default action, do it now\n\t\tif (!onlyHandlers && !event.isDefaultPrevented()) {\n\n\t\t\tif ((!special._default ||\n\t\t\t\tspecial._default.apply(eventPath.pop(), data) === false) &&\n\t\t\t\tacceptData(elem)) {\n\n\t\t\t\t// Call a native DOM method on the target with the same name as the event.\n\t\t\t\t// Don't do default actions on window, that's where global variables be (#6170)\n\t\t\t\tif (ontype && isFunction(elem[type]) && !isWindow(elem)) {\n\n\t\t\t\t\t// Don't re-trigger an onFOO event when we call its FOO() method\n\t\t\t\t\ttmp = elem[ontype];\n\n\t\t\t\t\tif (tmp) {\n\t\t\t\t\t\telem[ontype] = null;\n\t\t\t\t\t}\n\n\t\t\t\t\t// Prevent re-triggering of the same event, since we already bubbled it above\n\t\t\t\t\tjQuery.event.triggered = type;\n\n\t\t\t\t\tif (event.isPropagationStopped()) {\n\t\t\t\t\t\tlastElement.addEventListener(type, stopPropagationCallback);\n\t\t\t\t\t}\n\n\t\t\t\t\telem[type]();\n\n\t\t\t\t\tif (event.isPropagationStopped()) {\n\t\t\t\t\t\tlastElement.removeEventListener(type, stopPropagationCallback);\n\t\t\t\t\t}\n\n\t\t\t\t\tjQuery.event.triggered = undefined;\n\n\t\t\t\t\tif (tmp) {\n\t\t\t\t\t\telem[ontype] = tmp;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn event.result;\n\t},\n\n\t// Piggyback on a donor event to simulate a different one\n\t// Used only for `focus(in | out)` events\n\tsimulate: function(type, elem, event) {\n\t\tvar e = jQuery.extend(\n\t\t\tnew jQuery.Event(),\n\t\t\tevent,\n\t\t\t{\n\t\t\t\ttype: type,\n\t\t\t\tisSimulated: true\n\t\t\t}\n\t\t);\n\n\t\tjQuery.event.trigger(e, null, elem);\n\t}\n\n});\n\njQuery.fn.extend({\n\n\ttrigger: function(type, data) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.event.trigger(type, data, this);\n\t\t});\n\t},\n\ttriggerHandler: function(type, data) {\n\t\tvar elem = this[0];\n\t\tif (elem) {\n\t\t\treturn jQuery.event.trigger(type, data, elem, true);\n\t\t}\n\t}\n});\n\n\n// Support: Firefox <=44\n// Firefox doesn't have focus(in | out) events\n// Related ticket - https://bugzilla.mozilla.org/show_bug.cgi?id=687787\n//\n// Support: Chrome <=48 - 49, Safari <=9.0 - 9.1\n// focus(in | out) events fire after focus & blur events,\n// which is spec violation - http://www.w3.org/TR/DOM-Level-3-Events/#events-focusevent-event-order\n// Related ticket - https://bugs.chromium.org/p/chromium/issues/detail?id=449857\nif (!support.focusin) {\n\tjQuery.each({ focus: \"focusin\", blur: \"focusout\" }, function(orig, fix) {\n\n\t\t// Attach a single capturing handler on the document while someone wants focusin/focusout\n\t\tvar handler = function(event) {\n\t\t\tjQuery.event.simulate(fix, event.target, jQuery.event.fix(event));\n\t\t};\n\n\t\tjQuery.event.special[fix] = {\n\t\t\tsetup: function() {\n\t\t\t\tvar doc = this.ownerDocument || this,\n\t\t\t\t\tattaches = dataPriv.access(doc, fix);\n\n\t\t\t\tif (!attaches) {\n\t\t\t\t\tdoc.addEventListener(orig, handler, true);\n\t\t\t\t}\n\t\t\t\tdataPriv.access(doc, fix, (attaches || 0) + 1);\n\t\t\t},\n\t\t\tteardown: function() {\n\t\t\t\tvar doc = this.ownerDocument || this,\n\t\t\t\t\tattaches =

dataPriv.access(doc, fix) - 1;\n\n\t\t\tif (!attaches) {\n\t\t\t\tdoc.removeEventListener(orig, handler, true);\n\t\t\t\tdataPriv.remove(doc, fix);\n\n\t\t\t} else {\n\t\t\t\tdataPriv.access(doc, fix, attaches);\n\t\t\t}\n\t\t\t}\n\t\t};\n\t});\n}\n\nvar location = window.location;\n\nvar nonce = Date.now();\n\nvar rquery = (/\\?/);\n\n\n\n// Cross-browser xml parsing\njQuery.parseXML = function(data) {\n\tvar xml;\n\tif (!data || typeof data !== \"string\") {\n\t\treturn null;\n\t}\n\n\t// Support: IE 9 - 11 only\n\t// IE throws on parseFromString with invalid input.\n\ttry {\n\t\txml = (new window.DOMParser()).parseFromString(data, \"text/xml\");\n\t} catch (e) {\n\t\txml = undefined;\n\t}\n\n\tif (!xml || xml.getElementsByTagName(\"parsererror\").length) {\n\t\tjQuery.error(\"Invalid XML: \" + data);\n\t}\n\treturn xml;\n};\n\n\nvar\n\trbracket = /\\[\\]$/,\n\trCRLF = /\\r?\\n/g,\n\trsubmitterTypes = /^(?:submit|button|image|reset|file)$/i,\n\trsubmittable = /^(?:input|select|textarea|keygen)/i;\n\nfunction buildParams(prefix, obj, traditional, add) {\n\tvar name;\n\n\tif (Array.isArray(obj)) {\n\n\t\t// Serialize array item.\n\t\tjQuery.each(obj, function(i, v) {\n\t\t\tif (traditional || rbracket.test(prefix)) {\n\n\t\t\t\t// Treat each array item as a scalar.\n\t\t\t\tadd(prefix, v);\n\n\t\t\t} else {\n\n\t\t\t\t// Item is non-scalar (array or object), encode its numeric index.\n\t\t\t\tbuildParams(\n\t\t\t\t\tprefix + \"[\" + (typeof v === \"object\" && v != null ? i : \"\") + \"]\",\n\t\t\t\t\tv,\n\t\t\t\t\ttraditional,\n\t\t\t\t\tadd\n\t\t\t\t);\n\t\t\t}\n\t\t});\n\n\t} else if (!traditional && toType(obj) === \"object\") {\n\n\t\t// Serialize object item.\n\t\tfor (name in obj) {\n\t\t\tbuildParams(prefix + \"[\" + name + \"]\", obj[name], traditional, add);\n\t\t}\n\n\t} else {\n\n\t\t// Serialize scalar item.\n\t\tadd(prefix, obj);\n\t}\n}\n\n// Serialize an array of form elements or a set of\n// key/values into a query string\njQuery.param = function(a, traditional) {\n\tvar prefix,\n\t\ts = [],\n\t\tadd = function(key, valueOrFunction) {\n\n\t\t\t// If value is a function, invoke it and use its return value\n\t\t\tvar value = isFunction(valueOrFunction) ?\n\t\t\t\tvalueOrFunction() :\n\t\t\t\tvalueOrFunction;\n\n\t\t\ts[s.length] = encodeURIComponent(key) + \"=\" +\n\t\t\t\tencodeURIComponent(value == null ? \"\" : value);\n\t\t};\n\n\t// If an array was passed in, assume that it is an array of form elements.\n\tif (Array.isArray(a) || (a.jquery && !jQuery.isPlainObject(a))) {\n\n\t\t// Serialize the form elements\n\t\tjQuery.each(a, function() {\n\t\t\tadd(this.name, this.value);\n\t\t});\n\n\t} else {\n\n\t\t// If traditional, encode the \"old\" way (the way 1.3.2 or older\n\t\t// did it), otherwise encode params recursively.\n\t\tfor (prefix in a) {\n\t\t\tbuildParams(prefix, a[prefix], traditional, add);\n\t\t}\n\t}\n\n\t// Return the resulting serialization\n\treturn s.join(\"&\");\n};\n\njQuery.fn.extend({\n\tserialize: function() {\n\t\treturn jQuery.param(this.serializeArray());\n\t},\n\tserializeArray: function() {\n\t\treturn this.map(function() {\n\n\t\t\t// Can add propHook for \"elements\" to filter or add form elements\n\t\t\tvar elements = jQuery.prop(this, \"elements\");\n\t\t\treturn elements ? jQuery.makeArray(elements) : this;\n\t\t})\n\t\t.filter(function() {\n\t\t\tvar type = this.type;\n\n\t\t\t// Use .is(\":disabled\") so that fieldset[disabled] works\n\t\t\treturn this.name && !jQuery(this).is(\":disabled\") &&\n\t\t\t\trsubmittable.test(this.nodeName) && !rsubmitterTypes.test(type) &&\n\t\t\t\t(this.checked || !rcheckableType.test(type));\n\t\t})\n\t\t.map(function(i, elem) {\n\t\t\tvar val = jQuery(this).val();\n\n\t\t\tif (val == null) {\n\t\t\t\treturn null;\n\t\t\t}\n\n\t\t\tif (Array.isArray(val)) {\n\t\t\t\treturn jQuery.map(val, function(val) {\n\t\t\t\t\treturn { name: elem.name, value: val.replace(rCRLF, \"\\r\\n\") };\n\t\t\t\t});\n\t\t\t}\n\n\t\t\treturn { name: elem.name, value: val.replace(rCRLF, \"\\r\\n\") };\n\t\t}).get();\n\t}\n}\n);\n\n\nvar\n\tr20 = /%20/g,\n\trhash = /#.*$/,\n\trantiCache = /([?&])_=[^&]*/,\n\trheaders = /^(.*?):[\\t]*([^\\r\\n]*)$/mg,\n\n\t// #7653, #8125, #8152: local protocol detection\n\trlocalProtocol = /^(?:about|app|app-storage|.+-extension|file|res|widget):$/,\n\trnoContent = /^(?:GET|HEAD)$/,\n\trprotocol = /^\\/\\//,\n\n\t/* Prefilters\n\t * 1) They are useful to introduce custom dataTypes (see ajax/jsonp.js for an example)\n\t * 2) These are called:\n\t *   - BEFORE asking for a transport\n\t *   - AFTER param serialization (s.data is a string if s.processData is true)\n\t * 3) key is the dataType\n\t * 4) the catchall symbol \"*\" can be used\n\t * 5) execution will start with transport dataType and THEN continue down to \"*\" if needed\n\t */\n\tprefilters = {},\n\n\t/* Transports bindings\n\t * 1) key is the dataType\n\t * 2) the catchall symbol \"*\" can be used\n\t * 3) selection will start with transport dataType and THEN go to \"*\" if needed\n\t */\n\ttransports = {},\n\n\t// Avoid comment-prolog char sequence (#10098); must appease lint and evade compression\n\tallTypes = \"*/\".concat(\"*\"),\n\n\t// Anchor tag for parsing the document origin\n\toriginAnchor = document.createElement(\"a\");\noriginAnchor.href = location.href;\n\n// Base \"constructor\" for jQuery.ajaxPrefilter and jQuery.ajaxTransport\nfunction

addToPrefiltersOrTransports(structure) {\n\n\t// dataTypeExpression is optional and defaults to \"*\"\n\treturn function(dataTypeExpression, func) {\n\n\t\tif (typeof dataTypeExpression !== \"string\") {\n\t\t\tfunc = dataTypeExpression;\n\t\t\tdataTypeExpression = \"*\";\n\t\t}\n\n\t\tvar dataType,\n\t\t\ti = 0,\n\t\t\tdataTypes = dataTypeExpression.toLowerCase().match(rnothtmlwhite) || [];\n\n\t\tif (isFunction(func)) {\n\n\t\t\t// For each dataType in the dataTypeExpression\n\t\t\twhile ((dataType = dataTypes[i++])) {\n\n\t\t\t\t// Prepend if requested\n\t\t\t\tif (dataType[0] === \"+\") {\n\t\t\t\t\tdataType = dataType.slice(1) || \"*\";\n\t\t\t\t\t(structure[dataType] = structure[dataType] || []).unshift(func);\n\n\t\t\t\t// Otherwise append\n\t\t\t\t} else {\n\t\t\t\t\t(structure[dataType] = structure[dataType] || []).push(func);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t};\n}\n\n// Base inspection function for prefilters and transports\nfunction inspectPrefiltersOrTransports(structure, options, originalOptions, jqXHR) {\n\n\tvar inspected = {},\n\t\tseekingTransport = (structure === transports);\n\n\tfunction inspect(dataType) {\n\t\tvar selected;\n\t\tinspected[dataType] = true;\n\t\tjQuery.each(structure[dataType] || [], function(_, prefilterOrFactory) {\n\t\t\tvar dataTypeOrTransport = prefilterOrFactory(options, originalOptions, jqXHR);\n\t\t\tif (typeof dataTypeOrTransport === \"string\" &&\n\t\t\t\t!seekingTransport && !inspected[dataTypeOrTransport]) {\n\t\t\t\toptions.dataTypes.unshift(dataTypeOrTransport);\n\t\t\t\tinspect(dataTypeOrTransport);\n\t\t\t\treturn false;\n\t\t\t} else if (seekingTransport) {\n\t\t\t\treturn !(selected = dataTypeOrTransport);\n\t\t\t}\n\t\t});\n\t\treturn selected;\n\t}\n\n\treturn inspect(options.dataTypes[0]) || !inspected[\"*\"] && inspect(\"*\");\n}\n\n// A special extend for ajax options\n// that takes \"flat\" options (not to be deep extended)\n// Fixes #9887\nfunction ajaxExtend(target, src) {\n\tvar key, deep,\n\t\tflatOptions = jQuery.ajaxSettings.flatOptions || {};\n\n\tfor (key in src) {\n\t\tif (src[key] !== undefined) {\n\t\t\t(flatOptions[key] ? target : (deep || (deep = {})))[key] = src[key];\n\t\t}\n\t}\n\tif (deep) {\n\t\tjQuery.extend(true, target, deep);\n\t}\n\n\treturn target;\n}\n\n/* Handles responses to an ajax request:\n * - finds the right dataType (mediates between content-type and expected dataType)\n * - returns the corresponding response\n */\nfunction ajaxHandleResponses(s, jqXHR, responses) {\n\n\tvar ct, type, finalDataType, firstDataType,\n\t\tcontents = s.contents,\n\t\tdataTypes = s.dataTypes;\n\n\t// Remove auto dataType and get content-type in the process\n\twhile (dataTypes[0] === \"*\") {\n\t\tdataTypes.shift();\n\t\tif (ct === undefined) {\n\t\t\tct = s.mimeType || jqXHR.getResponseHeader(\"Content-Type\");\n\t\t}\n\t}\n\n\t// Check if we're dealing with a known content-type\n\tif (ct) {\n\t\tfor (type in contents) {\n\t\t\tif (contents[type] && contents[type].test(ct)) {\n\t\t\t\tdataTypes.unshift(type);\n\t\t\t\tbreak;\n\t\t\t}\n\t\t}\n\t}\n\n\t// Check to see if we have a response for the expected dataType\n\tif (dataTypes[0] in responses) {\n\t\tfinalDataType = dataTypes[0];\n\t} else {\n\n\t\t// Try convertible dataTypes\n\t\tfor (type in responses) {\n\t\t\tif (!dataTypes[0] || s.converters[type + \" \" + dataTypes[0]]) {\n\t\t\t\tfinalDataType = type;\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tif (!firstDataType) {\n\t\t\t\tfirstDataType = type;\n\t\t\t}\n\t\t}\n\n\t\t// Or just use first one\n\t\tfinalDataType = finalDataType || firstDataType;\n\t}\n\n\t// If we found a dataType\n\t// We add the dataType to the list if needed\n\t// and return the corresponding response\n\tif (finalDataType) {\n\t\tif (finalDataType !== dataTypes[0]) {\n\t\t\tdataTypes.unshift(finalDataType);\n\t\t}\n\t\treturn responses[finalDataType];\n\t}\n}\n\n/* Chain conversions given the request and the original response\n * Also sets the responseXXX fields on the jqXHR instance\n */\nfunction ajaxConvert(s, response, jqXHR, isSuccess) {\n\tvar conv2, current, conv, tmp, prev,\n\t\tconverters = {},\n\n\t\t// Work with a copy of dataTypes in case we need to modify it for conversion\n\t\tdataTypes = s.dataTypes.slice();\n\n\t// Create converters map with lowercased keys\n\tif (dataTypes[1]) {\n\t\tfor (conv in s.converters) {\n\t\t\tconverters[conv.toLowerCase()] = s.converters[conv];\n\t\t}\n\t}\n\n\tcurrent = dataTypes.shift();\n\n\t// Convert to each sequential dataType\n\twhile (current) {\n\n\t\tif (s.responseFields[current]) {\n\t\t\tjqXHR[s.responseFields[current]] = response;\n\t\t}\n\n\t\t// Apply the dataFilter if provided\n\t\tif (!prev && isSuccess && s.dataFilter) {\n\t\t\tresponse = s.dataFilter(response, s.dataType);\n\t\t}\n\n\t\tprev = current;\n\t\tcurrent = dataTypes.shift();\n\n\t\tif (current) {\n\n\t\t\t// There's only work to do if current dataType is non-auto\n\t\t\tif (current === \"*\") {\n\n\t\t\t\tcurrent = prev;\n\n\t\t\t// Convert response if prev dataType is non-auto and differs from current\n\t\t\t} else if (prev !== \"*\" && prev !== current) {\n\n\t\t\t\t// Seek a direct converter\n\t\t\t\tconv = converters[prev + \" \" + current] || converters[\"* \" + current];\n\n\t\t\t\t// If none found, seek a pair\n\t\t\t\tif (!conv) {\n\t\t\t\t\tfor (conv2 in converters) {\n\n\t\t\t\t\t\t// If

conv2 outputs current\n\t\t\t\t\t\ttmp = conv2.split(\" \");\n\t\t\t\t\t\tif (tmp[1] === current) {\n\n\t\t\t\t\t\t\t// If prev can be converted to accepted input\n\t\t\t\t\t\t\tconv = converters[prev + \" \" + tmp[0]] ||\n\t\t\t\t\t\t\tconverters[\"* \" + tmp[0]];\n\t\t\t\t\t\t\tif (conv) {\n\n\t\t\t\t\t\t\t\t// Condense equivalence converters\n\t\t\t\t\t\t\t\tif (conv === true) {\n\t\t\t\t\t\t\t\t\tconv = converters[conv2];\n\n\t\t\t\t\t\t\t\t\t// Otherwise, insert the intermediate dataType\n\t\t\t\t\t\t\t\t} else if (converters[conv2] !== true) {\n\t\t\t\t\t\t\t\t\tcurrent = tmp[0];\n\t\t\t\t\t\t\t\t\tdataTypes.unshift(tmp[1]);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t// Apply converter (if not an equivalence)\n\t\t\tif (conv !== true) {\n\n\t\t\t\t// Unless errors are allowed to bubble, catch and return them\n\t\t\t\tif (conv && s.throws) {\n\t\t\t\t\tresponse = conv(response);\n\t\t\t\t} else {\n\t\t\t\t\ttry {\n\t\t\t\t\t\tresponse = conv(response);\n\t\t\t\t\t} catch (e) {\n\t\t\t\t\t\treturn {\n\t\t\t\t\t\t\tstate: \"parsererror\",\n\t\t\t\t\t\t\terror: conv ? e : \"No conversion from \" + prev + \" to \" + current\n\t\t\t\t\t\t};\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn { state: \"success\", data: response };\n}\n\njQuery.extend({\n\t// Counter for holding the number of active queries\n\tactive: 0,\n\n\t// Last-Modified header cache for next request\n\tlastModified: {},\n\tetag: {},\n\n\tajaxSettings: {\n\t\turl: location.href,\n\t\ttype: \"GET\",\n\t\tisLocal: rlocalProtocol.test(location.protocol),\n\t\tglobal: true,\n\t\tprocessData: true,\n\t\tasync: true,\n\t\tcontentType: \"application/x-www-form-urlencoded; charset=UTF-8\",\n\n\t\t/*\n\t\ttimeout: 0,\n\t\tdata: null,\n\t\tdataType: null,\n\t\tusername: null,\n\t\tpassword: null,\n\t\tcache: null,\n\t\tthrows: false,\n\t\ttraditional: false,\n\t\theaders: {},\n\t\t*/\n\n\t\taccepts: {\n\t\t\t\"*\": allTypes,\n\t\t\ttext: \"text/plain\",\n\t\t\thtml: \"text/html\",\n\t\t\txml: \"application/xml, text/xml\",\n\t\t\tjson: \"application/json, text/javascript\"\n\t\t},\n\n\t\tcontents: {\n\t\t\txml: /\\bxml\\b/,\n\t\t\thtml: /\\bhtml/,\n\t\t\tjson: /\\bjson\\b/\n\t\t},\n\n\t\tresponseFields: {\n\t\t\txml: \"responseXML\",\n\t\t\ttext: \"responseText\",\n\t\t\tjson: \"responseJSON\"\n\t\t},\n\n\t\t// Data converters\n\t\t// Keys separate source (or catchall \"*\") and destination types with a single space\n\t\tconverters: {\n\n\t\t\t// Convert anything to text\n\t\t\t\"* text\": String,\n\n\t\t\t// Text to html (true = no transformation)\n\t\t\t\"text html\": true,\n\n\t\t\t// Evaluate text as a json expression\n\t\t\t\"text json\": JSON.parse,\n\n\t\t\t// Parse text as xml\n\t\t\t\"text xml\": jQuery.parseXML\n\t\t},\n\n\t\t// For options that shouldn't be deep extended:\n\t\t// you can add your own custom options here if\n\t\t// and when you create one that shouldn't be\n\t\t// deep extended (see ajaxExtend)\n\t\tflatOptions: {\n\t\t\turl: true,\n\t\t\tcontext: true\n\t\t}\n\t},\n\n\t// Creates a full fledged settings object into target\n\t// with both ajaxSettings and settings fields.\n\t// If target is omitted, writes into ajaxSettings.\n\tajaxSetup: function(target, settings) {\n\t\treturn settings ?\n\n\t\t\t// Building a settings object\n\t\t\tajaxExtend(ajaxExtend(target, jQuery.ajaxSettings), settings) :\n\n\t\t\t// Extending ajaxSettings\n\t\t\tajaxExtend(jQuery.ajaxSettings, target);\n\t},\n\n\tajaxPrefilter: addToPrefiltersOrTransports(prefilters),\n\tajaxTransport: addToPrefiltersOrTransports(transports),\n\n\t// Main method\n\tajax: function(url, options) {\n\n\t\t// If url is an object, simulate pre-1.5 signature\n\t\tif (typeof url === \"object\") {\n\t\t\toptions = url;\n\t\t\turl = undefined;\n\t\t}\n\n\t\t// Force options to be an object\n\t\toptions = options || {};\n\n\t\tvar transport,\n\t\t\t// URL without anti-cache param\n\t\t\tcacheURL,\n\n\t\t\t// Response headers\n\t\t\tresponseHeadersString,\n\t\t\tresponseHeaders,\n\n\t\t\t// timeout handle\n\t\t\ttimeoutTimer,\n\n\t\t\t// Url cleanup var\n\t\t\turlAnchor,\n\n\t\t\t// Request state (becomes false upon send and true upon completion)\n\t\t\tcompleted,\n\n\t\t\t// To know if global events are to be dispatched\n\t\t\tfireGlobals,\n\n\t\t\t// Loop variable\n\t\t\ti,\n\n\t\t\t// uncached part of the url\n\t\t\tuncached,\n\n\t\t\t// Create the final options object\n\t\t\ts = jQuery.ajaxSetup({}, options),\n\n\t\t\t// Callbacks context\n\t\t\tcallbackContext = s.context || s,\n\n\t\t\t// Context for global events is callbackContext if it is a DOM node or jQuery collection\n\t\t\tglobalEventContext = s.context &&\n\t\t\t\t(callbackContext.nodeType || callbackContext.jquery) ?\n\t\t\t\t\tjQuery(callbackContext) :\n\t\t\t\t\tjQuery.event,\n\n\t\t\t// Deferreds\n\t\t\tdeferred = jQuery.Deferred(),\n\t\t\tcompleteDeferred = jQuery.Callbacks(\"once memory\"),\n\n\t\t\t// Status-dependent callbacks\n\t\t\tstatusCode = s.statusCode || {},\n\n\t\t\t// Headers (they are sent all at once)\n\t\t\trequestHeaders = {},\n\t\t\trequestHeadersNames = {},\n\n\t\t\t// Default abort message\n\t\t\tstrAbort = \"canceled\",\n\n\t\t\t// Fake xhr\n\t\t\tjqXHR = {\n\t\t\t\treadyState: 0,\n\n\t\t\t\t// Builds headers hashtable if needed\n\t\t\t\tgetResponseHeader: function(key) {\n\t\t\t\t\tvar match;\n\t\t\t\t\tif (completed) {\n\t\t\t\t\t\tif (!responseHeaders)

{\n\t\t\t\t\t\tresponseHeaders = {};\n\t\t\t\t\t\twhile ((match = rheaders.exec(responseHeadersString))) {\n\t\t\t\t\t\tresponseHeaders[match[1].toLowerCase()] = match[2];\n\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tmatch = responseHeaders[key.toLowerCase()];\n\t\t\t\t}\n\t\t\t\treturn match == null ? null : match;\n\t\t\t},\n\n\t\t\t\t// Raw string\n\t\t\tgetAllResponseHeaders: function() {\n\t\t\t\treturn completed ? responseHeadersString : null;\n\t\t\t},\n\n\t\t\t\t// Caches the header\n\t\t\tsetRequestHeader: function(name, value) {\n\t\t\t\tif (completed == null) {\n\t\t\t\t\tname = requestHeadersNames[name.toLowerCase()] =\n\t\t\t\t\t\trequestHeadersNames[name.toLowerCase()] || name;\n\t\t\t\t\trequestHeaders[name] = value;\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t\t// Overrides response content-type header\n\t\t\toverrideMimeType: function(type) {\n\t\t\t\tif (completed == null) {\n\t\t\t\t\ts.mimeType = type;\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t\t// Status-dependent callbacks\n\t\t\tstatusCode: function(map) {\n\t\t\t\tvar code;\n\t\t\t\tif (map) {\n\t\t\t\t\tif (completed) {\n\n\t\t\t\t\t\t\t// Execute the appropriate callbacks\n\t\t\t\t\t\tjqXHR.always(map[jqXHR.status]);\n\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t// Lazy-add the new callbacks in a way that preserves old ones\n\t\t\t\t\t\tfor (code in map) {\n\t\t\t\t\t\t\tstatusCode[code] = [statusCode[code], map[code]];\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t\t// Cancel the request\n\t\t\tabort: function(statusText) {\n\t\t\t\tvar finalText = statusText || strAbort;\n\t\t\t\tif (transport) {\n\t\t\t\t\ttransport.abort(finalText);\n\t\t\t\t}\n\t\t\t\tdone(0, finalText);\n\t\t\t\treturn this;\n\t\t\t}\n\t\t};\n\n\t\t// Attach deferreds\n\t\tdeferred.promise(jqXHR);\n\n\t\t// Add protocol if not provided (prefilters might expect it)\n\t\t// Handle falsy url in the settings object (#10093: consistency with old signature)\n\t\t// We also use the url parameter if available\n\t\ts.url = ((url || s.url || location.href) + "")\n\t\t\t.replace(rprotocol, location.protocol + "//");\n\n\t\t// Alias method option to type as per ticket #12004\n\t\ts.type = options.method || options.type || s.method || s.type;\n\n\t\t// Extract dataTypes list\n\t\ts.dataTypes = (s.dataType || "*").toLowerCase().match(rnothtmlwhite) || [""];\n\n\t\t// A cross-domain request is in order when the origin doesn't match the current origin.\n\t\tif (s.crossDomain == null) {\n\t\t\turlAnchor = document.createElement("a");\n\n\t\t\t// Support: IE <=8 - 11, Edge 12 - 15\n\t\t\t// IE throws exception on accessing the href property if url is malformed,\n\t\t\t// e.g. http://example.com:80x/\n\t\t\ttry {\n\t\t\t\turlAnchor.href = s.url;\n\n\t\t\t\t// Support: IE <=8 - 11 only\n\t\t\t\t// Anchor's host property isn't correctly set when s.url is relative\n\t\t\t\turlAnchor.href = urlAnchor.href;\n\t\t\t\ts.crossDomain = originAnchor.protocol + "//" + originAnchor.host !==\n\t\t\t\t\turlAnchor.protocol + "//" + urlAnchor.host;\n\t\t\t} catch (e) {\n\n\t\t\t\t\t// If there is an error parsing the URL, assume it is crossDomain,\n\t\t\t\t\t// it can be rejected by the transport if it is invalid\n\t\t\t\ts.crossDomain = true;\n\t\t\t}\n\t\t}\n\n\t\t// Convert data if not already a string\n\t\tif (s.data && s.processData && typeof s.data !== "string") {\n\t\t\ts.data = jQuery.param(s.data, s.traditional);\n\t\t}\n\n\t\t// Apply prefilters\n\t\tinspectPrefiltersOrTransports(prefilters, s, options, jqXHR);\n\n\t\t// If request was aborted inside a prefilter, stop there\n\t\tif (completed) {\n\t\t\treturn jqXHR;\n\t\t}\n\n\t\t// We can fire global events as of now if asked to\n\t\t// Don't fire events if jQuery.event is undefined in an AMD-usage scenario (#15118)\n\t\tfireGlobals = jQuery.event && s.global;\n\n\t\t// Watch for a new set of requests\n\t\tif (fireGlobals && jQuery.active++ === 0) {\n\t\t\tjQuery.event.trigger("ajaxStart");\n\t\t}\n\n\t\t// Uppercase the type\n\t\ts.type = s.type.toUpperCase();\n\n\t\t// Determine if request has content\n\t\ts.hasContent = !rnoContent.test(s.type);\n\n\t\t// Save the URL in case we're toying with the If-Modified-Since\n\t\t// and/or If-None-Match header later on\n\t\t// Remove hash to simplify url manipulation\n\t\tcacheURL = s.url.replace(rhash, "");\n\n\t\t// More options handling for requests with no content\n\t\tif (!s.hasContent) {\n\n\t\t\t\t// Remember the hash so we can put it back\n\t\t\tuncached = s.url.slice(cacheURL.length);\n\n\t\t\t\t// If data is available and should be processed, append data to url\n\t\t\tif (s.data && (s.processData || typeof s.data === "string")) {\n\t\t\t\tcacheURL += (rquery.test(cacheURL) ? "&" : "?") + s.data;\n\n\t\t\t\t\t// #9682: remove data so that it's not used in an eventual retry\n\t\t\t\tdelete s.data;\n\t\t\t}\n\n\t\t\t\t// Add or update anti-cache param if needed\n\t\t\tif (s.cache === false) {\n\t\t\t\tcacheURL = cacheURL.replace(rantiCache, "$1");\n\t\t\t\tuncached = (rquery.test(cacheURL) ? "&" : "?") + "_=" + (nonce++) + uncached;\n\t\t\t}\n\n\t\t\t\t// Put hash and anti-cache on the URL that will be requested (gh-1732)\n\t\t\ts.url = cacheURL + uncached;\n\n\t\t\t\t// Change '%20' to '+' if this is encoded form body content (gh-2658)\n\t\t} else if (s.data && s.processData &&\n\t\t\t(s.contentType || ""

).indexOf(\"application/x-www-form-urlencoded\") === 0) {\n\t\t\ts.data = s.data.replace(r20, \"+\");\n\t\t}\n\n\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\tif (s.ifModified) {\n\t\t\tif (jQuery.lastModified[cacheURL]) {\n\t\t\t\tjqXHR.setRequestHeader(\"If-Modified-Since\", jQuery.lastModified[cacheURL]);\n\t\t\t}\n\t\t\tif (jQuery.etag[cacheURL]) {\n\t\t\t\tjqXHR.setRequestHeader(\"If-None-Match\", jQuery.etag[cacheURL]);\n\t\t\t}\n\t\t}\n\n\t\t// Set the correct header, if data is being sent\n\t\tif (s.data && s.hasContent && s.contentType !== false || options.contentType) {\n\t\t\tjqXHR.setRequestHeader(\"Content-Type\", s.contentType);\n\t\t}\n\n\t\t// Set the Accepts header for the server, depending on the dataType\n\t\tjqXHR.setRequestHeader(\n\t\t\t\"Accept\",\n\t\t\tts.dataTypes[0] && s.accepts[s.dataTypes[0]] ?\n\t\t\t\tts.accepts[s.dataTypes[0]] +\n\t\t\t\t\t(s.dataTypes[0] !== \"*\" ? \", \" + allTypes + \"; q=0.01\" : \"\") :\n\t\t\t\tts.accepts[\"*\"]\n\t\t\t);\n\n\t\t// Check for headers option\n\t\tfor (i in s.headers) {\n\t\t\tjqXHR.setRequestHeader(i, s.headers[i]);\n\t\t}\n\n\t\t// Allow custom headers/mimetypes and early abort\n\t\tif (s.beforeSend &&\n\t\t\t(s.beforeSend.call(callbackContext, jqXHR, s) === false || completed)) {\n\n\t\t\t// Abort if not done already and return\n\t\t\treturn jqXHR.abort();\n\t\t}\n\n\t\t// Aborting is no longer a cancellation\n\t\tstrAbort = \"abort\";\n\n\t\t// Install callbacks on deferreds\n\t\tcompleteDeferred.add(s.complete);\n\t\tjqXHR.done(s.success);\n\t\tjqXHR.fail(s.error);\n\n\t\t// Get transport\n\t\ttransport = inspectPrefiltersOrTransports(transports, s, options, jqXHR);\n\n\t\t// If no transport, we auto-abort\n\t\tif (!transport) {\n\t\t\tdone(-1, \"No Transport\");\n\t\t} else {\n\t\t\tjqXHR.readyState = 1;\n\n\t\t\t// Send global event\n\t\t\tif (fireGlobals) {\n\t\t\t\tglobalEventContext.trigger(\"ajaxSend\", [jqXHR, s]);\n\t\t\t}\n\n\t\t\t// If request was aborted inside ajaxSend, stop there\n\t\t\tif (completed) {\n\t\t\t\treturn jqXHR;\n\t\t\t}\n\n\t\t\t// Timeout\n\t\t\tif (s.async && s.timeout > 0) {\n\t\t\t\ttimeoutTimer = window.setTimeout(function() {\n\t\t\t\t\tjqXHR.abort(\"timeout\");\n\t\t\t\t}, s.timeout);\n\t\t\t}\n\n\t\t\ttry {\n\t\t\t\tcompleted = false;\n\t\t\t\ttransport.send(requestHeaders, done);\n\t\t\t} catch (e) {\n\n\t\t\t\t// Rethrow post-completion exceptions\n\t\t\t\tif (completed) {\n\t\t\t\t\tthrow e;\n\t\t\t\t}\n\n\t\t\t\t// Propagate others as results\n\t\t\t\tdone(-1, e);\n\t\t\t}\n\t\t}\n\n\t\t// Callback for when everything is done\n\t\tfunction done(status, nativeStatusText, responses, headers) {\n\t\t\tvar isSuccess, success, error, response, modified,\n\t\t\t\tstatusText = nativeStatusText;\n\n\t\t\t// Ignore repeat invocations\n\t\t\tif (completed) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\tcompleted = true;\n\n\t\t\t// Clear timeout if it exists\n\t\t\tif (timeoutTimer) {\n\t\t\t\twindow.clearTimeout(timeoutTimer);\n\t\t\t}\n\n\t\t\t// Dereference transport for early garbage collection\n\t\t\t// (no matter how long the jqXHR object will be used)\n\t\t\ttransport = undefined;\n\n\t\t\t// Cache response headers\n\t\t\tresponseHeadersString = headers || \"\";\n\n\t\t\t// Set readyState\n\t\t\tjqXHR.readyState = status > 0 ? 4 : 0;\n\n\t\t\t// Determine if successful\n\t\t\tisSuccess = status >= 200 && status < 300 || status === 304;\n\n\t\t\t// Get response data\n\t\t\tif (responses) {\n\t\t\t\tresponse = ajaxHandleResponses(s, jqXHR, responses);\n\t\t\t}\n\n\t\t\t// Convert no matter what (that way responseXXX fields are always set)\n\t\t\tresponse = ajaxConvert(s, response, jqXHR, isSuccess);\n\n\t\t\t// If successful, handle type chaining\n\t\t\tif (isSuccess) {\n\n\t\t\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\t\t\tif (s.ifModified) {\n\t\t\t\t\tmodified = jqXHR.getResponseHeader(\"Last-Modified\");\n\t\t\t\t\tif (modified) {\n\t\t\t\t\t\tjQuery.lastModified[cacheURL] = modified;\n\t\t\t\t\t}\n\t\t\t\t\tmodified = jqXHR.getResponseHeader(\"etag\");\n\t\t\t\t\tif (modified) {\n\t\t\t\t\t\tjQuery.etag[cacheURL] = modified;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// if no content\n\t\t\t\tif (status === 204 || s.type === \"HEAD\") {\n\t\t\t\t\tstatusText = \"nocontent\";\n\n\t\t\t\t// if not modified\n\t\t\t\t} else if (status === 304) {\n\t\t\t\t\tstatusText = \"notmodified\";\n\n\t\t\t\t// If we have data, let's convert it\n\t\t\t\t} else {\n\t\t\t\t\tstatusText = response.state;\n\t\t\t\t\tsuccess = response.data;\n\t\t\t\t\terror = response.error;\n\t\t\t\t\tisSuccess = !error;\n\t\t\t\t}\n\t\t\t} else {\n\n\t\t\t\t// Extract error from statusText and normalize for non-aborts\n\t\t\t\terror = statusText;\n\t\t\t\tif (status || !statusText) {\n\t\t\t\t\tstatusText = \"error\";\n\t\t\t\t\tif (status < 0) {\n\t\t\t\t\t\tstatus = 0;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Set data for the fake xhr object\n\t\t\tjqXHR.status = status;\n\t\t\tjqXHR.statusText = (nativeStatusText || statusText) + \"\";\n\n\t\t\t// Success/Error\n\t\t\tif (isSuccess) {\n\t\t\t\tdeferred.resolveWith(callbackContext, [success, statusText, jqXHR]);\n\t\t\t} else {\n\t\t\t\tdeferred.rejectWith(callbackContext, [jqXHR, statusText, error]);\n\t\t\t}\n\n\t\t\t// Status-dependent callbacks\n\t\t\tjqXHR.statusCode(statusCode);\n\t\t\tstatusCode = undefined;\n\n\t\t\tif (fireGlobals)

{\n\t\t\tglobalEventContext.trigger(isSuccess ? \"ajaxSuccess\" : \"ajaxError\",\n\t\t\t\t[jqXHR, s, isSuccess ? success : error]);\n\t\t\t}\n\n\t\t\t// Complete\n\t\t\tcompleteDeferred.fireWith(callbackContext, [jqXHR, statusText]);\n\n\t\t\tif (fireGlobals) {\n\t\t\t\tglobalEventContext.trigger(\"ajaxComplete\", [jqXHR, s]);\n\n\t\t\t\t// Handle the global AJAX counter\n\t\t\t\tif (!(--jQuery.active)) {\n\t\t\t\t\tjQuery.event.trigger(\"ajaxStop\");\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn jqXHR;\n\t},\n\n\tgetJSON: function(url, data, callback) {\n\t\treturn jQuery.get(url, data, callback, \"json\");\n\t},\n\n\tgetScript: function(url, callback) {\n\t\treturn jQuery.get(url, undefined, callback, \"script\");\n\t}\n});\n\njQuery.each([\"get\", \"post\"], function(i, method) {\n\tjQuery[method] = function(url, data, callback, type) {\n\n\t\t// Shift arguments if data argument was omitted\n\t\tif (isFunction(data)) {\n\t\t\ttype = type || callback;\n\t\t\tcallback = data;\n\t\t\tdata = undefined;\n\t\t}\n\n\t\t// The url can be an options object (which then must have .url)\n\t\treturn jQuery.ajax(jQuery.extend({\n\t\t\turl: url,\n\t\t\ttype: method,\n\t\t\tdataType: type,\n\t\t\tdata: data,\n\t\t\tsuccess: callback\n\t\t}, jQuery.isPlainObject(url) && url));\n\t};\n});\n\n\njQuery._evalUrl = function(url) {\n\treturn jQuery.ajax({\n\t\turl: url,\n\n\t\t// Make this explicit, since user can override this through ajaxSetup (#11264)\n\t\ttype: \"GET\",\n\t\tdataType: \"script\",\n\t\tcache: true,\n\t\tasync: false,\n\t\tglobal: false,\n\t\t\"throws\": true\n\t});\n};\n\n\njQuery.fn.extend({\n\twrapAll: function(html) {\n\t\tvar wrap;\n\n\t\tif (this[0]) {\n\t\t\tif (isFunction(html)) {\n\t\t\t\thtml = html.call(this[0]);\n\t\t\t}\n\n\t\t\t// The elements to wrap the target around\n\t\t\twrap = jQuery(html, this[0].ownerDocument).eq(0).clone(true);\n\n\t\t\tif (this[0].parentNode) {\n\t\t\t\twrap.insertBefore(this[0]);\n\t\t\t}\n\n\t\t\twrap.map(function() {\n\t\t\t\tvar elem = this;\n\n\t\t\t\twhile (elem.firstElementChild) {\n\t\t\t\t\telem = elem.firstElementChild;\n\t\t\t\t}\n\n\t\t\t\treturn elem;\n\t\t\t}).append(this);\n\t\t}\n\n\t\treturn this;\n\t},\n\n\twrapInner: function(html) {\n\t\tif (isFunction(html)) {\n\t\t\treturn this.each(function(i) {\n\t\t\t\tjQuery(this).wrapInner(html.call(this, i));\n\t\t\t});\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar self = jQuery(this),\n\t\t\t\tcontents = self.contents();\n\n\t\t\tif (contents.length) {\n\t\t\t\tcontents.wrapAll(html);\n\n\t\t\t} else {\n\t\t\t\tself.append(html);\n\t\t\t}\n\t\t});\n\t},\n\n\twrap: function(html) {\n\t\tvar htmlIsFunction = isFunction(html);\n\n\t\treturn this.each(function(i) {\n\t\t\tjQuery(this).wrapAll(htmlIsFunction ? html.call(this, i) : html);\n\t\t});\n\t},\n\n\tunwrap: function(selector) {\n\t\tthis.parent(selector).not(\"body\").each(function() {\n\t\t\tjQuery(this).replaceWith(this.childNodes);\n\t\t});\n\t\treturn this;\n\t}\n});\n\n\njQuery.expr.pseudos.hidden = function(elem) {\n\treturn !jQuery.expr.pseudos.visible(elem);\n};\njQuery.expr.pseudos.visible = function(elem) {\n\treturn !!(elem.offsetWidth || elem.offsetHeight || elem.getClientRects().length);\n};\n\n\n\njQuery.ajaxSettings.xhr = function() {\n\ttry {\n\t\treturn new window.XMLHttpRequest();\n\t} catch (e) {}\n};\n\nvar xhrSuccessStatus = {\n\n\t\t// File protocol always yields status code 0, assume 200\n\t\t0: 200,\n\n\t\t// Support: IE <=9 only\n\t\t// #1450: sometimes IE returns 1223 when it should be 204\n\t\t1223: 204\n\t},\n\txhrSupported = jQuery.ajaxSettings.xhr();\n\nsupport.cors = !!xhrSupported && (\"withCredentials\" in xhrSupported);\nsupport.ajax = xhrSupported = !!xhrSupported;\n\njQuery.ajaxTransport(function(options) {\n\tvar callback, errorCallback;\n\n\t// Cross domain only allowed if supported through XMLHttpRequest\n\tif (support.cors || xhrSupported && !options.crossDomain) {\n\t\treturn {\n\t\t\tsend: function(headers, complete) {\n\t\t\t\tvar i,\n\t\t\t\t\txhr = options.xhr();\n\n\t\t\t\txhr.open(\n\t\t\t\t\toptions.type,\n\t\t\t\t\toptions.url,\n\t\t\t\t\toptions.async,\n\t\t\t\t\toptions.username,\n\t\t\t\t\toptions.password\n\t\t\t\t);\n\n\t\t\t\t// Apply custom fields if provided\n\t\t\t\tif (options.xhrFields) {\n\t\t\t\t\tfor (i in options.xhrFields) {\n\t\t\t\t\t\txhr[i] = options.xhrFields[i];\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Override mime type if needed\n\t\t\t\tif (options.mimeType && xhr.overrideMimeType) {\n\t\t\t\t\txhr.overrideMimeType(options.mimeType);\n\t\t\t\t}\n\n\t\t\t\t// X-Requested-With header\n\t\t\t\t// For cross-domain requests, seeing as conditions for a preflight are\n\t\t\t\t// akin to a jigsaw puzzle, we simply never set it to be sure.\n\t\t\t\t// (it can always be set on a per-request basis or even using ajaxSetup)\n\t\t\t\t// For same-domain requests, won't change header if already provided.\n\t\t\t\tif (!options.crossDomain && !headers[\"X-Requested-With\"]) {\n\t\t\t\t\theaders[\"X-Requested-With\"] = \"XMLHttpRequest\";\n\t\t\t\t}\n\n\t\t\t\t// Set headers\n\t\t\t\tfor (i in headers) {\n\t\t\t\t\txhr.setRequestHeader(i, headers[i]);\n\t\t\t\t}\n\n\t\t\t\t// Callback\n\t\t\t\tcallback = function(type) {\n\t\t\t\t\treturn function() {\n\t\t\t\t\t\tif (callback)

{\n\t\t\t\t\t\tcallback = errorCallback = xhr.onload =\n\t\t\t\t\t\txhr.onerror = xhr.onabort = xhr.ontimeout =\n\t\t\t\t\t\txhr.onreadystatechange = null;\n\n\t\t\t\t\t\tif (type === \"abort\") {\n\t\t\t\t\t\t\txhr.abort();\n\t\t\t\t\t\t} else if (type === \"error\") {\n\n\t\t\t\t\t\t\t// Support: IE <=9 only\n\t\t\t\t\t\t\t// On a manual native abort, IE9 throws\n\t\t\t\t\t\t\t// errors on any property access that is not readyState\n\t\t\t\t\t\t\tif (typeof xhr.status !== \"number\") {\n\t\t\t\t\t\t\t\tcomplete(0, \"error\");\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tcomplete(\n\n\t\t\t\t\t\t\t\t\t// File: protocol always yields status 0; see #8605, #14207\n\t\t\t\t\t\t\t\t\txhr.status,\n\t\t\t\t\t\t\t\t\txhr.statusText\n\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\tcomplete(\n\n\t\t\t\t\t\t\t\txhrSuccessStatus[xhr.status] || xhr.status,\n\t\t\t\t\t\t\t\txhr.statusText,\n\n\t\t\t\t\t\t\t\t// Support: IE <=9 only\n\t\t\t\t\t\t\t\t// IE9 has no XHR2 but throws on binary (trac-11426)\n\t\t\t\t\t\t\t\t// For XHR2 non-text, let the caller handle it (gh-2498)\n\t\t\t\t\t\t\t\t(xhr.responseType || \"text\") !== \"text\" ||\n\t\t\t\t\t\t\t\ttypeof xhr.responseText !== \"string\" ?\n\t\t\t\t\t\t\t\t\t{ binary: xhr.response } :\n\t\t\t\t\t\t\t\t\t{ text: xhr.responseText },\n\t\t\t\t\t\t\t\txhr.getAllResponseHeaders()\n\t\t\t\t\t\t\t);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t\t};\n\n\t\t\t// Listen to events\n\t\t\txhr.onload = callback();\n\t\t\terrorCallback = xhr.onerror = xhr.ontimeout = callback(\"error\");\n\n\t\t\t// Support: IE 9 only\n\t\t\t// Use onreadystatechange to replace onabort\n\t\t\t// to handle uncaught aborts\n\t\t\tif (xhr.onabort !== undefined) {\n\t\t\t\txhr.onabort = errorCallback;\n\t\t\t} else {\n\t\t\t\txhr.onreadystatechange = function() {\n\n\t\t\t\t\t// Check readyState before timeout as it changes\n\t\t\t\t\tif (xhr.readyState === 4) {\n\n\t\t\t\t\t\t// Allow onerror to be called first,\n\t\t\t\t\t\t// but that will not handle a native abort\n\t\t\t\t\t\t// Also, save errorCallback to a variable\n\t\t\t\t\t\t// as xhr.onerror cannot be accessed\n\t\t\t\t\t\twindow.setTimeout(function() {\n\t\t\t\t\t\t\tif (callback) {\n\t\t\t\t\t\t\t\terrorCallback();\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t});\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t\t}\n\n\t\t\t// Create the abort callback\n\t\t\tcallback = callback(\"abort\");\n\t\t\ttry {\n\n\t\t\t\t// Do send the request (this may raise an exception)\n\t\t\t\txhr.send(options.hasContent && options.data || null);\n\t\t\t} catch (e) {\n\n\t\t\t\t// #14683: Only rethrow if this hasn't been notified as an error yet\n\t\t\t\tif (callback) {\n\t\t\t\t\tthrow e;\n\t\t\t\t}\n\t\t\t}\n\t\t},\n\n\t\tabort: function() {\n\t\t\tif (callback) {\n\t\t\t\tcallback();\n\t\t\t}\n\t\t}\n\t};\n});\n\n\n\n\n// Prevent auto-execution of scripts when no explicit dataType was provided (See gh-2432)\njQuery.ajaxPrefilter(function(s) {\n\tif (s.crossDomain) {\n\t\ts.contents.script = false;\n\t}\n});\n\n// Install script dataType\njQuery.ajaxSetup({\n\taccepts: {\n\t\tscript: \"text/javascript, application/javascript, \" +\n\t\t\t\"application/ecmascript, application/x-ecmascript\"\n\t},\n\tcontents: {\n\t\tscript: /\\b(?:java|ecma)script\\b/\n\t},\n\tconverters: {\n\t\t\"text script\": function(text) {\n\t\t\tjQuery.globalEval(text);\n\t\t\treturn text;\n\t\t}\n\t}\n});\n\n// Handle cache's special case and crossDomain\njQuery.ajaxPrefilter(\"script\", function(s) {\n\tif (s.cache === undefined) {\n\t\ts.cache = false;\n\t}\n\tif (s.crossDomain) {\n\t\ts.type = \"GET\";\n\t}\n});\n\n// Bind script tag hack transport\njQuery.ajaxTransport(\"script\", function(s) {\n\n\t// This transport only deals with cross domain requests\n\tif (s.crossDomain) {\n\t\tvar script, callback;\n\t\treturn {\n\t\t\tsend: function(_, complete) {\n\t\t\t\tscript = jQuery(\"<script>\").prop({\n\t\t\t\t\tcharset: s.scriptCharset,\n\t\t\t\t\tsrc: s.url\n\t\t\t\t}).on(\n\t\t\t\t\t\"load error\",\n\t\t\t\t\tcallback = function(evt) {\n\t\t\t\t\t\tscript.remove();\n\t\t\t\t\t\tcallback = null;\n\t\t\t\t\t\tif (evt) {\n\t\t\t\t\t\t\tcomplete(evt.type === \"error\" ? 404 : 200, evt.type);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t);\n\n\t\t\t\t// Use native DOM manipulation to avoid our domManip AJAX trickery\n\t\t\t\tdocument.head.appendChild(script[0]);\n\t\t\t},\n\t\t\tabort: function() {\n\t\t\t\tif (callback) {\n\t\t\t\t\tcallback();\n\t\t\t\t}\n\t\t\t}\n\t\t};\n\t}\n});\n\n\n\n\nvar oldCallbacks = [],\n\trjsonp = /(=)\\?(?=&|$)|\\?\\?/;\n\n// Default jsonp settings\njQuery.ajaxSetup({\n\tjsonp: \"callback\",\n\tjsonpCallback: function() {\n\t\tvar callback = oldCallbacks.pop() || (jQuery.expando + \"_\" + (nonce++));\n\t\tthis[callback] = true;\n\t\treturn callback;\n\t}\n});\n\n// Detect, normalize options and install callbacks for jsonp requests\njQuery.ajaxPrefilter(\"json jsonp\", function(s, originalSettings, jqXHR) {\n\n\tvar callbackName, overwritten, responseContainer,\n\t\tjsonProp = s.jsonp !== false && (rjsonp.test(s.url) ?\n\t\t\t\"url\" :\n\t\t\ttypeof s.data === \"string\" &&\n\t\t\t\t(s.contentType || \"\")\n\t\t\t\t\t.indexOf(\"application/x-www-form-urlencoded\") === 0 &&\n\t\t\t\trjsonp.test(s.data) && \"data\"\n\t\t);\n\n\t// Handle iff the expected data type is

\"jsonp\" or we have a parameter to set\n\tif (jsonProp || s.dataTypes[0] === \"jsonp\") {\n\n\t\t// Get callback name, remembering preexisting value associated with it\n\t\tcallbackName = s.jsonpCallback = isFunction(s.jsonpCallback) ?\n\t\t\ts.jsonpCallback() :\n\t\t\ts.jsonpCallback;\n\n\t\t// Insert callback into url or form data\n\t\tif (jsonProp) {\n\t\t\ts[jsonProp] = s[jsonProp].replace(rjsonp, \"$1\" + callbackName);\n\t\t} else if (s.jsonp !== false) {\n\t\t\ts.url += (rquery.test(s.url) ? \"&\" : \"?\") + s.jsonp + \"=\" + callbackName;\n\t\t}\n\n\t\t// Use data converter to retrieve json after script execution\n\t\ts.converters[\"script json\"] = function() {\n\t\t\tif (!responseContainer) {\n\t\t\t\tjQuery.error(callbackName + \" was not called\");\n\t\t\t}\n\t\t\treturn responseContainer[0];\n\t\t};\n\n\t\t// Force json dataType\n\t\ts.dataTypes[0] = \"json\";\n\n\t\t// Install callback\n\t\toverwritten = window[callbackName];\n\t\twindow[callbackName] = function() {\n\t\t\tresponseContainer = arguments;\n\t\t};\n\n\t\t// Clean-up function (fires after converters)\n\t\tjqXHR.always(function() {\n\n\t\t\t// If previous value didn't exist - remove it\n\t\t\tif (overwritten === undefined) {\n\t\t\t\tjQuery(window).removeProp(callbackName);\n\n\t\t\t// Otherwise restore preexisting value\n\t\t\t} else {\n\t\t\t\twindow[callbackName] = overwritten;\n\t\t\t}\n\n\t\t\t// Save back as free\n\t\t\tif (s[callbackName]) {\n\n\t\t\t\t// Make sure that re-using the options doesn't screw things around\n\t\t\t\ts.jsonpCallback = originalSettings.jsonpCallback;\n\n\t\t\t\t// Save the callback name for future use\n\t\t\t\toldCallbacks.push(callbackName);\n\t\t\t}\n\n\t\t\t// Call if it was a function and we have a response\n\t\t\tif (responseContainer && isFunction(overwritten)) {\n\t\t\t\toverwritten(responseContainer[0]);\n\t\t\t}\n\n\t\t\tresponseContainer = overwritten = undefined;\n\t\t});\n\n\t\t// Delegate to script\n\t\treturn \"script\";\n\t}\n});\n\n\n\n\n// Support: Safari 8 only\n// In Safari 8 documents created via document.implementation.createHTMLDocument\n// collapse sibling forms: the second one becomes a child of the first one.\n// Because of that, this security measure has to be disabled in Safari 8.\n// https://bugs.webkit.org/show_bug.cgi?id=137337\nsupport.createHTMLDocument = (function() {\n\tvar body = document.implementation.createHTMLDocument(\"\").body;\n\tbody.innerHTML = \"<form></form><form></form>\";\n\treturn body.childNodes.length === 2;\n})();\n\n\n// Argument \"data\" should be string of html\n// context (optional): If specified, the fragment will be created in this context,\n// defaults to document\n// keepScripts (optional): If true, will include scripts passed in the html string\njQuery.parseHTML = function(data, context, keepScripts) {\n\tif (typeof data !== \"string\") {\n\t\treturn [];\n\t}\n\tif (typeof context === \"boolean\") {\n\t\tkeepScripts = context;\n\t\tcontext = false;\n\t}\n\n\tvar base, parsed, scripts;\n\n\tif (!context) {\n\n\t\t// Stop scripts or inline event handlers from being executed immediately\n\t\t// by using document.implementation\n\t\tif (support.createHTMLDocument) {\n\t\t\tcontext = document.implementation.createHTMLDocument(\"\");\n\n\t\t\t// Set the base href for the created document\n\t\t\t// so any parsed elements with URLs\n\t\t\t// are based on the document's URL (gh-2965)\n\t\t\tbase = context.createElement(\"base\");\n\t\t\tbase.href = document.location.href;\n\t\t\tcontext.head.appendChild(base);\n\t\t} else {\n\t\t\tcontext = document;\n\t\t}\n\t}\n\n\tparsed = rsingleTag.exec(data);\n\tscripts = !keepScripts && [];\n\n\t// Single tag\n\tif (parsed) {\n\t\treturn [context.createElement(parsed[1])];\n\t}\n\n\tparsed = buildFragment([data], context, scripts);\n\n\tif (scripts && scripts.length) {\n\t\tjQuery(scripts).remove();\n\t}\n\n\treturn jQuery.merge([], parsed.childNodes);\n};\n\n\n/**\n * Load a url into a page\n */\njQuery.fn.load = function(url, params, callback) {\n\tvar selector, type, response,\n\t\tself = this,\n\t\toff = url.indexOf(\" \");\n\n\tif (off > -1) {\n\t\tselector = stripAndCollapse(url.slice(off));\n\t\turl = url.slice(0, off);\n\t}\n\n\t// If it's a function\n\tif (isFunction(params)) {\n\n\t\t// We assume that it's the callback\n\t\tcallback = params;\n\t\tparams = undefined;\n\n\t// Otherwise, build a param string\n\t} else if (params && typeof params === \"object\") {\n\t\ttype = \"POST\";\n\t}\n\n\t// If we have elements to modify, make the request\n\tif (self.length > 0) {\n\t\tjQuery.ajax({\n\t\t\turl: url,\n\n\t\t\t// If \"type\" variable is undefined, then \"GET\" method will be used.\n\t\t\t// Make value of this field explicit since\n\t\t\t// user can override it through ajaxSetup method\n\t\t\ttype: type || \"GET\",\n\t\t\tdataType: \"html\",\n\t\t\tdata: params\n\t\t}).done(function(responseText) {\n\n\t\t\t// Save response for use in complete callback\n\t\t\tresponse = arguments;\n\n\t\t\tself.html(selector ?\n\n\t\t\t\t// If a selector was specified, locate the right elements in a dummy div\n\t\t\t\t// Exclude scripts to avoid IE 'Permission Denied' errors\n\t\t\t\tjQuery(\"<div>\").append(jQuery.parseHTML(responseText)).find(selector) :\n\n\t\t\t\t//
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Otherwise use the full result\n\t\t\t\tresponseText );\n\n\t\t\t// If the request succeeds, this function gets \"data\", \"status\", \"jqXHR\"\n\t\t// but they are ignored because response was set above.\n\t\t// If it fails, this function gets \"jqXHR\", \"status\", \"error\"\n\t\t} ).always( callback && function( jqXHR, status ) {\n\t\t\tself.each( function() {\n\t\t\t\tcallback.apply( this, response || [ jqXHR.responseText, status, jqXHR ] );\n\t\t\t} );\n\t\t} );\n\t}\n\n\treturn this;\n};\n\n\n\n\n// Attach a bunch of functions for handling common AJAX events\njQuery.each( [\n\t\"ajaxStart\",\n\t\"ajaxStop\",\n\t\"ajaxComplete\",\n\t\"ajaxError\",\n\t\"ajaxSuccess\",\n\t\"ajaxSend\"\n], function( i, type ) {\n\tjQuery.fn[ type ] = function( fn ) {\n\t\treturn this.on( type, fn );\n\t};\n} );\n\n\n\n\njQuery.expr.pseudos.animated = function( elem ) {\n\treturn jQuery.grep( jQuery.timers, function( fn ) {\n\t\treturn elem === fn.elem;\n\t} ).length;\n};\n\n\n\n\njQuery.offset = {\n\tsetOffset: function( elem, options, i ) {\n\t\tvar curPosition, curLeft, curCSSTop, curTop, curOffset, curCSSLeft, calculatePosition,\n\t\t\tposition = jQuery.css( elem, \"position\" ),\n\t\t\tcurElem = jQuery( elem ),\n\t\t\tprops = {};\n\n\t\t\t// Set position first, in-case top/left are set even on static elem\n\t\tif ( position === \"static\" ) {\n\t\t\telem.style.position = \"relative\";\n\t\t}\n\n\t\tcurOffset = curElem.offset();\n\t\tcurCSSTop = jQuery.css( elem, \"top\" );\n\t\tcurCSSLeft = jQuery.css( elem, \"left\" );\n\t\tcalculatePosition = ( position === \"absolute\" || position === \"fixed\" ) &&\n\t\t\t( curCSSTop + curCSSLeft ).indexOf( \"auto\" ) > -1;\n\n\t\t\t// Need to be able to calculate position if either\n\t\t\t// top or left is auto and position is either absolute or fixed\n\t\tif ( calculatePosition ) {\n\t\t\tcurPosition = curElem.position();\n\t\t\tcurTop = curPosition.top;\n\t\t\tcurLeft = curPosition.left;\n\n\t\t} else {\n\t\t\tcurTop = parseFloat( curCSSTop ) || 0;\n\t\t\tcurLeft = parseFloat( curCSSLeft ) || 0;\n\t\t}\n\n\t\tif ( isFunction( options ) ) {\n\n\t\t\t\t// Use jQuery.extend here to allow modification of coordinates argument (gh-1848)\n\t\t\toptions = options.call( elem, i, jQuery.extend( {}, curOffset ) );\n\t\t}\n\n\t\tif ( options.top != null ) {\n\t\t\tprops.top = ( options.top - curOffset.top ) + curTop;\n\t\t}\n\t\tif ( options.left != null ) {\n\t\t\tprops.left = ( options.left - curOffset.left ) + curLeft;\n\t\t}\n\n\t\tif ( \"using\" in options ) {\n\t\t\toptions.using.call( elem, props );\n\n\t\t} else {\n\t\t\tcurElem.css( props );\n\t\t}\n\t}\n};\n\njQuery.fn.extend( {\n\n\t// offset() relates an element's border box to the document origin\n\toffset: function( options ) {\n\n\t\t\t// Preserve chaining for setter\n\t\tif ( arguments.length ) {\n\t\t\treturn options === undefined ?\n\t\t\t\tthis :\n\t\t\t\tthis.each( function( i ) {\n\t\t\t\t\tjQuery.offset.setOffset( this, options, i );\n\t\t\t\t} );\n\t\t}\n\n\t\tvar rect, win,\n\t\t\telem = this[ 0 ];\n\n\t\tif ( !elem ) {\n\t\t\treturn;\n\t\t}\n\n\t\t\t// Return zeros for disconnected and hidden (display: none) elements (gh-2310)\n\t\t\t// Support: IE <=11 only\n\t\t\t// Running getBoundingClientRect on a\n\t\t\t// disconnected node in IE throws an error\n\t\tif ( !elem.getClientRects().length ) {\n\t\t\treturn { top: 0, left: 0 };\n\t\t}\n\n\t\t\t// Get document-relative position by adding viewport scroll to viewport-relative gBCR\n\t\trect = elem.getBoundingClientRect();\n\t\twin = elem.ownerDocument.defaultView;\n\t\treturn {\n\t\t\ttop: rect.top + win.pageYOffset,\n\t\t\tleft: rect.left + win.pageXOffset\n\t\t};\n\t},\n\n\t// position() relates an element's margin box to its offset parent's padding box\n\t// This corresponds to the behavior of CSS absolute positioning\n\tposition: function() {\n\t\tif ( !this[ 0 ] ) {\n\t\t\treturn;\n\t\t}\n\n\t\tvar offsetParent, offset, doc,\n\t\t\telem = this[ 0 ],\n\t\t\tparentOffset = { top: 0, left: 0 };\n\n\t\t\t// position:fixed elements are offset from the viewport, which itself always has zero offset\n\t\tif ( jQuery.css( elem, \"position\" ) === \"fixed\" ) {\n\n\t\t\t\t// Assume position:fixed implies availability of getBoundingClientRect\n\t\t\toffset = elem.getBoundingClientRect();\n\n\t\t} else {\n\t\t\toffset = this.offset();\n\n\t\t\t\t// Account for the *real* offset parent, which can be the document or its root element\n\t\t\t\t// when a statically positioned element is identified\n\t\t\tdoc = elem.ownerDocument;\n\t\t\toffsetParent = elem.offsetParent || doc.documentElement;\n\t\t\twhile ( offsetParent &&\n\t\t\t\t( offsetParent === doc.body ||\n\t\t\t\t\toffsetParent === doc.documentElement ) &&\n\t\t\t\tjQuery.css( offsetParent, \"position\" ) === \"static\" ) {\n\n\t\t\t\toffsetParent = offsetParent.parentNode;\n\t\t\t}\n\t\t\tif ( offsetParent && offsetParent !== elem &&\n\t\t\t\toffsetParent.nodeType === 1 ) {\n\n\t\t\t\t\t// Incorporate borders into its offset, since they are outside its content origin\n\t\t\t\tparentOffset = jQuery( offsetParent ).offset();\n\t\t\t\tparentOffset.top += jQuery.css( offsetParent, \"borderTopWidth\", true );\n\t\t\t\tparentOffset.left += jQuery.css( offsetParent, \"borderLeftWidth\", true );\n\t\t\t}\n\t\t}\n\n\t\t\t// Subtract parent offsets and element margins\n\t\treturn {\n\t\t\ttop: offset.top - parentOffset.top - jQuery.css( elem, \"marginTop\", true ),\n\t\t\tleft: offset.left - parentOffset.left - jQuery.css( elem, \"marginLeft\", true )\n\t\t};\n\t},\n\n\t// This method will return documentElement in the following cases:\n\t// 1)

For the element inside the iframe without offsetParent, this method will return\n\t//	documentElement of the parent window\n\t// 2) For the hidden or detached element\n\t// 3) For body or html element, i.e. in case of the html node - it will return itself\n\t//\n\t// but those exceptions were never presented as a real life use-cases\n\t// and might be considered as more preferable results.\n\t//\n\t// This logic, however, is not guaranteed and can change at any point in the future\n\toffsetParent: function() {\n\t\treturn this.map( function() {\n\t\t\tvar offsetParent = this.offsetParent;\n\n\t\t\twhile ( offsetParent && jQuery.css( offsetParent, \"position\" ) === \"static\" ) {\n\t\t\t\toffsetParent = offsetParent.offsetParent;\n\t\t\t}\n\n\t\t\treturn offsetParent || documentElement;\n\t\t} );\n\t}\n} );\n\n// Create scrollLeft and scrollTop methods\njQuery.each( { scrollLeft: \"pageXOffset\", scrollTop: \"pageYOffset\" }, function( method, prop ) {\n\tvar top = \"pageYOffset\" === prop;\n\n\tjQuery.fn[ method ] = function( val ) {\n\t\treturn access( this, function( elem, method, val ) {\n\n\t\t\t// Coalesce documents and windows\n\t\t\tvar win;\n\t\t\tif ( isWindow( elem ) ) {\n\t\t\t\twin = elem;\n\t\t\t} else if ( elem.nodeType === 9 ) {\n\t\t\t\twin = elem.defaultView;\n\t\t\t}\n\n\t\t\tif ( val === undefined ) {\n\t\t\t\treturn win ? win[ prop ] : elem[ method ];\n\t\t\t}\n\n\t\t\tif ( win ) {\n\t\t\t\twin.scrollTo(\n\t\t\t\t\t!top ? val : win.pageXOffset,\n\t\t\t\t\ttop ? val : win.pageYOffset\n\t\t\t\t);\n\t\t\t} else {\n\t\t\t\telem[ method ] = val;\n\t\t\t}\n\t\t}, method, val, arguments.length );\n\t};\n} );\n\n// Support: Safari <=7 - 9.1, Chrome <=37 - 49\n// Add the top/left cssHooks using jQuery.fn.position\n// Webkit bug: https://bugs.webkit.org/show_bug.cgi?id=29084\n// Blink bug: https://bugs.chromium.org/p/chromium/issues/detail?id=589347\n// getComputedStyle returns percent when specified for top/left/bottom/right;\n// rather than make the css module depend on the offset module, just check for it here\njQuery.each( [ \"top\", \"left\" ], function( i, prop ) {\n\tjQuery.cssHooks[ prop ] = addGetHookIf( support.pixelPosition,\n\t\tfunction( elem, computed ) {\n\t\t\tif ( computed ) {\n\t\t\t\tcomputed = curCSS( elem, prop );\n\n\t\t\t\t// If curCSS returns percentage, fallback to offset\n\t\t\t\treturn rnumnonpx.test( computed ) ?\n\t\t\t\t\tjQuery( elem ).position()[ prop ] + \"px\" :\n\t\t\t\t\tcomputed;\n\t\t\t}\n\t\t} );\n} );\n\n\n// Create innerHeight, innerWidth, height, width, outerHeight and outerWidth methods\njQuery.each( { Height: \"height\", Width: \"width\" }, function( name, type ) {\n\tjQuery.each( { padding: \"inner\" + name, content: type, \"\": \"outer\" + name },\n\t\tfunction( defaultExtra, funcName ) {\n\n\t\t// Margin is only for outerHeight, outerWidth\n\t\tjQuery.fn[ funcName ] = function( margin, value ) {\n\t\t\tvar chainable = arguments.length && ( defaultExtra || typeof margin !== \"boolean\" ),\n\t\t\t\textra = defaultExtra || ( margin === true || value === true ? \"margin\" : \"border\" );\n\n\t\t\treturn access( this, function( elem, type, value ) {\n\t\t\t\tvar doc;\n\n\t\t\t\tif ( isWindow( elem ) ) {\n\n\t\t\t\t\t// $( window ).outerWidth/Height return w/h including scrollbars (gh-1729)\n\t\t\t\t\treturn funcName.indexOf( \"outer\" ) === 0 ?\n\t\t\t\t\t\telem[ \"inner\" + name ] :\n\t\t\t\t\t\telem.document.documentElement[ \"client\" + name ];\n\t\t\t\t}\n\n\t\t\t\t// Get document width or height\n\t\t\t\tif ( elem.nodeType === 9 ) {\n\t\t\t\t\tdoc = elem.documentElement;\n\n\t\t\t\t\t// Either scroll[Width/Height] or offset[Width/Height] or client[Width/Height],\n\t\t\t\t\t// whichever is greatest\n\t\t\t\t\treturn Math.max(\n\t\t\t\t\t\telem.body[ \"scroll\" + name ], doc[ \"scroll\" + name ],\n\t\t\t\t\t\telem.body[ \"offset\" + name ], doc[ \"offset\" + name ],\n\t\t\t\t\t\tdoc[ \"client\" + name ]\n\t\t\t\t\t);\n\t\t\t\t}\n\n\t\t\t\treturn value === undefined ?\n\n\t\t\t\t\t// Get width or height on the element, requesting but not forcing parseFloat\n\t\t\t\t\tjQuery.css( elem, type, extra ) :\n\n\t\t\t\t\t// Set width or height on the element\n\t\t\t\t\tjQuery.style( elem, type, value, extra );\n\t\t\t}, type, chainable ? margin : undefined, chainable );\n\t\t};\n\t} );\n} );\n\n\njQuery.each( ( \"blur focus focusin focusout resize scroll click dblclick \" +\n\t\"mousedown mouseup mousemove mouseover mouseout mouseenter mouseleave \" +\n\t\"change select submit keydown keypress keyup contextmenu\" ).split( \" \" ),\n\tfunction( i, name ) {\n\n\t// Handle event binding\n\tjQuery.fn[ name ] = function( data, fn ) {\n\t\treturn arguments.length > 0 ?\n\t\t\tthis.on( name, null, data, fn ) :\n\t\t\tthis.trigger( name );\n\t};\n} );\n\njQuery.fn.extend( {\n\thover: function( fnOver, fnOut ) {\n\t\treturn this.mouseenter( fnOver ).mouseleave( fnOut || fnOver );\n\t}\n} );\n\n\n\n\njQuery.fn.extend( {\n\n\tbind: function( types, data, fn ) {\n\t\treturn this.on( types, null, data, fn );\n\t},\n\tunbind: function( types, fn ) {\n\t\treturn this.off( types, null, fn );\n\t},\n\n\tdelegate: function( selector, types, data, fn ) {\n\t\treturn this.on( types, selector, data, fn );\n\t},\n\tundelegate: function( selector, types, fn ) {\n\n\t\t// ( namespace ) or ( selector, types [, fn] )\n\t\treturn arguments.length === 1 ?\n\t\t\tthis.off( selector, \"**\" ) :\n\t\t\tthis.off( types, selector ||

\"*\", fn );\n\t}\n} );\n\n// Bind a function to a context, optionally partially applying any\n// arguments.\n// jQuery.proxy is deprecated to promote standards (specifically Function#bind)\n// However, it is not slated for removal any time soon\njQuery.proxy = function( fn, context ) {\n\tvar tmp, args, proxy;\n\n\tif ( typeof context === \"string\" ) {\n\t\ttmp = fn[ context ];\n\t\tcontext = fn;\n\t\tfn = tmp;\n\t}\n\n\t// Quick check to determine if target is callable, in the spec\n\t// this throws a TypeError, but we will just return undefined.\n\tif ( !isFunction( fn ) ) {\n\t\treturn undefined;\n\t}\n\n\t// Simulated bind\n\targs = slice.call( arguments, 2 );\n\tproxy = function() {\n\t\treturn fn.apply( context || this, args.concat( slice.call( arguments ) ) );\n\t};\n\n\t// Set the guid of unique handler to the same of original handler, so it can be removed\n\tproxy.guid = fn.guid = fn.guid || jQuery.guid++;\n\n\treturn proxy;\n};\n\njQuery.holdReady = function( hold ) {\n\tif ( hold ) {\n\t\tjQuery.readyWait++;\n\t} else {\n\t\tjQuery.ready( true );\n\t}\n};\njQuery.isArray = Array.isArray;\njQuery.parseJSON = JSON.parse;\njQuery.nodeName = nodeName;\njQuery.isFunction = isFunction;\njQuery.isWindow = isWindow;\njQuery.camelCase = camelCase;\njQuery.type = toType;\n\njQuery.now = Date.now;\n\njQuery.isNumeric = function( obj ) {\n\n\t// As of jQuery 3.0, isNumeric is limited to\n\t// strings and numbers (primitives or objects)\n\t// that can be coerced to finite numbers (gh-2662)\n\tvar type = jQuery.type( obj );\n\treturn ( type === \"number\" || type === \"string\" ) &&\n\n\t\t// parseFloat NaNs numeric-cast false positives (\"\")\n\t\t// ...but misinterprets leading-number strings, particularly hex literals (\"0x...\")\n\t\t// subtraction forces infinities to NaN\n\t\t!isNaN( obj - parseFloat( obj ) );\n};\n\n\n\n// Register as a named AMD module, since jQuery can be concatenated with other\n// files that may use define, but not via a proper concatenation script that\n// understands anonymous AMD modules. A named AMD is safest and most robust\n// way to register. Lowercase jquery is used because AMD module names are\n// derived from file names, and jQuery is normally delivered in a lowercase\n// file name. Do this after creating the global so that if an AMD module wants\n// to call noConflict to hide this version of jQuery, it will work.\n\n// Note that for maximum portability, libraries that are not jQuery should\n// declare themselves as anonymous modules, and avoid setting a global if an\n// AMD loader is present. jQuery is a special case. For more information, see\n// https://github.com/jrburke/requirejs/wiki/Updating-existing-libraries#wiki-anon\n\nif ( typeof define === \"function\" && define.amd ) {\n\tdefine( \"jquery\", [], function() {\n\t\treturn jQuery;\n\t} );\n}\n\n\n\n\nvar\n\n\t// Map over jQuery in case of overwrite\n\t_jQuery = window.jQuery,\n\n\t// Map over the $ in case of overwrite\n\t_$ = window.$;\n\njQuery.noConflict = function( deep ) {\n\tif ( window.$ === jQuery ) {\n\t\twindow.$ = _$;\n\t}\n\n\tif ( deep && window.jQuery === jQuery ) {\n\t\twindow.jQuery = _jQuery;\n\t}\n\n\treturn jQuery;\n};\n\n// Expose jQuery and $ identifiers, even in AMD\n// (#7102#comment:10, https://github.com/jquery/jquery/pull/557)\n// and CommonJS for browser emulators (#13566)\nif ( !noGlobal ) {\n\twindow.jQuery = window.$ = jQuery;\n}\n\n\n\n\nreturn jQuery;\n} );\n","var map = {\n\t\"./en.json\": \"e847\"\n};\n\n\nfunction webpackContext(req) {\n\tvar id = webpackContextResolve(req);\n\treturn __webpack_require__(id);\n}\nfunction webpackContextResolve(req) {\n\tvar id = map[req];\n\tif(!(id + 1)) { // check for number or string\n\t\tvar e = new Error(\"Cannot find module '\" + req + \"'\");\n\t\te.code = 'MODULE_NOT_FOUND';\n\t\tthrow e;\n\t}\n\treturn id;\n}\nwebpackContext.keys = function webpackContextKeys() {\n\treturn Object.keys(map);\n};\nwebpackContext.resolve = webpackContextResolve;\nmodule.exports = webpackContext;\nwebpackContext.id = \"11b2\";","var pIE = require('./_object-pie');\nvar createDesc = require('./_property-desc');\nvar toIObject = require('./_to-iobject');\nvar toPrimitive = require('./_to-primitive');\nvar has = require('./_has');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar gOPD = Object.getOwnPropertyDescriptor;\n\nexports.f = require('./_descriptors') ? gOPD : function getOwnPropertyDescriptor(O, P) {\n  O = toIObject(O);\n  P = toPrimitive(P, true);\n  if (IE8_DOM_DEFINE) try {\n    return gOPD(O, P);\n  } catch (e) { /* empty */ }\n  if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);\n};","/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\nfunction isKeyable(value) {\n  var type = typeof value;\n  return (type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean')\n    ? (value !== '__proto__')\n    : (value === null);\n}\n\nmodule.exports = isKeyable;\n","var identity = require('./identity');\n\n/**\n * Casts `value` to `identity` if it's not a function.\n *\n * @private\n *

@param {*} value The value to inspect.\n * @returns {Function} Returns cast function.\n *\nfunction castFunction(value) {\n return typeof value == 'function' ? value : identity;\n}\n\nmodule.exports = castFunction;\n","/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n *\nfunction isObjectLike(value) {\n  return value != null && typeof value == 'object';\n}\n\nmodule.exports = isObjectLike;\n","module.exports =

\"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAJ4AAACeCAYAAADDhbN7AAAABmJLR0QA owA6AADnOD5/AAAACXBIWXMAAAsTAAALEwEAmpwYAAAAB3RJTUUH4QgLCggYIJ85zwAAABl0R Vh0Q29tbWVudABDcmVhdGVkIHdpdGggR0lNUFeBDhcAAAfMSURBVHja7d1dUFTnHcfx3x4W2EVSFQQFj YUYTTJRg2NMtUo1RrCKU2sTqxl8STPWZGzTi87UWmvTzvSiM0mmrampY9J0xqlp1CQ6sWMUNVbVDMI eQGHaCMKEcLL8uIqsLssSy9ykbaZyYHkiu4u7388l83El83DO7p/vnt09CxzHTiu5X0AEORz9shgDooHwQHggPIDwQ HgA4YHwAMID4QGEB8ID4QGEB8IDCA4YHwAMID4QGEB8ID4QGEB8IDCA+ECO9W5bAsOVPcDCJcnJHaUWrOeMlhr/Pg9evytXrCc4fidLmXmz9HYhhQUaOS1PrsxMuTJGyzWeLjks9fV0q7upWb7mZZl27WKsrBw+psaREgU7vLT+bBFey3KJ27m4m9zZZ8z6hqZZ27WKsrBw+psaREgU7vLzZlj27WKsrBw+psaRE

"var coreJsData = require('./_coreJsData');\n\n/** Used to detect methods masquerading as native. */\nvar maskSrcKey = (function() {\n  var uid = /[^.]+$/.exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO || '');\n  return uid ? ('Symbol(src)_1.' + uid) : '';\n}());\n\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n *\nfunction isMasked(func) {\n  return

!!maskSrcKey && (maskSrcKey in func);\n}\n\nmodule.exports = isMasked;\n","var dP = require('./_object-dp');\nvar anObject = require('./_an-object');\nvar getKeys = require('./_object-keys');\n\nmodule.exports = require('./_descriptors') ? Object.defineProperties : function defineProperties(O, Properties) {\n anObject(O);\n var keys = getKeys(Properties);\n var length = keys.length;\n var i = 0;\n var P;\n while (length > i) dP.f(O, P = keys[i++], Properties[P]);\n return O;\n};\n","\"use strict\";\n\nmodule.exports = function () {\n\tvar assign = Object.assign, obj;\n\tif (typeof assign !== \"function\") return false;\n\tobj = { foo: \"raz\" };\n\tassign(obj, { bar: \"dwa\" }, { trzy: \"trzy\" });\n\treturn (obj.foo + obj.bar + obj.trzy) === \"razdwatrzy\";\n};\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"","var baseIsEqual = require('./_baseIsEqual'),\n    get = require('./get'),\n    hasIn = require('./hasIn'),\n    isKey = require('./_isKey'),\n    isStrictComparable = require('./_isStrictComparable'),\n    matchesStrictComparable = require('./_matchesStrictComparable'),\n    toKey = require('./_toKey');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n    COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.\n *\n * @private\n * @param {string} path The path of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatchesProperty(path, srcValue) {\n  if (isKey(path) && isStrictComparable(srcValue)) {\n    return matchesStrictComparable(toKey(path), srcValue);\n  }\n  return function(object) {\n    var objValue = get(object, path);\n    return (objValue === undefined && objValue === srcValue)\n      ? hasIn(object, path)\n      : baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG);\n  };\n}\n\nmodule.exports = baseMatchesProperty;\n","var memoizeCapped = require('./_memoizeCapped');\n\n/** Used to match property names within property paths. */\nvar rePropName = /[^.[\\]]+|\\[(?:(-?\\d+(?:\\.\\d+)?)|([\"'])((?:(?!\\2)[^\\\\]|\\\\.)*?)\\2)\\]|(?=(?:\\.|\\[\\])(?:\\.|\\[\\]|$))/g;\n\n/** Used to match backslashes in property paths. */\nvar reEscapeChar = /\\\\(\\\\)?/g;\n\n/**\n * Converts `string` to a property path array.\n *\n * @private\n * @param {string} string The string to convert.\n * @returns {Array} Returns the property path array.\n */\nvar stringToPath = memoizeCapped(function(string) {\n  var result = [];\n  if (string.charCodeAt(0) === 46 /* . */) {\n    result.push('');\n  }\n  string.replace(rePropName, function(match, number, quote, subString) {\n    result.push(quote ? subString.replace(reEscapeChar, '$1') : (number || match));\n  });\n  return result;\n});\n\nmodule.exports = stringToPath;\n","\"use strict\";\n\nvar str = \"razdwatrzy\";\n\nmodule.exports = function () {\n\tif (typeof str.contains !== \"function\") return false;\n\treturn (str.contains(\"dwa\") === true) && (str.contains(\"foo\") === false);\n};\n","var ctx = require('./_ctx');\nvar invoke = require('./_invoke');\nvar html = require('./_html');\nvar cel = require('./_dom-create');\nvar global = require('./_global');\nvar process = global.process;\nvar setTask = global.setImmediate;\nvar clearTask = global.clearImmediate;\nvar MessageChannel = global.MessageChannel;\nvar Dispatch = global.Dispatch;\nvar counter = 0;\nvar queue = {};\nvar ONREADYSTATECHANGE = 'onreadystatechange';\nvar defer, channel, port;\nvar run = function () {\n  var id = +this;\n  // eslint-disable-next-line no-prototype-builtins\n  if (queue.hasOwnProperty(id)) {\n    var fn = queue[id];\n    delete queue[id];\n    fn();\n  }\n};\nvar listener = function (event) {\n  run.call(event.data);\n};\n// Node.js 0.9+ & IE10+ has setImmediate, otherwise:\nif (!setTask || !clearTask) {\n  setTask = function setImmediate(fn) {\n    var args = [];\n    var i = 1;\n    while (arguments.length >

i) args.push(arguments[i++]);\n    queue[++counter] = function () {\n      // eslint-disable-next-line no-new-func\n invoke(typeof fn == 'function' ? fn : Function(fn), args);\n    };\n    defer(counter);\n    return counter;\n  };\n  clearTask = function clearImmediate(id) {\n    delete queue[id];\n  };\n  // Node.js 0.8-\n  if (require('./_cof')(process) == 'process') {\n    defer = function (id) {\n      process.nextTick(ctx(run, id, 1));\n    };\n  // Sphere (JS game engine) Dispatch API\n  } else if (Dispatch && Dispatch.now) {\n    defer = function (id) {\n      Dispatch.now(ctx(run, id, 1));\n    };\n  // Browsers with MessageChannel, includes WebWorkers\n  } else if (MessageChannel) {\n    channel = new MessageChannel();\n    port = channel.port2;\n    channel.port1.onmessage = listener;\n    defer = ctx(port.postMessage, port, 1);\n  // Browsers with postMessage, skip WebWorkers\n  // IE8 has postMessage, but it's sync & typeof its postMessage is 'object'\n  } else if (global.addEventListener && typeof postMessage == 'function' && !global.importScripts) {\n    defer = function (id) {\n      global.postMessage(id + '', '*');\n    };\n    global.addEventListener('message', listener, false);\n  // IE8-\n  } else if (ONREADYSTATECHANGE in cel('script')) {\n    defer = function (id) {\n      html.appendChild(cel('script'))[ONREADYSTATECHANGE] = function () {\n        html.removeChild(this);\n        run.call(id);\n      };\n    };\n  // Rest old browsers\n  } else {\n    defer = function (id) {\n      setTimeout(ctx(run, id, 1), 0);\n    };\n  }\n}\nmodule.exports = {\n  set: setTask,\n  clear: clearTask\n};\n","/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\nfunction isObject(value) {\n  var type = typeof value;\n  return value != null && (type == 'object' || type == 'function');\n}\n\nmodule.exports = isObject;\n","var Symbol = require('./_Symbol'),\n    Uint8Array = require('./_Uint8Array'),\n    eq = require('./eq'),\n    equalArrays = require('./_equalArrays'),\n    mapToArray = require('./_mapToArray'),\n    setToArray = require('./_setToArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n    COMPARE_UNORDERED_FLAG = 2;\n\n/** `Object#toString` result references. */\nvar boolTag = '[object Boolean]',\n    dateTag = '[object Date]',\n    errorTag = '[object Error]',\n    mapTag = '[object Map]',\n    numberTag = '[object Number]',\n    regexpTag = '[object RegExp]',\n    setTag = '[object Set]',\n    stringTag = '[object String]',\n    symbolTag = '[object Symbol]';\n\nvar arrayBufferTag = '[object ArrayBuffer]',\n    dataViewTag = '[object DataView]';\n\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n    symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;\n\n/**\n * A specialized version of `baseIsEqualDeep` for comparing objects of\n * the same `toStringTag`.\n *\n * **Note:** This function only supports comparing values with tags of\n * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or `String`.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {string} tag The `toStringTag` of the objects to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalByTag(object, other, tag, bitmask, customizer, equalFunc, stack) {\n  switch (tag) {\n    case dataViewTag:\n      if ((object.byteLength != other.byteLength) ||\n          (object.byteOffset != other.byteOffset)) {\n        return false;\n      }\n      object = object.buffer;\n      other = other.buffer;\n\n    case arrayBufferTag:\n      if ((object.byteLength != other.byteLength) ||\n          !equalFunc(new Uint8Array(object), new Uint8Array(other))) {\n        return false;\n      }\n      return true;\n\n    case boolTag:\n    case dateTag:\n    case numberTag:\n      // Coerce booleans to `1` or `0` and dates to milliseconds.\n      // Invalid dates are coerced to `NaN`.\n      return eq(+object, +other);\n\n    case errorTag:\n      return object.name == other.name && object.message == other.message;\n\n    case regexpTag:\n    case stringTag:\n      // Coerce regexes to strings and treat strings, primitives and objects,\n      // as equal. See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.tostring\n      // for more details.\n      return object == (other + '');\n\n    case mapTag:\n      var convert = mapToArray;\n\n    case setTag:\n      var isPartial =

bitmask & COMPARE_PARTIAL_FLAG;\n    convert || (convert = setToArray);\n\n    if (object.size != other.size && !isPartial) {\n      return false;\n    }\n    // Assume cyclic values are equal.\n    var stacked = stack.get(object);\n    if (stacked) {\n      return stacked == other;\n    }\n    bitmask |= COMPARE_UNORDERED_FLAG;\n\n    // Recursively compare objects (susceptible to call stack limits).\n    stack.set(object, other);\n    var result = equalArrays(convert(object), convert(other), bitmask, customizer, equalFunc, stack);\n    stack['delete'](object);\n    return result;\n\n    case symbolTag:\n      if (symbolValueOf) {\n        return symbolValueOf.call(object) == symbolValueOf.call(other);\n      }\n  }\n  return false;\n}\n\nmodule.exports = equalByTag;\n","'use strict';\n\nmodule.exports = require('./is-implemented')() ? Symbol : require('./polyfill');\n","var getNative = require('./_getNative'),\n    root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Promise = getNative(root, 'Promise');\n\nmodule.exports = Promise;\n","/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction hashDelete(key) {\n  var result = this.has(key) && delete this.__data__[key];\n  this.size -= result ? 1 : 0;\n  return result;\n}\n\nmodule.exports = hashDelete;\n","var baseEach = require('./_baseEach');\n\n/**\n * The base implementation of `_.every` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`\n */\nfunction baseEvery(collection, predicate) {\n  var result = true;\n  baseEach(collection, function(value, index, collection) {\n    result = !!predicate(value, index, collection);\n    return result;\n  });\n  return result;\n}\n\nmodule.exports = baseEvery;\n","// call something on iterator step with safe closing on error\nvar anObject = require('./_an-object');\nmodule.exports = function (iterator, fn, value, entries) {\n  try {\n    return entries ? fn(anObject(value)[0], value[1]) : fn(value);\n  // 7.4.6 IteratorClose(iterator, completion)\n  } catch (e) {\n    var ret = iterator['return'];\n    if (ret !== undefined) anObject(ret.call(iterator));\n    throw e;\n  }\n};\n","var getMapData = require('./_getMapData');\n\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n */\nfunction mapCacheSet(key, value) {\n  var data = getMapData(this, key),\n      size = data.size;\n\n  data.set(key, value);\n  this.size += data.size == size ? 0 : 1;\n  return this;\n}\n\nmodule.exports = mapCacheSet;\n","\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")()\n\t? Object.assign\n\t: require(\"./shim\");\n","/**\n * A specialized version of `matchesProperty` for source values suitable\n * for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction matchesStrictComparable(key, srcValue) {\n  return function(object) {\n    if (object == null) {\n      return false;\n    }\n    return object[key] === srcValue &&\n      (srcValue !== undefined || (key in Object(object)));\n  };\n}\n\nmodule.exports = matchesStrictComparable;\n","'use strict';\nvar hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar fails = require('./_fails');\nvar defined = require('./_defined');\nvar wks = require('./_wks');\n\nmodule.exports = function (KEY, length, exec) {\n  var SYMBOL = wks(KEY);\n  var fns = exec(defined, SYMBOL, ''[KEY]);\n  var strfn = fns[0];\n  var rxfn = fns[1];\n  if (fails(function () {\n    var O = {};\n    O[SYMBOL] = function () { return 7; };\n    return ''[KEY](O) != 7;\n  })) {\n    redefine(String.prototype, KEY, strfn);\n    hide(RegExp.prototype, SYMBOL, length == 2\n      // 21.2.5.8 RegExp.prototype[@@replace](string, replaceValue)\n      // 21.2.5.11 RegExp.prototype[@@split](string, limit)\n      ? function (string, arg) { return rxfn.call(string, this, arg); }\n      // 21.2.5.6 RegExp.prototype[@@match](string)\n      // 21.2.5.9 RegExp.prototype[@@search](string)\n      : function (string) { return rxfn.call(string, this); }\n    );\n  }\n};\n","var compareAscending = require('./_compareAscending');\n\n/**\n * Used by `_.orderBy` to compare multiple properties of a value to another\n * and stable sort them.\n *\n * If `orders` is unspecified, all values are sorted in ascending order. Otherwise,\n * specify an order of \"desc\" for descending or \"asc\" for ascending sort order\n * of corresponding values.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {boolean[]|string[]} orders The order to sort by

for each property.\n * @returns {number} Returns the sort order indicator for `object`.\n */\nfunction compareMultiple(object, other, orders) {\n  var index = -1,\n      objCriteria = object.criteria,\n      othCriteria = other.criteria,\n      length = objCriteria.length,\n      ordersLength = orders.length;\n\n  while (++index < length) {\n    var result = compareAscending(objCriteria[index], othCriteria[index]);\n    if (result) {\n      if (index >= ordersLength) {\n        return result;\n      }\n      var order = orders[index];\n      return result * (order == 'desc' ? -1 : 1);\n    }\n  }\n  // Fixes an `Array#sort` bug in the JS engine embedded in Adobe applications\n  // that causes it, under certain circumstances, to provide the same value for\n  // `object` and `other`. See https://github.com/jashkenas/underscore/pull/1247\n  // for more details.\n  //\n  // This also ensures a stable sort in V8 and other engines.\n  // See https://bugs.chromium.org/p/v8/issues/detail?id=90 for more details.\n  return object.index - other.index;\n}\n\nmodule.exports = compareMultiple;\n","var apply = require('./_apply');\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max;\n\n/**\n * A specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\nfunction overRest(func, start, transform) {\n  start = nativeMax(start === undefined ? (func.length - 1) : start, 0);\n  return function() {\n    var args = arguments,\n        index = -1,\n        length = nativeMax(args.length - start, 0),\n        array = Array(length);\n\n    while (++index < length) {\n      array[index] = args[start + index];\n    }\n    index = -1;\n    var otherArgs = Array(start + 1);\n    while (++index < start) {\n      otherArgs[index] = args[index];\n    }\n    otherArgs[start] = transform(array);\n    return apply(func, this, otherArgs);\n  };\n}\n\nmodule.exports = overRest;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'linkedin';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f08c';\nvar svgPathData = 'M416 32H31.9C14.3 32 0 46.5 0 64.3v383.4C0 465.5 14.3 480 31.9 480H416c17.6 0 32-14.5 32-32.3V64.3c0-17.8-14.4-32.3-32-32.3zM135.4 416H69V202.2h66.5V416zm-33.2-243c-21.3 0-38.5-17.3-38.5-38.5S80.9 96 102.2 96c21.2 0 38.5 17.3 38.5 38.5 0 21.3-17.2 38.5-38.5 38.5zm282.1 243h-66.4V312c0-24.8-.5-56.7-34.5-56.7-34.6 0-39.9 27-39.9 54.9V416h-66.4V202.2h63.7v29.2h.9c8.9-16.8 30.6-34.5 62.9-34.5 67.2 0 79.7 44.3 79.7 101.9V416z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faLinkedin = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var isObject = require('./_is-object');\nvar document = require('./_global').document;\n// typeof document.createElement is 'object' in old IE\nvar is = isObject(document) && isObject(document.createElement);\nmodule.exports = function (it) {\n  return is ? document.createElement(it) : {};\n};\n","var memoize = require('./memoize');\n\n/** Used as the maximum memoize cache size. */\nvar MAX_MEMOIZE_SIZE = 500;\n\n/**\n * A specialized version of `_.memoize` which clears the memoized\n * function's\n * cache when it exceeds `MAX_MEMOIZE_SIZE`.\n *\n * @private\n * @param {Function} func The function to have its output memoized.\n * @returns {Function} Returns the new memoized function.\n */\nfunction memoizeCapped(func) {\n  var result = memoize(func, function(key) {\n    if (cache.size === MAX_MEMOIZE_SIZE) {\n      cache.clear();\n    }\n    return key;\n  });\n\n  var cache = result.cache;\n  return result;\n}\n\nmodule.exports = memoizeCapped;\n","// getting tag from 19.1.3.6 Object.prototype.toString()\nvar cof = require('./_cof');\nvar TAG = require('./_wks')('toStringTag');\n// ES3 wrong here\nvar ARG = cof(function () { return arguments; }()) == 'Arguments';\n\n// fallback for IE11 Script Access Denied error\nvar tryGet = function (it, key) {\n  try {\n    return it[key];\n  } catch (e) { /* empty */ }\n};\n\nmodule.exports = function (it) {\n  var O, T, B;\n  return it === undefined ? 'Undefined' : it === null ? 'Null'\n    // @@toStringTag case\n    : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T\n    // builtinTag case\n    : ARG ? cof(O)\n    // ES3 arguments fallback\n    : (B = cof(O)) == 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;\n};\n","var baseFor = require('./_baseFor'),\n    keys = require('./keys');\n\n/**\n * The base implementation of `_.forOwn` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Object} Returns `object`.\n */\nfunction

baseForOwn(object, iteratee) {\n  return object && baseFor(object, iteratee, keys);\n}\n\nmodule.exports = baseForOwn;\n","var root = require('./_root');\n\n/** Built-in value references. */\nvar Uint8Array = root.Uint8Array;\n\nmodule.exports = Uint8Array;\n","var getMapData = require('./_getMapData');\n\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction mapCacheGet(key) {\n  return getMapData(this, key).get(key);\n}\n\nmodule.exports = mapCacheGet;\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n */\nfunction hashSet(key, value) {\n  var data = this.__data__;\n  this.size += this.has(key) ? 0 : 1;\n  data[key] = (nativeCreate && value === undefined) ? HASH_UNDEFINED : value;\n  return this;\n}\n\nmodule.exports = hashSet;\n","var baseGetTag = require('./_baseGetTag'),\n    isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]';\n\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n */\nfunction baseIsArguments(value) {\n  return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n\nmodule.exports = baseIsArguments;\n","exports.f = Object.getOwnPropertySymbols;\n","var arrayEvery = require('./_arrayEvery'),\n    baseEvery = require('./_baseEvery'),\n    baseIteratee = require('./_baseIteratee'),\n    isArray = require('./isArray'),\n    isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Checks if `predicate` returns truthy for **all** elements of `collection`.\n * Iteration is stopped once `predicate` returns falsey. The predicate is\n * invoked with three arguments: (value, index|key, collection).\n *\n * **Note:** This method returns `true` for\n * [empty collections](https://en.wikipedia.org/wiki/Empty_set) because\n * [everything is true](https://en.wikipedia.org/wiki/Vacuous_truth) of\n * elements of empty collections.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [predicate=_.identity] The function invoked per iteration.\n * @param-{Object} [guard] Enables use as an iteratee for methods like `_.map`.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n *  else `false`.\n * @example\n *\n * _.every([true, 1, null, 'yes'], Boolean);\n * // => false\n *\n * var users = [\n *   { 'user': 'barney', 'age': 36, 'active': false },\n *   { 'user': 'fred',   'age': 40, 'active': false }\n * ];\n *\n * // The `_.matches` iteratee shorthand.\n * _.every(users, { 'user': 'barney', 'active': false });\n * // => false\n *\n * // The `_.matchesProperty` iteratee shorthand.\n * _.every(users, ['active', false]);\n * // => true\n *\n * // The `_.property` iteratee shorthand.\n * _.every(users, 'active');\n * // => false\n */\nfunction every(collection, predicate, guard) {\n  var func = isArray(collection) ? arrayEvery : baseEvery;\n  if (guard && isIterateeCall(collection, predicate, guard)) {\n    predicate = undefined;\n  }\n  return func(collection, baseIteratee(predicate, 3));\n}\n\nmodule.exports = every;\n","/**\n * The base implementation of `_.hasIn` without support for deep paths.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {Array|string} key The key to check.\n * @returns {boolean} Returns `true` if `key` exists, else `false`.\n */\nfunction baseHasIn(object, key) {\n  return object != null && key in Object(object);\n}\n\nmodule.exports = baseHasIn;\n","var classof = require('./_classof');\nvar ITERATOR = require('./_wks')('iterator');\nvar Iterators = require('./_iterators');\nmodule.exports = require('./_core').getIteratorMethod = function (it) {\n  if (it != undefined)\n    return it[ITERATOR]\n      || it['@@iterator']\n      || Iterators[classof(it)];\n};\n","// @@split logic\nrequire('./_fix-re-wks')('split', 2, function (defined, SPLIT, $split) {\n  'use strict';\n  var isRegExp = require('./_is-regexp');\n  var _split = $split;\n  var $push = [].push;\n  var $SPLIT = 'split';\n  var LENGTH = 'length';\n  var LAST_INDEX = 'lastIndex';\n  if (\n    'abbc'[$SPLIT](/(b)*/)[1] == 'c' ||\n    'test'[$SPLIT](/(?:)/, -1)[LENGTH] != 4 ||\n    'ab'[$SPLIT](/(?:ab)*/)[LENGTH] != 2 ||\n    '.'[$SPLIT](/(.?)(.?)/)[LENGTH] != 4 ||\n    '.'[$SPLIT](/()()/)[LENGTH] > 1 ||\n    ''[$SPLIT](/.?/)[LENGTH]\n  ) {\n    var NPCG = /()??/.exec('')[1] === undefined; // nonparticipating capturing group\n    // based on es5-shim implementation, need to rework it\n    $split = function (separator, limit) {\n      var string = String(this);\n      if (separator === undefined && limit === 0) return [];\n      // If `separator` is not a regex, use native split\n      if (!isRegExp(separator)) return _split.call(string,

separator, limit);\n    var output = [];\n    var flags = (separator.ignoreCase ? 'i' : '') +\n (separator.multiline ? 'm' : '') +\n                (separator.unicode ? 'u' : '') +\n                (separator.sticky ? 'y' : '');\n    var lastLastIndex = 0;\n    var splitLimit = limit === undefined ? 4294967295 : limit >>> 0;\n    // Make `global` and avoid `lastIndex` issues by working with a copy\n    var separatorCopy = new RegExp(separator.source, flags + 'g');\n    var separator2, match, lastIndex, lastLength, i;\n    // Doesn't need flags gy, but they don't hurt\n    if (!NPCG) separator2 = new RegExp('^' + separatorCopy.source + '$(?!\\\\\\s)', flags);\n    while (match = separatorCopy.exec(string)) {\n      // `separatorCopy.lastIndex` is not reliable cross-browser\n      lastIndex = match.index + match[0][LENGTH];\n      if (lastIndex > lastLastIndex) {\n        output.push(string.slice(lastLastIndex, match.index));\n        // Fix browsers whose `exec` methods don't consistently return `undefined` for NPCG\n        // eslint-disable-next-line no-loop-func\n        if (!NPCG && match[LENGTH] > 1) match[0].replace(separator2, function () {\n          for (i = 1; i < arguments[LENGTH] - 2; i++) if (arguments[i] === undefined) match[i] = undefined;\n        });\n        if (match[LENGTH] > 1 && match.index < string[LENGTH]) $push.apply(output, match.slice(1));\n        lastLength = match[0][LENGTH];\n        lastLastIndex = lastIndex;\n        if (output[LENGTH] >= splitLimit) break;\n      }\n      if (separatorCopy[LAST_INDEX] === match.index) separatorCopy[LAST_INDEX]++; // Avoid an infinite loop\n    }\n    if (lastLastIndex === string[LENGTH]) {\n      if (lastLength || !separatorCopy.test('')) output.push('');\n    } else output.push(string.slice(lastLastIndex));\n    return output[LENGTH] > splitLimit ? output.slice(0, splitLimit) : output;\n  };\n  // Chakra, V8\n  } else if ('0'[$SPLIT](undefined, 0)[LENGTH]) {\n    $split = function (separator, limit) {\n      return separator === undefined && limit === 0 ? [] : _split.call(this, separator, limit);\n    };\n  }\n  // 21.1.3.17 String.prototype.split(separator, limit)\n  return [function split(separator, limit) {\n    var O = defined(this);\n    var fn = separator == undefined ? undefined : separator[SPLIT];\n    return fn !== undefined ? fn.call(separator, O, limit) : $split.call(String(O), separator, limit);\n  }, $split];\n});\n","/**\n * Removes all key-value entries from the list cache.\n *\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n  this.__data__ = [];\n  this.size = 0;\n}\n\nmodule.exports = listCacheClear;\n","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar nativeObjectToString = objectProto.toString;\n\n/**\n * Converts `value` to a string using `Object.prototype.toString`.\n *\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n */\nfunction objectToString(value) {\n  return nativeObjectToString.call(value);\n}\n\nmodule.exports = objectToString;\n","var global = require('./_global');\nvar hide = require('./_hide');\nvar has = require('./_has');\nvar SRC = require('./_uid')('src');\nvar TO_STRING = 'toString';\nvar $toString = Function[TO_STRING];\nvar TPL = ('' + $toString).split(TO_STRING);\n\nrequire('./_core').inspectSource = function (it) {\n  return $toString.call(it);\n};\n\n(module.exports = function (O, key, val, safe) {\n  var isFunction = typeof val == 'function';\n  if (isFunction) has(val, 'name') || hide(val, 'name', key);\n  if (O[key] === val) return;\n  if (isFunction) has(val, SRC) || hide(val, SRC, O[key] ? '' + O[key] : TPL.join(String(key)));\n  if (O === global) {\n    O[key] = val;\n  } else if (!safe) {\n    delete O[key];\n    hide(O, key, val);\n  } else if (O[key]) {\n    O[key] = val;\n  } else {\n    hide(O, key, val);\n  }\n// add fake Function#toString for correct work wrapped methods / constructors with methods like LoDash isNative\n})(Function.prototype, TO_STRING, function toString() {\n  return typeof this == 'function' && this[SRC] || $toString.call(this);\n});\n","// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\nvar anObject = require('./_an-object');\nvar dPs = require('./_object-dps');\nvar enumBugKeys = require('./_enum-bug-keys');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar Empty = function () { /* empty */ };\nvar PROTOTYPE = 'prototype';\n\n// Create object with fake `null` prototype: use iframe Object with cleared prototype\nvar createDict = function () {\n  // Thrash, waste and sodomy: IE GC bug\n  var iframe = require('./_dom-create')('iframe');\n  var i = enumBugKeys.length;\n  var lt = '<';\n  var gt = '>';\n  var iframeDocument;\n  iframe.style.display = 'none';\n  require('./_html').appendChild(iframe);\n  iframe.src = 'javascript:'; // eslint-disable-line no-script-url\n  // createDict = iframe.contentWindow.Object;\n  // html.removeChild(iframe);\n  iframeDocument = iframe.contentWindow.document;\n  iframeDocument.open();\n

iframeDocument.write(lt + 'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n createDict = iframeDocument.F;\n while (i--) delete createDict[PROTOTYPE][enumBugKeys[i]];\n return createDict();\n};\n\nmodule.exports = Object.create || function create(O, Properties) {\n var result;\n if (O !== null) {\n Empty[PROTOTYPE] = anObject(O);\n result = new Empty();\n Empty[PROTOTYPE] = null;\n // add \"__proto__\" for Object.getPrototypeOf polyfill\n result[IE_PROTO] = O;\n } else result = createDict();\n return Properties === undefined ? result : dPs(result, Properties);\n};\n","var freeGlobal = require('./_freeGlobal');\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\nmodule.exports = root;\n","var store = require('./_shared')('wks');\nvar uid = require('./_uid');\nvar Symbol = require('./_global').Symbol;\nvar USE_SYMBOL = typeof Symbol == 'function';\n\nvar $exports = module.exports = function (name) {\n return store[name] || (store[name] =\n USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol : uid)('Symbol.' + name));\n};\n\n$exports.store = store;\n","module.exports = false;\n","/**\n * A specialized version of `_.filter` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {Array} Returns the new filtered array.\n */\nfunction arrayFilter(array, predicate) {\n var index = -1,\n length = array == null ? 0 : array.length,\n resIndex = 0,\n result = [];\n\n while (++index < length) {\n var value = array[index];\n if (predicate(value, index, array)) {\n result[resIndex++] = value;\n }\n }\n return result;\n}\n\nmodule.exports = arrayFilter;\n","var toString = {}.toString;\n\nmodule.exports = function (it) {\n return toString.call(it).slice(8, -1);\n};\n","/**\n * Removes `key` and its value from the stack.\n *\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction stackDelete(key) {\n var data = this.__data__,\n result = data['delete'](key);\n\n this.size = data.size;\n return result;\n}\n\nmodule.exports = stackDelete;\n","var isFunction = require('./isFunction'),\n isLength = require('./isLength');\n\n/**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n * equal to `0` and less than or equal to `Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * // => true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\nfunction isArrayLike(value) {\n return value != null && isLength(value.length) && !isFunction(value);\n}\n\nmodule.exports = isArrayLike;\n","// fast apply, http://jsperf.lnkit.com/fast-apply/5\nmodule.exports = function (fn, args, that) {\n var un = that === undefined;\n switch (args.length) {\n case 0: return un ? fn()\n : fn.call(that);\n case 1: return un ? fn(args[0])\n : fn.call(that, args[0]);\n case 2: return un ? fn(args[0], args[1])\n : fn.call(that, args[0], args[1]);\n case 3: return un ? fn(args[0], args[1], args[2])\n : fn.call(that, args[0], args[1], args[2]);\n case 4: return un ? fn(args[0], args[1], args[2], args[3])\n : fn.call(that, args[0], args[1], args[2], args[3]);\n } return fn.apply(that, args);\n};\n","var dP = require('./_object-dp');\nvar createDesc = require('./_property-desc');\nmodule.exports = require('./_descriptors') ? function (object, key, value) {\n return dP.f(object, key, createDesc(1, value));\n} : function (object, key, value) {\n object[key] = value;\n return object;\n};\n","var arrayFilter = require('./_arrayFilter'),\n stubArray = require('./stubArray');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Built-in value references. */\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeGetSymbols = Object.getOwnPropertySymbols;\n\n/**\n * Creates an array of the own enumerable symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of symbols.\n */\nvar getSymbols = !nativeGetSymbols ? stubArray : function(object) {\n if (object == null) {\n return [];\n }\n object = Object(object);\n return arrayFilter(nativeGetSymbols(object), function(symbol) {\n return propertyIsEnumerable.call(object, symbol);\n });\n};\n\nmodule.exports = getSymbols;\n","// check on default Array iterator\nvar Iterators = require('./_iterators');\nvar ITERATOR =

require('./_wks')('iterator');\nvar ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n return it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};\n","var isFunction = require('./isFunction'),\n    isMasked = require('./_isMasked'),\n    isObject = require('./isObject'),\n    toSource = require('./_toSource');\n\n/**\n * Used to match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n */\nvar reRegExpChar = /[\\\\^$.*+?()[\\]{}|]/g;\n\n/** Used to detect host constructors (Safari). */\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\n\n/** Used for built-in method references. */\nvar funcProto = Function.prototype,\n    objectProto = Object.prototype;\n\n/** Used to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Used to detect if a method is native. */\nvar reIsNative = RegExp('^' +\n  funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\$&')\n  .replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, '$1.*?') + '$');\n\n/**\n * The base implementation of `_.isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n *  else `false`.\n */\nfunction baseIsNative(value) {\n  if (!isObject(value) || isMasked(value)) {\n    return false;\n  }\n  var pattern = isFunction(value) ? reIsNative : reIsHostCtor;\n  return pattern.test(toSource(value));\n}\n\nmodule.exports = baseIsNative;\n","/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\nfunction getValue(object, key) {\n  return object == null ? undefined : object[key];\n}\n\nmodule.exports = getValue;\n","var Symbol = require('./_Symbol'),\n    getRawTag = require('./_getRawTag'),\n    objectToString = require('./_objectToString');\n\n/** `Object#toString` result references. */\nvar nullTag = '[object Null]',\n    undefinedTag = '[object Undefined]';\n\n/** Built-in value references. */\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\nfunction baseGetTag(value) {\n  if (value == null) {\n    return value === undefined ? undefinedTag : nullTag;\n  }\n  return (symToStringTag && symToStringTag in Object(value))\n    ? getRawTag(value)\n    : objectToString(value);\n}\n\nmodule.exports = baseGetTag;\n","// 21.2.5.3 get RegExp.prototype.flags()\nif (require('./_descriptors') && /./g.flags != 'g') require('./_object-dp').f(RegExp.prototype, 'flags', {\n  configurable: true,\n  get: require('./_flags')\n});\n","// 19.1.2.9 / 15.2.3.2 Object.getPrototypeOf(O)\nvar has = require('./_has');\nvar toObject = require('./_to-object');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar ObjectProto = Object.prototype;\n\nmodule.exports = Object.getPrototypeOf || function (O) {\n  O = toObject(O);\n  if (has(O, IE_PROTO)) return O[IE_PROTO];\n  if (typeof O.constructor == 'function' && O instanceof O.constructor) {\n    return O.constructor.prototype;\n  } return O instanceof Object ? ObjectProto : null;\n};\n","var getNative = require('./_getNative'),\n    root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar WeakMap = getNative(root, 'WeakMap');\n\nmodule.exports = WeakMap;\n","var getNative = require('./_getNative');\n\nvar defineProperty = (function() {\n  try {\n    var func = getNative(Object, 'defineProperty');\n    func({}, '', {});\n    return func;\n  } catch (e) {}\n}());\n\nmodule.exports = defineProperty;\n","var isStrictComparable = require('./_isStrictComparable'),\n    keys = require('./keys');\n\n/**\n * Gets the property names, values, and compare flags of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the match data of `object`.\n */\nfunction getMatchData(object) {\n  var result = keys(object),\n      length = result.length;\n\n  while (length--) {\n    var key = result[length],\n        value = object[key];\n    result[length] = [key, value, isStrictComparable(value)];\n  }\n  return result;\n}\n\nmodule.exports = getMatchData;\n","/*!\n * vue-headroom v0.9.0\n * (c) 2016-present dalphyx <wjcbmk@gmail.com>\n * Released under the MIT License.\n */\n(function (global, factory) {\n\ttypeof exports === 'object' && typeof module !== 'undefined' ? module.exports = factory() :\n\ttypeof define === 'function' && define.amd ? define(factory) :\n\t(global.vueHeadroom = factory());\n}(this, (function () { 'use strict';\n\n\tvar commonjsGlobal = typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : typeof self !== 'undefined' ? self : {};\n\n\tfunction createCommonjsModule(fn, module) {\n\t\treturn module = { exports: {} }, fn(module, module.exports),

module.exports;\n\t}\n\n\tvar performanceNow = createCommonjsModule(function (module) {\n\t// Generated by CoffeeScript 1.12.2\n\t(function() {\n\t  var getNanoSeconds, hrtime, loadTime, moduleLoadTime, nodeLoadTime, upTime;\n\n\t  if ((typeof performance !== \"undefined\" && performance !== null) && performance.now) {\n\t    module.exports = function() {\n\t      return performance.now();\n\t    };\n\t  } else if ((typeof process !== \"undefined\" && process !== null) && process.hrtime) {\n\t    module.exports = function() {\n\t      return (getNanoSeconds() - nodeLoadTime) / 1e6;\n\t    };\n\t    hrtime = process.hrtime;\n\t    getNanoSeconds = function() {\n\t      var hr;\n\t      hr = hrtime();\n\t      return hr[0] * 1e9 + hr[1];\n\t    };\n\t    moduleLoadTime = getNanoSeconds();\n\t    upTime = process.uptime() * 1e9;\n\t    nodeLoadTime = moduleLoadTime - upTime;\n\t  } else if (Date.now) {\n\t    module.exports = function() {\n\t      return Date.now() - loadTime;\n\t    };\n\t    loadTime = Date.now();\n\t  } else {\n\t    module.exports = function() {\n\t      return new Date().getTime() - loadTime;\n\t    };\n\t    loadTime = new Date().getTime();\n\t  }\n\n\t}).call(commonjsGlobal);\n\n\t});\n\n\tvar root = typeof window === 'undefined' ? commonjsGlobal : window\n\t  , vendors = ['moz', 'webkit']\n\t  , suffix = 'AnimationFrame'\n\t  , raf = root['request' + suffix]\n\t  , caf = root['cancel' + suffix] || root['cancelRequest' + suffix];\n\n\tfor(var i = 0; !raf && i < vendors.length; i++) {\n\t  raf = root[vendors[i] + 'Request' + suffix];\n\t  caf = root[vendors[i] + 'Cancel' + suffix]\n\t      || root[vendors[i] + 'CancelRequest' + suffix];\n\t}\n\n\t// Some versions of FF have rAF but not cAF\n\tif(!raf || !caf) {\n\t  var last = 0\n\t    , id = 0\n\t    , queue = []\n\t    , frameDuration = 1000 / 60;\n\n\t  raf = function(callback) {\n\t    if(queue.length === 0) {\n\t      var _now = performanceNow()\n\t        , next = Math.max(0, frameDuration - (_now - last));\n\t      last = next + _now;\n\t      setTimeout(function() {\n\t        var cp = queue.slice(0);\n\t        // Clear queue here to prevent\n\t        // callbacks from appending listeners\n\t        // to the current frame's queue\n\t        queue.length = 0;\n\t        for(var i = 0; i < cp.length; i++) {\n\t          if(!cp[i].cancelled) {\n\t            try{\n\t              cp[i].callback(last);\n\t            } catch(e) {\n\t              setTimeout(function() { throw e }, 0);\n\t            }\n\t          }\n\t        }\n\t      }, Math.round(next));\n\t    }\n\t    queue.push({\n\t      handle: ++id,\n\t      callback: callback,\n\t      cancelled: false\n\t    });\n\t    return id\n\t  };\n\n\t  caf = function(handle) {\n\t    for(var i = 0; i < queue.length; i++) {\n\t      if(queue[i].handle === handle) {\n\t        queue[i].cancelled = true;\n\t      }\n\t    }\n\t  }\n\t}\n\n\tvar raf_1 = function(fn) {\n\t  // Wrap in a new function to prevent\n\t  // `cancel` potentially being assigned\n\t  // to the native rAF function\n\t  return raf.call(root, fn)\n\t};\n\tvar cancel = function() {\n\t  caf.apply(root, arguments);\n\t};\n\tvar polyfill = function(object) {\n\t  if (!object) {\n\t    object = root;\n\t  }\n\t  object.requestAnimationFrame = raf;\n\t  object.cancelAnimationFrame = caf;\n\t};\n\traf_1.cancel = cancel;\n\traf_1.polyfill = polyfill;\n\n\tfunction checkActions(states) {\n\t  var direction = states.currentScrollY >= states.lastScrollY ? 'down' : 'up';\n\t  var distanceScrolled = Math.abs(states.currentScrollY - states.lastScrollY);\n\t  var action; // Scrolling down and past the offset.\n\t  // Unpinned the header.\n\n\t  if (direction === 'down' && states.currentScrollY >= states.offset && distanceScrolled > states.downTolerance) {\n\t    action = 'unpin'; // Now, it's time to up.\n\t    // Pin the header.\n\t  } else if (direction === 'up' && distanceScrolled > states.upTolerance || states.currentScrollY <= states.offset) {\n\t    action = 'pin';\n\t  }\n\n\t  return action;\n\t}\n\n\t// borrowed from modernizr\n\t// https://github.com/Modernizr/Modernizr/blob/master/feature-detects/css/transforms3d.js\n\tfunction supports3d() {\n\t  var div = document.createElement('div');\n\t  var ret = false;\n\t  var properties = ['perspectiveProperty', 'WebkitPerspective'];\n\n\t  for (var i = properties.length - 1; i >= 0; i--) {\n\t    ret = ret ? ret : div.style[properties[i]] !== undefined;\n\t  }\n\n\t  if (ret) {\n\t    var st = document.createElement('style');\n\t    st.textContent = '#modernizr{width:0;height:0} @media (transform-3d),(-webkit-transform-3d){#modernizr{width:7px;height:18px;margin:0;padding:0;border:0}}';\n\t    document.getElementsByTagName('head')[0].appendChild(st);\n\t    div.id = 'modernizr';\n\t    document.body.appendChild(div);\n\t    ret = div.offsetWidth === 7 && div.offsetHeight === 18;\n\t    st.parentNode.removeChild(st);\n\t    div.parentNode.removeChild(div);\n\t  }\n\n\t  return ret;\n\t}\n\n\tvar _extends = Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source = arguments[i]; for (var key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } } return target; };\n\n\tfunction _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\n\tvar

defaultCls = {\n\t pinned: 'headroom--pinned',\n\t unpinned: 'headroom--unpinned',\n\t top: 'headroom--top',\n\t notTop: 'headroom--not-top',\n\t bottom: 'headroom--bottom',\n\t notBottom: 'headroom--not-bottom',\n\t initial: 'headroom'\n\t};\n\n\tvar headroom = { render: function render() {\n\t var _vm = this;var _h = _vm.$createElement;var _c = _vm._self._c || _h;return _c('div', { class: _vm.cls, style: _vm.style }, [_vm._t(\"default\")], 2);\n\t }, staticRenderFns: [],\n\t name: 'vueHeadroom',\n\n\t data: function data() {\n\t return {\n\t isTop: false,\n\t isNotTop: false,\n\t isBottom: false,\n\t isNotBottom: false,\n\t isPinned: false,\n\t isUnpinned: false,\n\t currentScrollY: 0,\n\t lastScrollY: 0,\n\t state: '',\n\t translate: 0,\n\t isSupport3d: false\n\t };\n\t },\n\n\t props: {\n\t scroller: {\n\t type: Function,\n\t default: function _default() {\n\t return window;\n\t }\n\t },\n\n\t disabled: {\n\t type: Boolean,\n\t default: false\n\t },\n\n\t upTolerance: {\n\t type: Number,\n\t default: 5\n\t },\n\n\t downTolerance: {\n\t type: Number,\n\t default: 0\n\t },\n\n\t speed: {\n\t type: Number,\n\t default: 250\n\t },\n\n\t easing: {\n\t type: String,\n\t default: 'ease-in-out'\n\t },\n\n\t zIndex: {\n\t type: Number,\n\t default: 9999\n\t },\n\n\t onPin: Function,\n\t onUnpin: Function,\n\t onTop: Function,\n\t onNotTop: Function,\n\t onBottom: Function,\n\t onNotBottom: Function,\n\n\t offset: {\n\t type: Number,\n\t default: 0\n\t },\n\n\t classes: {\n\t type: Object,\n\t default: function _default() {\n\t return defaultCls;\n\t }\n\t },\n\n\t footroom: {\n\t type: Boolean,\n\t default: false\n\t }\n\t },\n\n\t watch: {\n\t disabled: function disabled(newVal) {\n\t if (newVal) {\n\t this.scroller().removeEventListener('scroll', this._handleScroll);\n\t } else {\n\t this.scroller().addEventListener('scroll', this._handleScroll);\n\t }\n\t }\n\t },\n\n\t mounted: function mounted() {\n\t this.isSupport3d = supports3d();\n\n\t if (!this.disabled) {\n\t this.scroller().addEventListener('scroll', this._handleScroll);\n\t }\n\n\t // When headroom is mounted, call handleScroll to set initial state.\n\t this._handleScroll();\n\t },\n\t beforeDestroy: function beforeDestroy() {\n\t this.scroller().removeEventListener('scroll', this._handleScroll);\n\t },\n\n\t computed: {\n\t style: function style() {\n\t var styles = {\n\t 'position': this.isInTop ? 'fixed' : 'relative',\n\t 'top': '0',\n\t 'left': '0',\n\t 'right': '0',\n\t 'z-index': this.isInTop ? this.zIndex : 1\n\t };\n\n\t if (this.footroom) {\n\t styles = _extends({}, styles, { 'top': 'unset', 'bottom': '0' });\n\t }\n\n\t // SSR cannot detect scroll position. To prevent flash when component mounted,\n\t // just add transition styles in browser.\n\t if (!this.$isServer) {\n\t styles.transform = this.isSupport3d && !this.$isServer ? 'translate3d(0, ' + this.translate + ', 0)' : 'translateY(' + this.translate + ')';\n\n\t styles.transition = this.isInTop ? 'all ' + this.speed + 'ms ' + this.easing : null;\n\t }\n\n\t return styles;\n\t },\n\t clsOpts: function clsOpts() {\n\t return _extends({}, defaultCls, this.classes);\n\t },\n\t cls: function cls() {\n\t var _ref;\n\n\t var cls = this.clsOpts;\n\t return this.disabled ? {} : (_ref = {}, _defineProperty(_ref, cls.top, this.isTop), _defineProperty(_ref, cls.notTop, this.isNotTop), _defineProperty(_ref, cls.bottom, this.isBottom), _defineProperty(_ref, cls.notBottom, this.isNotBottom), _defineProperty(_ref, cls.pinned, this.isPinned), _defineProperty(_ref, cls.unpinned, this.isUnpinned), _defineProperty(_ref, cls.initial, true), _ref);\n\t },\n\t isInTop: function isInTop() {\n\t return this.state === 'pinned' || this.state === 'unpinned';\n\t }\n\t },\n\n\t methods: {\n\t _getViewportHeight: function _getViewportHeight() {\n\t return window.innerHeight || document.documentElement.clientHeight || document.body.clientHeight;\n\t },\n\n\t _getElementPhysicalHeight: function _getElementPhysicalHeight(elm) {\n\t return Math.max(elm.offsetHeight, elm.clientHeight);\n\t },\n\n\t _getDocumentHeight: function _getDocumentHeight() {\n\t var body = document.body;\n\t var documentElement = document.documentElement;\n\n\t return Math.max(body.scrollHeight, documentElement.scrollHeight, body.offsetHeight, documentElement.offsetHeight, body.clientHeight, documentElement.clientHeight);\n\t },\n\n\t _getElementHeight: function _getElementHeight(elm) {\n\t return Math.max(elm.scrollHeight, elm.offsetHeight, elm.clientHeight);\n\t },\n\n\t _getScrollerPhysicalHeight: function _getScrollerPhysicalHeight() {\n\t var parent = this.scroller();\n\n\t return parent === window || parent === document.body ? this._getViewportHeight() : this._getElementPhysicalHeight(parent);\n\t },\n\t _getScrollerHeight: function _getScrollerHeight() {\n\t var parent = this.scroller();\n\n\t return parent === window || parent === document.body ? this._getDocumentHeight() : this._getElementHeight(parent);\n\t },\n\t _isOutOfBound: function _isOutOfBound(currentScrollY) {\n\t var pastTop = currentScrollY < 0;\n\n\t var

scrollerPhysicalHeight = this._getScrollerPhysicalHeight();\n\t    var scrollerHeight = this._getScrollerHeight();\n\n\t    var pastBottom = currentScrollY + scrollerPhysicalHeight > scrollerHeight;\n\n\t    return pastTop || pastBottom;\n\t    },\n\t    _handleScroll: function _handleScroll() {\n\t    raf_1(this.update);\n\t    },\n\t    _getScrollY: function _getScrollY() {\n\t    var top = void 0;\n\t    if (this.scroller().pageYOffset !== undefined) {\n\t    top = this.scroller().pageYOffset;\n\t    } else if (this.scroller().scrollTop !== undefined) {\n\t    top = this.scroller().scrollTop;\n\t    } else {\n\t    top = (document.documentElement || document.body.parentNode || document.body).scrollTop;\n\t    }\n\t    return top;\n\t    },\n\t    update: function update() {\n\t    this.currentScrollY = this._getScrollY();\n\n\t    if (this._isOutOfBound(this.currentScrollY)) {\n\t    return;\n\t    }\n\n\t    if (this.currentScrollY <= this.offset) {\n\t    this.top();\n\t    } else {\n\t    this.notTop();\n\t    }\n\n\t    if (this.currentScrollY + this._getViewportHeight() >= this._getScrollerHeight()) {\n\t    this.bottom();\n\t    } else {\n\t    this.notBottom();\n\t    }\n\n\t    var action = checkActions(this);\n\n\t    if (action === 'pin') {\n\t    this.pin();\n\t    } else if (action === 'unpin') {\n\t    this.unpin();\n\t    }\n\n\t    this.lastScrollY = this.currentScrollY;\n\t    },\n\t    top: function top() {\n\t    if (!this.isTop) {\n\t    this.isTop = true;\n\t    this.isNotTop = false;\n\t    this.onTop && this.onTop();\n\t    }\n\t    },\n\t    notTop: function notTop() {\n\t    if (!this.isNotTop) {\n\t    this.isTop = false;\n\t    this.isNotTop = true;\n\t    this.onNotTop && this.onNotTop();\n\t    }\n\t    },\n\t    bottom: function bottom() {\n\t    if (!this.isBottom) {\n\t    this.isBottom = true;\n\t    this.isNotBottom = false;\n\t    this.onBottom && this.onBottom();\n\t    }\n\t    },\n\t    notBottom: function notBottom() {\n\t    if (!this.isNotBottom) {\n\t    this.isNotBottom = true;\n\t    this.isBottom = false;\n\t    this.onNotBottom && this.onNotBottom();\n\t    }\n\t    },\n\t    pin: function pin() {\n\t    var _this = this;\n\n\t    if (!this.isPinned) {\n\t    this.isPinned = true;\n\t    this.isUnpinned = false;\n\t    this.onPin && this.onPin();\n\t    this.$emit('pin');\n\t    this.translate = 0;\n\t    setTimeout(function () {\n\t    _this.state = 'pinned';\n\t    }, 0);\n\t    }\n\t    },\n\t    unpin: function unpin() {\n\t    var _this2 = this;\n\n\t    if (this.isPinned || !this.isUnpinned) {\n\t    this.isUnpinned = true;\n\t    this.isPinned = false;\n\t    this.onUnpin && this.onUnpin();\n\t    this.$emit('unpin');\n\t    this.translate = this.footroom ? '100%' : '-100%';\n\t    setTimeout(function () {\n\t    _this2.state = 'unpinned';\n\t    }, 0);\n\t    }\n\t    }\n\n\t};\n\n\tvar install = function install(Vue) {\n\n\t    if (install.installed) {\n\t    return;\n\t    }\n\n\t    Vue.component(headroom.name, headroom);\n\t};\n\n\tif (typeof window !== 'undefined' && window.Vue) {\n\t    install(window.Vue);\n\t}\n\n\tvar index = {\n\t    headroom: headroom,\n\t    install: install\n\t};\n\n\treturn index;\n\n})));\n","'use strict';\nvar create = require('./_object-create');\nvar descriptor = require('./_property-desc');\nvar setToStringTag = require('./_set-to-string-tag');\nvar IteratorPrototype = {};\n\n// 25.1.2.1.1 %IteratorPrototype%[@@iterator]()\nrequire('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () { return this; });\n\nmodule.exports = function (Constructor, NAME, next) {\n  Constructor.prototype = create(IteratorPrototype, { next: descriptor(1, next) });\n  setToStringTag(Constructor, NAME + ' Iterator');\n};\n","var isKeyable = require('./_isKeyable');\n\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\nfunction getMapData(map, key) {\n  var data = map.__data__;\n  return isKeyable(key)\n    ? data[typeof key == 'string' ? 'string' : 'hash']\n    : data.map;\n}\n\nmodule.exports = getMapData;\n","/**\n * A specialized version of `_.some` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if any element passes the predicate check,\n * else `false`.\n */\nfunction arraySome(array, predicate) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n\n  while (++index < length) {\n    if (predicate(array[index], index, array)) {\n      return true;\n    }\n  }\n  return false;\n}\n\nmodule.exports = arraySome;\n","var DataView = require('./_DataView'),\n    Map = require('./_Map'),\n    Promise = require('./_Promise'),\n    Set = require('./_Set'),\n    WeakMap = require('./_WeakMap'),\n    baseGetTag = require('./_baseGetTag'),\n    toSource = require('./_toSource');\n\n/** `Object#toString` result references. */\nvar mapTag = '[object Map]',\n    objectTag = '[object Object]',\n    promiseTag = '[object Promise]',\n    setTag = '[object Set]',\n    weakMapTag = '[object WeakMap]';\n\nvar dataViewTag = '[object DataView]';\n\n/** Used to detect maps, sets, and weakmaps. */\nvar dataViewCtorString =

toSource(DataView),\n  mapCtorString = toSource(Map),\n  promiseCtorString = toSource(Promise),\n setCtorString = toSource(Set),\n  weakMapCtorString = toSource(WeakMap);\n\n/**\n * Gets the `toStringTag` of `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\nvar getTag = baseGetTag;\n\n// Fallback for data views, maps, sets, and weak maps in IE 11 and promises in Node.js < 6.\nif ((DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag) ||\n  (Map && getTag(new Map) != mapTag) ||\n  (Promise && getTag(Promise.resolve()) != promiseTag) ||\n  (Set && getTag(new Set) != setTag) ||\n  (WeakMap && getTag(new WeakMap)) != weakMapTag)) {\n  getTag = function(value) {\n    var result = baseGetTag(value),\n        Ctor = result == objectTag ? value.constructor : undefined,\n        ctorString = Ctor ? toSource(Ctor) : '';\n\n    if (ctorString) {\n      switch (ctorString) {\n        case dataViewCtorString: return dataViewTag;\n        case mapCtorString: return mapTag;\n        case promiseCtorString: return promiseTag;\n        case setCtorString: return setTag;\n        case weakMapCtorString: return weakMapTag;\n      }\n    }\n    return result;\n  };\n}\n\nmodule.exports = getTag;\n","exports.nextTick = function nextTick(fn) {\n\tsetTimeout(fn, 0);\n};\n\nexports.platform = exports.arch = \nexports.execPath = exports.title = 'browser';\nexports.pid = 1;\nexports.browser = true;\nexports.env = {};\nexports.argv = [];\nexports.binding = function (name) {\n\tthrow new Error('No such module. (Possibly not yet loaded)')\n};\n\n(function () {\n  var cwd = '/';\n  var path;\n  exports.cwd = function () { return cwd };\n  exports.chdir = function (dir) {\n    if (!path)\n      path = require('path');\n    cwd = path.resolve(dir, cwd);\n  };\n})();\n\nexports.exit = exports.kill = \nexports.umask = exports.dlopen = \nexports.uptime = exports.memoryUsage = \nexports.uvCounters = function() {};\nexports.features = {};\n","/**\n * Gets the last element of `array`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Array\n * @param {Array} array The array to query.\n * @returns {*} Returns the last element of `array`.\n * @example\n *\n * _.last([1, 2, 3]);\n * // => 3\n */\nfunction last(array) {\n  var length = array == null ? 0 : array.length;\n  return length ? array[length - 1] : undefined;\n}\n\nmodule.exports = last;\n","// 19.1.2.14 Object.keys(O)\nvar toObject = require('./_to-object');\nvar $keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys', function () {\n  return function keys(it) {\n    return $keys(toObject(it));\n  };\n});\n","// 7.1.4 ToInteger\nvar ceil = Math.ceil;\nvar floor = Math.floor;\nmodule.exports = function (it) {\n  return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);\n};\n","module.exports = function (bitmap, value) {\n  return {\n    enumerable: !(bitmap & 1),\n    configurable: !(bitmap & 2),\n    writable: !(bitmap & 4),\n    value: value\n  };\n};\n","var baseForOwn = require('./_baseForOwn'),\n    createBaseEach = require('./_createBaseEach');\n\n/**\n * The base implementation of `_.forEach` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array|Object} Returns `collection`.\n */\nvar baseEach = createBaseEach(baseForOwn);\n\nmodule.exports = baseEach;\n","// @@match logic\nrequire('./_fix-re-wks')('match', 1, function (defined, MATCH, $match) {\n  // 21.1.3.11 String.prototype.match(regexp)\n  return [function match(regexp) {\n    'use strict';\n    var O = defined(this);\n    var fn = regexp == undefined ? undefined : regexp[MATCH];\n    return fn !== undefined ? fn.call(regexp, O) : new RegExp(regexp)[MATCH](String(O));\n  }, $match];\n});\n","var nativeCreate = require('./_nativeCreate');\n\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n */\nfunction hashClear() {\n  this.__data__ = nativeCreate ? nativeCreate(null) : {};\n  this.size = 0;\n}\n\nmodule.exports = hashClear;\n","var ctx = require('./_ctx');\nvar call = require('./_iter-call');\nvar isArrayIter = require('./_is-array-iter');\nvar anObject = require('./_an-object');\nvar toLength = require('./_to-length');\nvar getIterFn = require('./core.get-iterator-method');\nvar BREAK = {};\nvar RETURN = {};\nvar exports = module.exports = function (iterable, entries, fn, that, ITERATOR) {\n  var iterFn = ITERATOR ? function () { return iterable; } : getIterFn(iterable);\n  var f = ctx(fn, that, entries ? 2 : 1);\n  var index = 0;\n  var length, step, iterator, result;\n  if (typeof iterFn != 'function') throw TypeError(iterable + ' is not iterable!');\n  // fast case for arrays with default iterator\n  if (isArrayIter(iterFn)) for (length = toLength(iterable.length); length > index; index++) {\n    result = entries ? f(anObject(step = iterable[index])[0], step[1]) : f(iterable[index]);\n    if (result === BREAK || result === RETURN) return result;\n  } else for (iterator = iterFn.call(iterable); !(step = iterator.next()).done;) {\n    result = call(iterator, f, step.value, entries);\n    if (result === BREAK || result === RETURN) return result;\n  }\n};\nexports.BREAK =

BREAK;\nexports.RETURN = RETURN;\n","// 7.1.13 ToObject(argument)\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n return Object(defined(it));\n};\n","var baseFlatten = require('./_baseFlatten');\n\n/**\n * Flattens `array` a single level deep.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Array\n * @param {Array} array The array to flatten.\n * @returns {Array} Returns the new flattened array.\n * @example\n *\n * _.flatten([1, [2, [3, [4]], 5]]);\n * // => [1, 2, [3, [4]], 5]\n */\nfunction flatten(array) {\n var length = array == null ? 0 : array.length;\n return length ? baseFlatten(array, 1) : [];\n}\n\nmodule.exports = flatten;\n","/**\n * The base implementation of `_.times` without support for iteratee shorthands\n * or max array length checks.\n *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\nfunction baseTimes(n, iteratee) {\n var index = -1,\n    result = Array(n);\n\n  while (++index < n) {\n    result[index] = iteratee(index);\n  }\n  return result;\n}\n\nmodule.exports = baseTimes;\n","/*!\n * vue-social-sharing v2.3.3 \n * (c) 2017 nicolasbeauvais\n * Released under the MIT License.\n */\n'use strict';\n\nfunction _interopDefault (ex) { return (ex && (typeof ex === 'object') && 'default' in ex) ? ex['default'] : ex; }\n\nvar Vue = _interopDefault(require('vue'));\n\nvar SocialSharingNetwork = {\n  functional: true,\n\n  props: {\n    network: {\n      type: String,\n      default: "\n    }\n  },\n\n  render: function (createElement, context) {\n    var network = context.parent._data.baseNetworks[context.props.network];\n\n    if (!network) {\n      return console.warn((\"Network \" + (context.props.network) + \" does not exist\"));\n    }\n\n    return createElement(context.parent.networkTag, {\n      staticClass: context.data.staticClass || null,\n      staticStyle: context.data.staticStyle || null,\n      class: context.data.class || null,\n      style: context.data.style || null,\n      attrs: {\n        id: context.data.attrs.id || null,\n        'data-link': network.type === 'popup'\n          ? '#share-' + context.props.network\n          : context.parent.createSharingUrl(context.props.network),\n        'data-action': network.type === 'popup' ? null : network.action\n      },\n      on: {\n        click: network.type === 'popup' ? function () {\n          context.parent.share(context.props.network);\n        } : function () {\n          context.parent.touch(context.props.network);\n        }\n      }\n    }, context.children);\n  }};\n\nvar email = {\"sharer\":\"mailto:?subject=@title&body=@url%0D%0A%0D%0A@description\",\"type\":\"direct\"};\nvar facebook = {\"sharer\":\"https://www.facebook.com/sharer/sharer.php?u=@url&title=@title&description=@description&quote=@quote\",\"type\":\"popup\"};\nvar googleplus = {\"sharer\":\"https://plus.google.com/share?url=@url\",\"type\":\"popup\"};\nvar line = {\"sharer\":\"http://line.me/R/msg/text/?@description%0D%0A@url\",\"type\":\"popup\"};\nvar linkedin = {\"sharer\":\"https://www.linkedin.com/shareArticle?mini=true&url=@url&title=@title&summary=@description\",\"type\":\"popup\"};\nvar odnoklassniki = {\"sharer\":\"https://connect.ok.ru/dk?st.cmd=WidgetSharePreview&st.shareUrl=@url&st.comments=@description\",\"type\":\"popup\"};\nvar pinterest = {\"sharer\":\"https://pinterest.com/pin/create/button/?url=@url&media=@media&description=@title\",\"type\":\"popup\"};\nvar reddit = {\"sharer\":\"https://www.reddit.com/submit?url=@url&title=@title\",\"type\":\"popup\"};\nvar skype = {\"sharer\":\"https://web.skype.com/share?url=@description%0D%0A@url\",\"type\":\"popup\"};\nvar telegram = {\"sharer\":\"https://t.me/share/url?url=@url&text=@description\",\"type\":\"popup\"};\nvar twitter = {\"sharer\":\"https://twitter.com/intent/tweet?text=@title&url=@url&hashtags=@hashtags@twitteruser\",\"type\":\"popup\"};\nvar viber = {\"sharer\":\"viber://forward?text=@url @description\",\"type\":\"direct\"};\nvar vk = {\"sharer\":\"https://vk.com/share.php?url=@url&title=@title&description=@description&image=@media&noparse=true\",\"type\":\"popup\"};\nvar weibo = {\"sharer\":\"http://service.weibo.com/share/share.php?url=@url&title=@title\",\"type\":\"popup\"};\nvar whatsapp = {\"sharer\":\"whatsapp://send?text=@description%0D%0A@url\",\"type\":\"direct\",\"action\":\"share/whatsapp/share\"};\nvar sms = {\"sharer\":\"sms:?body=@url%20@description\",\"type\":\"direct\"};\nvar BaseNetworks = {\n\temail: email,\n\tfacebook: facebook,\n\tgoogleplus: googleplus,\n\tline: line,\n\tlinkedin:

linkedin,\n\todnoklassniki: odnoklassniki,\n\tpinterest: pinterest,\n\treddit: reddit,\n\tskype: skype,\n\ttelegram: telegram,\n\ttwitter: twitter,\n\tviber: viber,\n\tvk: vk,\n\tweibo: weibo,\n\twhatsapp: whatsapp,\n\tsms: sms\n};\n\nvar inBrowser = typeof window !== 'undefined';\nvar $window = inBrowser ? window : null;\n\nvar SocialSharing = {\n  props: {\n    /**\n     * URL to share.\n     * @var string\n     */\n    url: {\n      type: String,\n      default: inBrowser ? window.location.href : ''\n    },\n\n    /**\n     * Sharing title, if available by network.\n     * @var string\n     */\n    title: {\n      type: String,\n      default: ''\n    },\n\n    /**\n     * Sharing description, if available by network.\n     * @var string\n     */\n    description: {\n      type: String,\n      default: ''\n    },\n\n    /**\n     * Facebook quote\n     * @var string\n     */\n    quote: {\n      type: String,\n      default: ''\n    },\n\n    /**\n     * Twitter hashtags\n     * @var string\n     */\n    hashtags: {\n      type: String,\n      default: ''\n    },\n\n    /**\n     * Twitter user.\n     * @var string\n     */\n    twitterUser: {\n      type: String,\n      default: ''\n    },\n\n    /**\n     * Flag that indicates if counts should be retrieved.\n     * - NOT WORKING IN CURRENT VERSION\n     * @var mixed\n     */\n    withCounts: {\n      type: [String, Boolean],\n      default: false\n    },\n\n    /**\n     * Google plus key.\n     * @var string\n     */\n    googleKey: {\n      type: String,\n      default: undefined\n    },\n\n    /**\n     * Pinterest Media URL.\n     * Specifies the image/media to be used.\n     */\n    media: {\n      type: String,\n      default: ''\n    },\n\n    /**\n     * Network sub component tag.\n     * Default to span tag\n     */\n    networkTag: {\n      type: String,\n      default: 'span'\n    },\n\n    /**\n     * Additional or overridden networks.\n     * Default to BaseNetworks\n     */\n    networks: {\n      type: Object,\n      default: function () {\n        return {};\n      }\n    }\n  },\n\n  data: function data () {\n    return {\n      /**\n       * Available sharing networks.\n       * @param object\n       */\n      baseNetworks: BaseNetworks,\n\n      /**\n       * Popup settings.\n       * @param object\n       */\n      popup: {\n        status: false,\n        resizable: true,\n        toolbar: false,\n        menubar: false,\n        scrollbars: false,\n        location: false,\n        directories: false,\n        width: 626,\n        height: 436,\n        top: 0,\n        left: 0,\n        window: undefined,\n        interval: null\n      }\n    };\n  },\n\n  methods: {\n    /**\n     * Returns generated sharer url.\n     *\n     * @param network Social network key.\n     */\n    createSharingUrl: function createSharingUrl (network) {\n      return this.baseNetworks[network].sharer\n        .replace(/@url/g, encodeURIComponent(this.url))\n        .replace(/@title/g, encodeURIComponent(this.title))\n        .replace(/@description/g, encodeURIComponent(this.description))\n        .replace(/@quote/g, encodeURIComponent(this.quote))\n        .replace(/@hashtags/g, this.hashtags)\n        .replace(/@media/g, this.media)\n        .replace(/@twitteruser/g, this.twitterUser ? '&via=' + this.twitterUser : '');\n    },\n\n    /**\n     * Shares URL in specified network.\n     *\n     * @param string network Social network key.\n     */\n    share: function share (network) {\n      this.openSharer(network, this.createSharingUrl(network));\n\n      this.$root.$emit('social_shares_open', network, this.url);\n      this.$emit('open', network, this.url);\n    },\n\n    /**\n     * Touches network and emits click event.\n     *\n     * @param string network Social network key.\n     */\n    touch: function touch (network) {\n      window.open(this.createSharingUrl(network), '_self');\n\n      this.$root.$emit('social_shares_open', network, this.url);\n      this.$emit('open', network, this.url);\n    },\n\n    /**\n     * Opens sharer popup.\n     *\n     * @param string url Url to share.\n     */\n    openSharer: function openSharer (network, url) {\n      var this$1 = this;\n\n      // If a popup window already exist it will be replaced, trigger a close event.\n      if (this.popup.window && this.popup.interval) {\n        clearInterval(this.popup.interval);\n\n        this.popup.window.close();// Force close (for Facebook)\n\n        this.$root.$emit('social_shares_change', network, this.url);\n        this.$emit('change', network, this.url);\n      }\n\n      this.popup.window = window.open(\n        url,\n        'sharer',\n        'status=' + (this.popup.status ? 'yes' : 'no') +\n        ',height=' + this.popup.height +\n        ',width=' + this.popup.width +\n        ',resizable=' + (this.popup.resizable ? 'yes' : 'no') +\n        ',left=' + this.popup.left +\n        ',top=' + this.popup.top +\n        ',screenX=' + this.popup.left +\n        ',screenY=' + this.popup.top +\n        ',toolbar=' + (this.popup.toolbar ? 'yes' : 'no') +\n        ',menubar=' + (this.popup.menubar ? 'yes' : 'no') +\n        ',scrollbars=' + (this.popup.scrollbars ? 'yes' : 'no') +\n        ',location=' + (this.popup.location ? 'yes' : 'no') +\n        ',directories=' + (this.popup.directories ? 'yes' : 'no')\n      );\n\n      this.popup.window.focus();\n\n      // Create an interval to detect popup closing event\n      this.popup.interval = setInterval(function () {\n        if (this$1.popup.window.closed) {\n          clearInterval(this$1.popup.interval);\n\n          this$1.popup.window = undefined;\n\n          this$1.$root.$emit('social_shares_close', network, this$1.url);\n          this$1.$emit('close', network, this$1.url);\n

}\n     }, 500);\n   }\n },\n\n /**\n   * Merge base networks list with user's list\n   */\n beforeMount: function beforeMount () {\n   this.baseNetworks = Vue.util.extend(this.baseNetworks, this.networks);\n },\n\n /**\n   * Sets popup default dimensions.\n   */\n mounted: function mounted () {\n   if (!inBrowser) {\n     return;\n   }\n\n /**\n    * Center the popup on dual screens\n    * http://stackoverflow.com/questions/4068373/center-a-popup-window-on-screen/32261263\n    */\n   var dualScreenLeft = $window.screenLeft !== undefined ? $window.screenLeft : screen.left;\n   var dualScreenTop = $window.screenTop !== undefined ? $window.screenTop : screen.top;\n\n   var width = $window.innerWidth ? $window.innerWidth : (document.documentElement.clientWidth ? document.documentElement.clientWidth : screen.width);\n   var height = $window.innerHeight ? $window.innerHeight : (document.documentElement.clientHeight ? document.documentElement.clientHeight : screen.height);\n\n   this.popup.left = ((width / 2) - (this.popup.width / 2)) + dualScreenLeft;\n   this.popup.top = ((height / 2) - (this.popup.height / 2)) + dualScreenTop;\n },\n\n /**\n   * Set component aliases for buttons and links.\n   */\n components: {\n   'network': SocialSharingNetwork\n }\n};\n\nSocialSharing.version = '2.3.3';\n\nSocialSharing.install = function (Vue) {\n Vue.component('social-sharing', SocialSharing);\n};\n\nif (typeof window !== 'undefined') {\n window.SocialSharing = SocialSharing;\n}\n\nmodule.exports = SocialSharing;","exports.f = {}.propertyIsEnumerable;\n","export default {\n 'imddb-header.dropdown.items': [\n   { label: 'Graphics', href: \"#/\" },\n   { label: 'Overview', href: \"#/\" },\n   { label: 'Visual overview', href: \"#/\" },\n   { label: 'Backgrounder', href: \"#/\" },\n   { label: 'About this project', href: \"#/\", active: true }\n ],\n 'project.name': 'Secret Papers',\n 'app.name': 'Awesome App',\n 'app.home': './',\n 'sharing-options.url': null,\n 'sharing-options.title': 'Awesome App by ICIJ',\n 'sharing-options.description': 'null',\n 'sharing-options.media': null,\n 'sharing-options.twitter-user': 'ICIJorg',\n 'signup-form.tracker': 'EXTERNAL',\n 'signup-form.action': 'https://icij.us15.list-manage.com/subscribe/post?u=0d48a33b1c24d257734cc2a79&id=992ecfdbb2',\n 'donate-form.introduction': `ICIJ's investigations are supported by readers like you. Help keep our\n                databases free and open to the public by joining our\n                <strong><a target=\"_blank\" href=\"https://icij.org/donate\">ICIJ Insiders</a></strong>\n                community.`\n}\n","import get from 'lodash/get'\nimport each from 'lodash/each'\nimport Symbol from 'es6-symbol'\nimport defaultValues from './config.default'\n\nconst _VALUES = Symbol('values')\nconst _SCOPES = Symbol('scopes')\n\nclass Config {\n constructor (values = {}) {\n   this[_VALUES] = {}\n   each(values, (value, key) => this.set(key, value))\n   return this;\n }\n set (key, value) {\n   const levels = key.split('.')\n   if (levels.length > 1) {\n     this[_VALUES][key] = this.scope(levels.shift()).set(levels.join('.'), value)\n   } else {\n     this[_VALUES][key] = value\n   }\n   return value\n }\n get (key, defaultValue) {\n   return get(this[_VALUES], key, defaultValue)\n }\n scopes () {\n   this[_SCOPES] = get(this, _SCOPES, {})\n   return this[_SCOPES]\n }\n scope (name) {\n   this.scopes[name] = get(this.scopes, name, new Config())\n   return this.scopes[name]\n }\n values () {\n   return this[_VALUES]\n }\n}\n\nexport default new Config(defaultValues)\n","'use strict';\nvar LIBRARY = require('./_library');\nvar global = require('./_global');\nvar ctx = require('./_ctx');\nvar classof = require('./_classof');\nvar $export = require('./_export');\nvar isObject = require('./_is-object');\nvar aFunction = require('./_a-function');\nvar anInstance = require('./_an-instance');\nvar forOf = require('./_for-of');\nvar speciesConstructor = require('./_species-constructor');\nvar task = require('./_task').set;\nvar microtask = require('./_microtask')();\nvar newPromiseCapabilityModule = require('./_new-promise-capability');\nvar perform = require('./_perform');\nvar userAgent = require('./_user-agent');\nvar promiseResolve = require('./_promise-resolve');\nvar PROMISE = 'Promise';\nvar TypeError = global.TypeError;\nvar process = global.process;\nvar versions = process && process.versions;\nvar v8 = versions && versions.v8 || '';\nvar $Promise = global[PROMISE];\nvar isNode = classof(process) == 'process';\nvar empty = function () { /* empty */ };\nvar Internal, newGenericPromiseCapability, OwnPromiseCapability, Wrapper;\nvar newPromiseCapability = newGenericPromiseCapability = newPromiseCapabilityModule.f;\n\nvar USE_NATIVE = !!function () {\n try {\n // correct subclassing with @@species support\n   var promise = $Promise.resolve(1);\n   var FakePromise = (promise.constructor = {})[require('./_wks')('species')] = function (exec) {\n     exec(empty, empty);\n   };\n // unhandled rejections tracking support, NodeJS Promise without it fails @@species test\n   return (isNode || typeof

PromiseRejectionEvent == 'function')\n    && promise.then(empty) instanceof FakePromise\n    // v8 6.6 (Node 10 and Chrome 66) have a bug with resolving custom thenables\n    // https://bugs.chromium.org/p/chromium/issues/detail?id=830565\n    // we can't detect it synchronously, so just check versions\n    && v8.indexOf('6.6') !== 0\n    && userAgent.indexOf('Chrome/66') === -1;\n  } catch (e) { /* empty */ }\n}();\n\n// helpers\nvar isThenable = function (it) {\n  var then;\n  return isObject(it) && typeof (then = it.then) == 'function' ? then : false;\n};\nvar notify = function (promise, isReject) {\n  if (promise._n) return;\n  promise._n = true;\n  var chain = promise._c;\n  microtask(function () {\n    var value = promise._v;    var ok = promise._s == 1;    var i = 0;    var run = function (reaction) {\n      var handler = ok ? reaction.ok : reaction.fail;\n      var resolve = reaction.resolve;      var reject = reaction.reject;      var domain = reaction.domain;\n      var result, then, exited;      try {\n        if (handler) {\n          if (!ok) {\n            if (promise._h == 2) onHandleUnhandled(promise);\n            promise._h = 1;\n          }\n          if (handler === true) result = value;\n          else {\n            if (domain) domain.enter();\n            result = handler(value); // may throw\n            if (domain) {\n              domain.exit();\n              exited = true;\n            }\n          }\n          if (result === reaction.promise) {\n            reject(TypeError('Promise-chain cycle'));\n          } else if (then = isThenable(result)) {\n            then.call(result, resolve, reject);\n          } else resolve(result);\n        } else reject(value);\n      } catch (e) {\n        if (domain && !exited) domain.exit();\n        reject(e);\n      }\n    };\n    while (chain.length > i) run(chain[i++]); // variable length - can't use forEach\n    promise._c = [];\n    promise._n = false;\n    if (isReject && !promise._h) onUnhandled(promise);\n  });\n};\nvar onUnhandled = function (promise) {\n  task.call(global, function () {\n    var value = promise._v;\n    var unhandled = isUnhandled(promise);\n    var result, handler, console;\n    if (unhandled) {\n      result = perform(function () {\n        if (isNode) {\n          process.emit('unhandledRejection', value, promise);\n        } else if (handler = global.onunhandledrejection) {\n          handler({ promise: promise, reason: value });\n        } else if ((console = global.console) && console.error) {\n          console.error('Unhandled promise rejection', value);\n        }\n      });\n      // Browsers should not trigger `rejectionHandled` event if it was handled here, NodeJS - should\n      promise._h = isNode || isUnhandled(promise) ? 2 : 1;\n    } promise._a = undefined;\n    if (unhandled && result.e) throw result.v;\n  });\n};\nvar isUnhandled = function (promise) {\n  return promise._h !== 1 && (promise._a || promise._c).length === 0;\n};\nvar onHandleUnhandled = function (promise) {\n  task.call(global, function () {\n    var handler;\n    if (isNode) {\n      process.emit('rejectionHandled', promise);\n    } else if (handler = global.onrejectionhandled) {\n      handler({ promise: promise, reason: promise._v });\n    }\n  });\n};\nvar $reject = function (value) {\n  var promise = this;\n  if (promise._d) return;\n  promise._d = true;\n  promise = promise._w || promise; // unwrap\n  promise._v = value;\n  promise._s = 2;\n  if (!promise._a) promise._a = promise._c.slice();\n  notify(promise, true);\n};\nvar $resolve = function (value) {\n  var promise = this;\n  var then;\n  if (promise._d) return;\n  promise._d = true;\n  promise = promise._w || promise; // unwrap\n  try {\n    if (promise === value) throw TypeError(\"Promise can't be resolved itself\");\n    if (then = isThenable(value)) {\n      microtask(function () {\n        var wrapper = { _w: promise, _d: false }; // wrap\n        try {\n          then.call(value, ctx($resolve, wrapper, 1), ctx($reject, wrapper, 1));\n        } catch (e) {\n          $reject.call(wrapper, e);\n        }\n      });\n    } else {\n      promise._v = value;\n      promise._s = 1;\n      notify(promise, false);\n    }\n  } catch (e) {\n    $reject.call({ _w: promise, _d: false }, e); // wrap\n  }\n};\n\n// constructor polyfill\nif (!USE_NATIVE) {\n  // 25.4.3.1 Promise(executor)\n  $Promise = function Promise(executor) {\n    anInstance(this, $Promise, PROMISE, '_h');\n    aFunction(executor);\n    Internal.call(this);\n    try {\n      executor(ctx($resolve, this, 1), ctx($reject, this, 1));\n    } catch (err) {\n      $reject.call(this, err);\n    }\n  };\n  // eslint-disable-next-line no-unused-vars\n  Internal = function Promise(executor) {\n    this._c = [];          // <- awaiting reactions\n    this._a = undefined;    // <- checked in isUnhandled reactions\n    this._s = 0;          // <- state\n    this._d = false;        // <- done\n    this._v = undefined;    // <- value\n    this._h = 0;          // <- rejection state, 0 - default, 1 - handled, 2 - unhandled\n    this._n = false;      // <- notify\n  };\n  Internal.prototype = require('./_redefine-all')($Promise.prototype, {\n    // 25.4.5.3 Promise.prototype.then(onFulfilled, onRejected)\n    then: function then(onFulfilled, onRejected) {\n      var reaction = newPromiseCapability(speciesConstructor(this, $Promise));\n      reaction.ok = typeof onFulfilled == 'function' ? onFulfilled : true;\n      reaction.fail = typeof onRejected == 'function' && onRejected;\n      reaction.domain =

isNode ? process.domain : undefined;\n      this._c.push(reaction);\n      if (this._a) this._a.push(reaction);\n      if (this._s) notify(this, false);\n      return reaction.promise;\n    },\n    // 25.4.5.1 Promise.prototype.catch(onRejected)\n    'catch': function (onRejected) {\n      return this.then(undefined, onRejected);\n    }\n  });\n  OwnPromiseCapability = function () {\n    var promise = new Internal();\n    this.promise = promise;\n    this.resolve = ctx($resolve, promise, 1);\n    this.reject = ctx($reject, promise, 1);\n  };\n  newPromiseCapabilityModule.f = newPromiseCapability = function (C) {\n    return C === $Promise || C === Wrapper\n      ? new OwnPromiseCapability(C)\n      : newGenericPromiseCapability(C);\n  };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, { Promise: $Promise });\nrequire('./_set-to-string-tag')($Promise, PROMISE);\nrequire('./_set-species')(PROMISE);\nWrapper = require('./_core')[PROMISE];\n\n// statics\n$export($export.S + $export.F * !USE_NATIVE, PROMISE, {\n  // 25.4.4.5 Promise.reject(r)\n  reject: function reject(r) {\n    var capability = newPromiseCapability(this);\n    var $$reject = capability.reject;\n    $$reject(r);\n    return capability.promise;\n  }\n});\n$export($export.S + $export.F * (LIBRARY || !USE_NATIVE), PROMISE, {\n  // 25.4.4.6 Promise.resolve(x)\n  resolve: function resolve(x) {\n    return promiseResolve(LIBRARY && this === Wrapper ? $Promise : this, x);\n  }\n});\n$export($export.S + $export.F * !(USE_NATIVE && require('./_iter-detect')(function (iter) {\n  $Promise.all(iter)['catch'](empty);\n})), PROMISE, {\n  // 25.4.4.1 Promise.all(iterable)\n  all: function all(iterable) {\n    var C = this;\n    var capability = newPromiseCapability(C);\n    var resolve = capability.resolve;\n    var reject = capability.reject;\n    var result = perform(function () {\n      var values = [];\n      var index = 0;\n      var remaining = 1;\n      forOf(iterable, false, function (promise) {\n        var $index = index++;\n        var alreadyCalled = false;\n        values.push(undefined);\n        remaining++;\n        C.resolve(promise).then(function (value) {\n          if (alreadyCalled) return;\n          alreadyCalled = true;\n          values[$index] = value;\n          --remaining || resolve(values);\n        }, reject);\n      });\n      --remaining || resolve(values);\n    });\n    if (result.e) reject(result.v);\n    return capability.promise;\n  },\n  // 25.4.4.4 Promise.race(iterable)\n  race: function race(iterable) {\n    var C = this;\n    var capability = newPromiseCapability(C);\n    var reject = capability.reject;\n    var result = perform(function () {\n      forOf(iterable, false, function (promise) {\n        C.resolve(promise).then(capability.resolve, reject);\n      });\n    });\n    if (result.e) reject(result.v);\n    return capability.promise;\n  }\n});\n","var core = require('./_core');\nvar global = require('./_global');\nvar SHARED = '__core-js_shared__';\nvar store = global[SHARED] || (global[SHARED] = {});\n\n(module.exports = function (key, value) {\n  return store[key] || (store[key] = value !== undefined ? value : {});\n})('versions', []).push({\n  version: core.version,\n  mode: require('./_library') ? 'pure' : 'global',\n  copyright: '© 2018 Denis Pushkarev (zloirock.ru)'\n});\n","/**\n * Checks if a stack value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction stackHas(key) {\n  return this.__data__.has(key);\n}\n\nmodule.exports = stackHas;\n","var overArg = require('./_overArg');\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeKeys = overArg(Object.keys, Object);\n\nmodule.exports = nativeKeys;\n","/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n\nmodule.exports = freeGlobal;\n","module.exports =

\"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAIgAAABaCAYAAABjTB52AAAE8klEQVR4Ae3dA7D0ShDF8Wfbtm3btm3btm3btv2u7u7yYz/zep5Gd923U3k1ROV51ybffM/NYaSKWqTcFBBg0DbaHk+HEo7UtOC9jEgXQ/cReAfDHkt5OuQNIQ/pCfkjZZCbwO0I3RM12UoF1wwK6eq2/DhScXN2jQ/uCPDPh/gQjHkJ3EFFYHe6W37m8zbP/2TJW39uyceCL4a1r7ZjZmKubVwJ/XdGtCP6QZ23KZZVwxXTOvX4I4I4yznhL//T3b9r6p5suWFFkj+eMLtD749hBBbmU0jXqBAQAcmu1eBvCKG4uIMMrs8M+GGHzcQSJYiDw7fDg3w4hXtyZAOlJaIO5l7wp4TCCM+PL9Bz+QDeEDHYEfyioBEA5IsYe/thzwwPg8OBzv/t9Bz+QDeeEDHYEfyioBEA5IsYe/thzwwPg8OBzv/t9Bz+QDeeEDHYEfyioBEA5IsYe/thzwwPg8OBzv/t9BARBERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABC\"

RCCYiACIiACIiAQPeE4PY1ZK9oQARE380VEAEREAEREAEREAEREAEREAEREAEREAEREAEREAH51jj4SgX/
0nJbHCACYh18HVu/dFnjWj+MA0RAHrP1dbsbgaxjXOtzFQfydlWB3GwEcr7xoA4yrvWuigNpryYQ+1+WfmTc
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A5Xu4u64eWIV2mxWu/qURAGnOUE0iyRH2BuD1KAyQrcOeVDMiN2Vw1BdKAjrFKBuTTocG/VhIcn8LPo9
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NgTwC1wwaAYj5ZfgnC8LxMTRmzvrWGMiD0D56dtlxgBgKGBjSNcC/1SIYP4LbAz4cKutXXXyDu2N9uOeIBs
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2vO78FQL4Dd05+djWo/Bawe6L84NNlQzYMWRuSRaF3eugYM7/5rGYZgfT0XXleDbkH3GkhW0FjFmDgGrB
Q5R9j+HCoP+f1IQodQqX6BVmGZ8lGQfmGAAAAAElFTkSuQmCC\"","/**\n * The base implementation of
`_.reduce` and `_.reduceRight`, without support\n * for iteratee shorthands, which iterates over `collection` using
`eachFunc`.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param
{Function} iteratee The function invoked per iteration.\n * @param {*} accumulator The initial value.\n * @param
{boolean} initAccum Specify using the first or last element of\n * `collection` as the initial value.\n * @param
{Function} eachFunc The function to iterate over `collection`.\n * @returns {*} Returns the accumulated value.\n
*/\nfunction baseReduce(collection, iteratee, accumulator, initAccum, eachFunc) {\n  eachFunc(collection,
function(value, index, collection) {\n    accumulator = initAccum\n      ? (initAccum = false, value)\n      :
iteratee(accumulator, value, index, collection);\n  });\n  return accumulator;\n}\n\nmodule.exports =
baseReduce;\n","var arrayPush = require('./_arrayPush'),\n    isFlattenable = require('./_isFlattenable');\n\n/**\n *
The base implementation of `_.flatten` with support for restricting flattening.\n *\n * @private\n * @param {Array}
array The array to flatten.\n * @param {number} depth The maximum recursion depth.\n * @param {boolean}
[predicate=isFlattenable] The function invoked per iteration.\n * @param {boolean} [isStrict] Restrict to values that
pass `predicate` checks.\n * @param {Array} [result=[]] The initial result value.\n * @returns {Array} Returns the
new flattened array.\n */\nfunction baseFlatten(array, depth, predicate, isStrict, result) {\n  var index = -1,\n
length = array.length;\n\n  predicate || (predicate = isFlattenable);\n  result || (result = []);\n\n  while (++index <
length) {\n    var value = array[index];\n    if (depth > 0 && predicate(value)) {\n      if (depth > 1) {\n        //
Recursively flatten arrays (susceptible to call stack limits).\n        baseFlatten(value, depth - 1, predicate, isStrict,
result);\n      } else {\n        arrayPush(result, value);\n      }\n    } else if (!isStrict) {\n      result[result.length] =
value;\n    }\n  }\n  return result;\n}\n\nmodule.exports = baseFlatten;\n","var global = require('./_global');\nvar core
= require('./_core');\nvar hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar ctx =
require('./_ctx');\nvar PROTOTYPE = 'prototype';\n\nvar $export = function (type, name, source) {\n  var
IS_FORCED = type & $export.F;\n  var IS_GLOBAL = type & $export.G;\n  var IS_STATIC = type &
$export.S;\n  var IS_PROTO = type & $export.P;\n  var IS_BIND = type & $export.B;\n  var target = IS_GLOBAL
? global : IS_STATIC ? global[name] || (global[name] = {}) : (global[name] || {})[PROTOTYPE];\n  var exports =
IS_GLOBAL ? core : core[name] || (core[name] = {});\n  var expProto = exports[PROTOTYPE] ||
(exports[PROTOTYPE] = {});\n  var key, own, out, exp;\n  if (IS_GLOBAL) source = name;\n  for (key in source)
{\n    // contains in native\n    own = !IS_FORCED && target && target[key] !== undefined;\n    // export native or
passed\n    out = (own ? target : source)[key];\n    // bind timers to global for call from export context\n    exp =
IS_BIND && own ? ctx(out, global) : IS_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out;\n    //
extend global\n    if (target) redefine(target, key, out, type & $export.U);\n    // export\n    if (exports[key] != out)
hide(exports, key, exp);\n    if (IS_PROTO && expProto[key] != out) expProto[key] = out;\n  }\n};\nglobal.core =
core;\n// type bitmap\n$export.F = 1;   // forced\n$export.G = 2;   // global\n$export.S = 4;   // static\n$export.P = 8;
// proto\n$export.B = 16;  // bind\n$export.W = 32;  // wrap\n$export.U = 64;  // safe\n$export.R = 128; // real proto
method for `library`\nmodule.exports = $export;\n","var ITERATOR = require('./_wks')('iterator');\nvar
SAFE_CLOSING = false;\n\ntry {\n  var riter = [7][ITERATOR]();\n  riter['return'] = function () {
SAFE_CLOSING = true; };\n  // eslint-disable-next-line no-throw-literal\n  Array.from(riter, function () { throw 2;
});\n} catch (e) { /* empty */ }\n\nmodule.exports = function (exec, skipClosing) {\n  if (!skipClosing &&

!SAFE_CLOSING) return false;\n  var safe = false;\n  try {\n    var arr = [7];\n    var iter = arr[ITERATOR]();\n  iter.next = function () { return { done: safe = true }; };\n    arr[ITERATOR] = function () { return iter; };\n  exec(arr);\n  } catch (e) { /* empty */ }\n  return safe;\n};\n","var isObject = require('./_is-object');\nvar setPrototypeOf = require('./_set-proto').set;\nmodule.exports = function (that, target, C) {\n  var S = target.constructor;\n  var P;\n  if (S !== C && typeof S == 'function' && (P = S.prototype) !== C.prototype && isObject(P) && setPrototypeOf) {\n    setPrototypeOf(that, P);\n  } return that;\n};\n","var listCacheClear = require('./_listCacheClear'),\n    listCacheDelete = require('./_listCacheDelete'),\n    listCacheGet = require('./_listCacheGet'),\n    listCacheHas = require('./_listCacheHas'),\n    listCacheSet = require('./_listCacheSet');\n\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction ListCache(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n\n  this.clear();\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n}\n\n// Add methods to `ListCache`.\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set = listCacheSet;\n\nmodule.exports = ListCache;\n","// most Object methods by ES6 should accept primitives\nvar $export = require('./_export');\nvar core = require('./_core');\nvar fails = require('./_fails');\nmodule.exports = function (KEY, exec) {\n  var fn = (core.Object || {})[KEY] || Object[KEY];\n  var exp = {};\n  exp[KEY] = exec(fn);\n  $export($export.S + $export.F * fails(function () { fn(1); }), 'Object', exp);\n};\n","var getNative = require('./_getNative');\n\n/* Built-in method references that are verified to be native. */\nvar nativeCreate = getNative(Object, 'create');\n\nmodule.exports = nativeCreate;\n","var shared = require('./_shared')('keys');\nvar uid = require('./_uid');\nmodule.exports = function (key) {\n  return shared[key] || (shared[key] = uid(key));\n};\n","// fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof = require('./_cof');\n// eslint-disable-next-line no-prototype-builtins\nmodule.exports = Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n  return cof(it) == 'String' ? it.split('') : Object(it);\n};\n","\"use strict\";\n\nvar _undefined = require(\"../function/noop\")(); // Support ES3 engines\n\nmodule.exports = function (val) {\n return (val !== _undefined) && (val !== null);\n};\n","module.exports = function(module) {\n\tif (!module.webpackPolyfill) {\n\t\tmodule.deprecate = function() {};\n\t\tmodule.paths = [];\n\t\t// module.parent = undefined by default\n\t\tif (!module.children) module.children = [];\n\t\tObject.defineProperty(module, \"loaded\", {\n\t\t\tenumerable: true,\n\t\t\tget: function() {\n\t\t\t\treturn module.l;\n\t\t\t}\n\t\t});\n\t\tObject.defineProperty(module, \"id\", {\n\t\t\tenumerable: true,\n\t\t\tget: function() {\n\t\t\t\treturn module.i;\n\t\t\t}\n\t\t});\n\t\tmodule.webpackPolyfill = 1;\n\t}\n\treturn module;\n};\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"","var baseIsMatch = require('./_baseIsMatch'),\n    getMatchData = require('./_getMatchData'),\n    matchesStrictComparable = require('./_matchesStrictComparable');\n\n/**\n * The base implementation of `_.matches` which doesn't clone `source`.\n *\n * @private\n * @param {Object} source The object of property values to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatches(source) {\n  var matchData = getMatchData(source);\n  if (matchData.length == 1 && matchData[0][2]) {\n    return matchesStrictComparable(matchData[0][0], matchData[0][1]);\n  }\n  return function(object) {\n    return object ===

source || baseIsMatch(object, source, matchData);\n  };\n}\n\nmodule.exports = baseMatches;\n","var castPath = require('./_castPath'),\n    toKey = require('./_toKey');\n\n/**\n * The base implementation of `_.get` without support for default values.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the resolved value.\n */\nfunction baseGet(object, path) {\n  path = castPath(path, object);\n\n  var index = 0,\n      length = path.length;\n\n  while (object != null && index < length) {\n    object = object[toKey(path[index++])];\n  }\n  return (index && index == length) ? object : undefined;\n}\n\nmodule.exports = baseGet;\n","/**\n * A specialized version of `_.every` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n *  else `false`.\n */\nfunction arrayEvery(array, predicate) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n\n  while (++index < length) {\n    if (!predicate(array[index], index, array)) {\n      return false;\n    }\n  }\n  return true;\n}\n\nmodule.exports = arrayEvery;\n","/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\nvar isArray = Array.isArray;\n\nmodule.exports = isArray;\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key, value) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  if (index < 0) {\n    ++this.size;\n    data.push([key, value]);\n  } else {\n    data[index][1] = value;\n  }\n  return this;\n}\n\nmodule.exports = listCacheSet;\n","// to indexed object, toObject with fallback for non-array-like ES3 strings\nvar IObject = require('./_iobject');\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n  return IObject(defined(it));\n};\n","var hasOwnProperty = {}.hasOwnProperty;\nmodule.exports = function (it, key) {\n  return hasOwnProperty.call(it, key);\n};\n","var assocIndexOf = require('./_assocIndexOf');\n\n/** Used for built-in method references. */\nvar arrayProto = Array.prototype;\n\n/** Built-in value references. */\nvar splice = arrayProto.splice;\n\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction listCacheDelete(key) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  if (index < 0) {\n    return false;\n  }\n  var lastIndex = data.length - 1;\n  if (index == lastIndex) {\n    data.pop();\n  } else {\n    splice.call(data, index, 1);\n  }\n  --this.size;\n  return true;\n}\n\nmodule.exports = listCacheDelete;\n","var arrayMap = require('./_arrayMap'),\n    baseIteratee = require('./_baseIteratee'),\n    baseMap = require('./_baseMap'),\n    baseSortBy = require('./_baseSortBy'),\n    baseUnary = require('./_baseUnary'),\n    compareMultiple = require('./_compareMultiple'),\n    identity = require('./identity');\n\n/**\n * The base implementation of `_.orderBy` without param guards.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function[]|Object[]|string[]} iteratees The iteratees to sort by.\n * @param {string[]} orders The sort orders of `iteratees`.\n * @returns {Array} Returns the new sorted array.\n */\nfunction baseOrderBy(collection, iteratees, orders) {\n  var index = -1;\n  iteratees = arrayMap(iteratees.length ? iteratees : [identity], baseUnary(baseIteratee));\n\n  var result = baseMap(collection, function(value, key, collection) {\n    var criteria = arrayMap(iteratees, function(iteratee) {\n      return iteratee(value);\n    });\n    return { 'criteria': criteria, 'index': ++index, 'value': value };\n  });\n\n  return baseSortBy(result, function(object, other) {\n    return compareMultiple(object, other, orders);\n  });\n}\n\nmodule.exports = baseOrderBy;\n","// 7.1.1 ToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object');\n// instead of the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a string\nmodule.exports = function (it, S) {\n  if (!isObject(it)) return it;\n  var fn, val;\n  if (S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n  if (typeof (fn = it.valueOf) == 'function' && !isObject(val = fn.call(it))) return val;\n  if (!S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n  throw TypeError(\"Can't

convert object to primitive value\");\n};\n","/**\n * A specialized version of `_.reduce` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {*} [accumulator] The initial value.\n * @param {boolean} [initAccum] Specify using the first element of `array` as\n * the initial value.\n * @returns {*} Returns the accumulated value.\n */\nfunction arrayReduce(array, iteratee, accumulator, initAccum) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n\n  if (initAccum && length) {\n    accumulator = array[++index];\n  }\n  while (++index < length) {\n    accumulator = iteratee(accumulator, array[index], index, array);\n  }\n  return accumulator;\n}\n\nmodule.exports = arrayReduce;\n","'use strict';\nrequire('./es6.regexp.flags');\nvar anObject = require('./_an-object');\nvar $flags = require('./_flags');\nvar DESCRIPTORS = require('./_descriptors');\nvar TO_STRING = 'toString';\nvar $toString = /./[TO_STRING];\n\nvar define = function (fn) {\n  require('./_redefine')(RegExp.prototype, TO_STRING, fn, true);\n};\n\n// 21.2.5.14 RegExp.prototype.toString()\nif (require('./_fails')(function () { return $toString.call({ source: 'a', flags: 'b' }) != '/a/b'; })) {\n  define(function toString() {\n    var R = anObject(this);\n    return '/'.concat(R.source, '/',\n      'flags' in R ? R.flags : !DESCRIPTORS && R instanceof RegExp ? $flags.call(R) : undefined);\n  });\n// FF44- RegExp#toString has a wrong name\n} else if ($toString.name != TO_STRING) {\n  define(function toString() {\n    return $toString.call(this);\n  });\n}\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'twitter';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f099';\nvar svgPathData = 'M459.37 151.716c.325 4.548.325 9.097.325 13.645 0 138.72-105.583 298.558-298.558 298.558-59.452 0-114.68-17.219-161.137-47.106 8.447.974 16.568 1.299 25.34 1.299 49.055 0 94.213-16.568 130.274-44.832-46.132-.975-84.792-31.188-98.112-72.772 6.498.974 12.995 1.624 19.818 1.624 9.421 0 18.843-1.3 27.614-3.573-48.081-9.747-84.143-51.98-84.143-102.985v-1.299c13.969 7.797 30.214 12.67 47.431 13.319-28.264-18.843-46.781-51.005-46.781-87.391 0-19.492 5.197-37.36 14.294-52.954 51.655 63.675 129.3 105.258 216.365 109.807-1.624-7.797-2.599-15.918-2.599-24.04 0-57.828 46.782-104.934 104.934-104.934 30.213 0 57.502 12.67 76.67 33.137 23.715-4.548 46.456-13.32 66.599-25.34-7.798 24.366-24.366 44.833-46.132 57.827 21.117-2.273 41.584-8.122 60.426-16.243-14.292 20.791-32.161 39.308-52.628 54.253z';\n\nexports.definition = {\n  prefix: prefix,\n  iconName: iconName,\n  icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n  ]};\n\nexports.faTwitter = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var arrayEach = require('./_arrayEach'),\n    baseEach = require('./_baseEach'),\n    castFunction = require('./_castFunction'),\n    isArray = require('./isArray');\n\n/**\n * Iterates over elements of `collection` and invokes `iteratee` for each element.\n * The iteratee is invoked with three arguments: (value, index|key, collection).\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * **Note:** As with other \"Collections\" methods, objects with a \"length\"\n * property are iterated like arrays. To avoid this behavior use `_.forIn`\n * or `_.forOwn` for object iteration.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @alias each\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Array|Object} Returns `collection`.\n * @see _.forEachRight\n * @example\n *\n * _.forEach([1, 2], function(value) {\n *   console.log(value);\n * });\n * // => Logs `1` then `2`.\n *\n * _.forEach({ 'a': 1, 'b': 2 }, function(value, key) {\n *   console.log(key);\n * });\n * // => Logs 'a' then 'b' (iteration order is not guaranteed).\n */\nfunction forEach(collection, iteratee) {\n  var func = isArray(collection) ? arrayEach : baseEach;\n  return func(collection, castFunction(iteratee));\n}\n\nmodule.exports = forEach;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-

loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"","var baseTimes = require('./_baseTimes'),\n    isArguments = require('./isArguments'),\n    isArray = require('./isArray'),\n    isBuffer = require('./isBuffer'),\n    isIndex = require('./_isIndex'),\n    isTypedArray = require('./isTypedArray');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Creates an array of the enumerable property names of the array-like `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited property names.\n * @returns {Array} Returns the array of property names.\n */\nfunction arrayLikeKeys(value, inherited) {\n  var isArr = isArray(value),\n      isArg = !isArr && isArguments(value),\n      isBuff = !isArr && !isArg && isBuffer(value),\n      isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n      skipIndexes = isArr || isArg || isBuff || isType,\n      result = skipIndexes ? baseTimes(value.length, String) : [],\n      length = result.length;\n\n  for (var key in value) {\n    if ((inherited || hasOwnProperty.call(value, key)) &&\n        !(skipIndexes && (\n           // Safari 9 has enumerable `arguments.length` in strict mode.\n           key == 'length' ||\n           // Node.js 0.10 has enumerable non-index properties on buffers.\n           (isBuff && (key == 'offset' || key == 'parent')) ||\n           // PhantomJS 2 has enumerable non-index properties on typed arrays.\n           (isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset')) ||\n           // Skip index properties.\n           isIndex(key, length)\n        ))) {\n      result.push(key);\n    }\n  }\n  return result;\n}\n\nmodule.exports = arrayLikeKeys;\n","var createBaseFor = require('./_createBaseFor');\n\n/**\n * The base implementation of `baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\nvar baseFor = createBaseFor();\n\nmodule.exports = baseFor;\n","/**\n * Creates a function that returns `value`.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new function.\n * @returns {Function} Returns the new constant function.\n * @example\n *\n * var objects = _.times(2, _.constant({ 'a': 1 }));\n *\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n *\n * console.log(objects[0] === objects[1]);\n * // => true\n */\nfunction constant(value) {\n  return function() {\n    return value;\n  };\n}\n\nmodule.exports = constant;\n","'use strict';\n// 19.1.2.1 Object.assign(target, source, ...)\nvar getKeys = require('./_object-keys');\nvar gOPS = require('./_object-gops');\nvar pIE = require('./_object-pie');\nvar toObject = require('./_to-object');\nvar IObject = require('./_iobject');\nvar $assign = Object.assign;\n\n// should work with symbols and should have deterministic property order (V8 bug)\nmodule.exports = !$assign || require('./_fails')(function () {\n  var A = {};\n  var B = {};\n  // eslint-disable-next-line no-undef\n  var S = Symbol();\n  var K = 'abcdefghijklmnopqrst';\n  A[S] = 7;\n  K.split('').forEach(function (k) { B[k] = k; });\n  return $assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join('') != K;\n}) ? function assign(target, source) { // eslint-disable-line no-unused-vars\n  var T = toObject(target);\n  var aLen = arguments.length;\n  var index = 1;\n  var getSymbols = gOPS.f;\n  var isEnum = pIE.f;\n  while (aLen > index) {\n    var S = IObject(arguments[index++]);\n    var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n    var length = keys.length;\n    var j = 0;\n    var key;\n    while (length > j) if (isEnum.call(S, key = keys[j++])) T[key] = S[key];\n  } return T;\n} : $assign;\n","\"use strict\";\n\nvar isValue = require(\"../is-value\");\n\nvar keys = Object.keys;\n\nmodule.exports = function (object) { return keys(isValue(object) ? Object(object) : object); };\n","var baseIsTypedArray = require('./_baseIsTypedArray'),\n    baseUnary = require('./_baseUnary'),\n    nodeUtil = require('./_nodeUtil');\n\n/* Node.js helper references. */\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n\n/**\n * Checks if `value` is classified as a typed array.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else

`false`.\n * @example\n *\n * _.isTypedArray(new Uint8Array);\n * // => true\n *\n * _.isTypedArray([]);\n * // => false\n */\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\n\nmodule.exports = isTypedArray;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"","var baseGetTag = require('./_baseGetTag'),\n    isLength = require('./isLength'),\n    isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n    arrayTag = '[object Array]',\n    boolTag = '[object Boolean]',\n    dateTag = '[object Date]',\n    errorTag = '[object Error]',\n    funcTag = '[object Function]',\n    mapTag = '[object Map]',\n    numberTag = '[object Number]',\n    objectTag = '[object Object]',\n    regexpTag = '[object RegExp]',\n    setTag = '[object Set]',\n    stringTag = '[object String]',\n    weakMapTag = '[object WeakMap]';\n\nvar arrayBufferTag = '[object ArrayBuffer]',\n    dataViewTag = '[object DataView]',\n    float32Tag = '[object Float32Array]',\n    float64Tag = '[object Float64Array]',\n    int8Tag = '[object Int8Array]',\n    int16Tag = '[object Int16Array]',\n    int32Tag = '[object Int32Array]',\n    uint8Tag = '[object Uint8Array]',\n    uint8ClampedTag = '[object Uint8ClampedArray]',\n    uint16Tag = '[object Uint16Array]',\n    uint32Tag = '[object Uint32Array]';\n\n/** Used to identify `toStringTag` values of typed arrays. */\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] =\ntypedArrayTags[int8Tag] = typedArrayTags[int16Tag] =\ntypedArrayTags[int32Tag] = typedArrayTags[uint8Tag] =\ntypedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] =\ntypedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] =\ntypedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] =\ntypedArrayTags[dataViewTag] = typedArrayTags[dateTag] =\ntypedArrayTags[errorTag] = typedArrayTags[funcTag] =\ntypedArrayTags[mapTag] = typedArrayTags[numberTag] =\ntypedArrayTags[objectTag] = typedArrayTags[regexpTag] =\ntypedArrayTags[setTag] = typedArrayTags[stringTag] =\ntypedArrayTags[weakMapTag] = false;\n\n/**\n * The base implementation of `_.isTypedArray` without Node.js optimizations.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\nfunction baseIsTypedArray(value) {\n  return isObjectLike(value) &&\n    isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n\nmodule.exports = baseIsTypedArray;\n","var baseToString = require('./_baseToString');\n\n/**\n * Converts `value` to a string. An empty string is returned for `null`\n * and `undefined` values. The sign of `-0` is preserved.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n * @example\n *\n * _.toString(null);\n * // => "\n *\n * _.toString(-0);\n * // => '-0'\n *\n * _.toString([1, 2, 3]);\n * // => '1,2,3'\n */\nfunction toString(value) {\n  return value == null ? " : baseToString(value);\n}\n\nmodule.exports = toString;\n","// https://github.com/zloirock/core-js/issues/86#issuecomment-115759028\nvar global = module.exports = typeof window != 'undefined' && window.Math == Math\n  ? window : typeof self != 'undefined' && self.Math == Math ? self\n  // eslint-disable-next-line no-new-func\n  : Function('return this')();\nif (typeof __g == 'number') __g = global; // eslint-disable-line no-undef\n","var toInteger = require('./_to-integer');\nvar max = Math.max;\nvar min = Math.min;\nmodule.exports = function (index, length) {\n  index = toInteger(index);\n  return index < 0 ? max(index + length, 0) : min(index, length);\n};\n","/**\n * A specialized version of `_.map` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate

over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n *\nfunction arrayMap(array, iteratee) {\n  var index = -1,\n      length = array == null ? 0 : array.length,\n      result = Array(length);\n\n  while (++index < length) {\n    result[index] = iteratee(array[index], index, array);\n  }\n  return result;\n}\n\nmodule.exports = arrayMap;\n","var getNative = require('./_getNative'),\n    root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Map = getNative(root, 'Map');\n\nmodule.exports = Map;\n","module.exports = function (exec) {\n  try {\n    return !!exec();\n  } catch (e) {\n    return true;\n  }\n};\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Checks if a hash value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n *\nfunction hashHas(key) {\n  var data = this.__data__;\n  return nativeCreate ? (data[key] !== undefined) : hasOwnProperty.call(data, key);\n}\n\nmodule.exports = hashHas;\n","(function (global, factory) {\n\ttypeof exports === 'object' && typeof module !== 'undefined' ? factory(exports, require('@fortawesome/fontawesome')) :\n\ttypeof define === 'function' && define.amd ? define(['exports', '@fortawesome/fontawesome'], factory) :\n\t(factory((global['vue-fontawesome'] = {}),global.FontAwesome));\n}(this, (function (exports,fontawesome) { 'use strict';\n\nfontawesome = fontawesome && fontawesome.hasOwnProperty('default') ? fontawesome['default'] : fontawesome;\n\nvar commonjsGlobal = typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : typeof self !== 'undefined' ? self : {};\n\n\n\n\nfunction createCommonjsModule(fn, module) {\n\treturn module = { exports: {} }, fn(module, module.exports), module.exports;\n}\n\nvar humps = createCommonjsModule(function (module) {\n// =========\n// = humps =\n// =========\n// Underscore-to-camelCase converter (and vice versa)\n// for strings and object keys\n\n// humps is copyright © 2012+ Dom Christie\n// Released under the MIT license.\n\n\n(function(global) {\n\n  var _processKeys = function(convert, obj, options) {\n    if(!_isObject(obj) || _isDate(obj) || _isRegExp(obj) || _isBoolean(obj) || _isFunction(obj)) {\n      return obj;\n    }\n\n    var output,\n        i = 0,\n        l = 0;\n\n    if(_isArray(obj)) {\n      output = [];\n      for(l=obj.length; i<l; i++) {\n        output.push(_processKeys(convert, obj[i], options));\n      }\n    } else {\n      output = {};\n      for(var key in obj) {\n        if(Object.prototype.hasOwnProperty.call(obj, key)) {\n          output[convert(key, options)] = _processKeys(convert, obj[key], options);\n        }\n      }\n    }\n    return output;\n  };\n\n  // String conversion methods\n\n  var separateWords = function(string, options) {\n    options = options || {};\n    var separator = options.separator || '_';\n    var split = options.split || /(?=[A-Z])/;\n\n    return string.split(split).join(separator);\n  };\n\n  var camelize = function(string) {\n    if (_isNumerical(string)) {\n      return string;\n    }\n    string = string.replace(/[\\-_\\s]+(.)?/g, function(match, chr) {\n      return chr ? chr.toUpperCase() : '';\n    });\n    // Ensure 1st char is always lowercase\n    return string.substr(0, 1).toLowerCase() + string.substr(1);\n  };\n\n  var pascalize = function(string) {\n    var camelized = camelize(string);\n    // Ensure 1st char is always uppercase\n    return camelized.substr(0, 1).toUpperCase() + camelized.substr(1);\n  };\n\n  var decamelize = function(string, options) {\n    return separateWords(string, options).toLowerCase();\n  };\n\n  // Utilities\n  // Taken from Underscore.js\n\n  var toString = Object.prototype.toString;\n\n  var _isFunction = function(obj) {\n    return typeof(obj) === 'function';\n  };\n  var _isObject = function(obj) {\n    return obj === Object(obj);\n  };\n  var _isArray = function(obj) {\n    return toString.call(obj) == '[object Array]';\n  };\n  var _isDate = function(obj) {\n    return toString.call(obj) == '[object Date]';\n  };\n  var _isRegExp = function(obj) {\n    return toString.call(obj) == '[object RegExp]';\n  };\n  var _isBoolean = function(obj) {\n    return toString.call(obj) == '[object Boolean]';\n  };\n\n  // Performant way to determine if obj coerces to a number\n  var _isNumerical = function(obj) {\n    obj = obj - 0;\n    return obj === obj;\n  };\n\n  // Sets up function which handles processing keys\n  // allowing the convert function to be modified by a callback\n  var _processor = function(convert, options) {\n    var callback = options && 'process' in options ? options.process : options;\n\n    if(typeof(callback) !== 'function') {\n      return convert;\n    }\n\n    return function(string, options) {\n      return callback(string, convert, options);\n    }\n  };\n\n  var humps = {\n    camelize: camelize,\n    decamelize: decamelize,\n    pascalize: pascalize,\n    depascalize: decamelize,\n    camelizeKeys: function(object, options) {\n      return _processKeys(_processor(camelize, options), object);\n    },\n

decamelizeKeys: function(object, options) {\n    return _processKeys(_processor(decamelize, options), object, options);\n    },\n    pascalizeKeys: function(object, options) {\n    return _processKeys(_processor(pascalize, options), object);\n    },\n    depascalizeKeys: function () {\n    return this.decamelizeKeys.apply(this, arguments);\n    }\n };\n\n if (typeof undefined === 'function' && undefined.amd) {\n    undefined(humps);\n    } else if ('object' !== 'undefined' && module.exports) {\n    module.exports = humps;\n    } else {\n    global.humps = humps;\n }\n\n})(commonjsGlobal);\n});\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n  return typeof obj;\n} : function (obj) {\n  return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;\n};\n\n\n\n\nvar asyncGenerator = function () {\n  function AwaitValue(value) {\n    this.value = value;\n  }\n\n  function AsyncGenerator(gen) {\n    var front, back;\n\n    function send(key, arg) {\n      return new Promise(function (resolve, reject) {\n        var request = {\n          key: key,\n          arg: arg,\n          resolve: resolve,\n          reject: reject,\n          next: null\n        };\n\n        if (back) {\n          back = back.next = request;\n        } else {\n          front = back = request;\n          resume(key, arg);\n        }\n      });\n    }\n\n    function resume(key, arg) {\n      try {\n        var result = gen[key](arg);\n        var value = result.value;\n\n        if (value instanceof AwaitValue) {\n          Promise.resolve(value.value).then(function (arg) {\n            resume(\"next\", arg);\n          }, function (arg) {\n            resume(\"throw\", arg);\n          });\n        } else {\n          settle(result.done ? \"return\" : \"normal\", result.value);\n        }\n      } catch (err) {\n        settle(\"throw\", err);\n      }\n    }\n\n    function settle(type, value) {\n      switch (type) {\n        case \"return\":\n          front.resolve({\n            value: value,\n            done: true\n          });\n          break;\n\n        case \"throw\":\n          front.reject(value);\n          break;\n\n        default:\n          front.resolve({\n            value: value,\n            done: false\n          });\n          break;\n      }\n\n      front = front.next;\n\n      if (front) {\n        resume(front.key, front.arg);\n      } else {\n        back = null;\n      }\n    }\n\n    this._invoke = send;\n\n    if (typeof gen.return !== \"function\") {\n      this.return = undefined;\n    }\n  }\n\n  if (typeof Symbol === \"function\" && Symbol.asyncIterator) {\n    AsyncGenerator.prototype[Symbol.asyncIterator] = function () {\n      return this;\n    };\n  }\n\n  AsyncGenerator.prototype.next = function (arg) {\n    return this._invoke(\"next\", arg);\n  };\n\n  AsyncGenerator.prototype.throw = function (arg) {\n    return this._invoke(\"throw\", arg);\n  };\n\n  AsyncGenerator.prototype.return = function (arg) {\n    return this._invoke(\"return\", arg);\n  };\n\n  return {\n    wrap: function (fn) {\n      return function () {\n        return new AsyncGenerator(fn.apply(this, arguments));\n      };\n    },\n    await: function (value) {\n      return new AwaitValue(value);\n    }\n  };\n}();\n\n\n\n\n\n\n\n\n\n\n\nvar defineProperty = function (obj, key, value) {\n  if (key in obj) {\n    Object.defineProperty(obj, key, {\n      value: value,\n      enumerable: true,\n      configurable: true,\n      writable: true\n    });\n  } else {\n    obj[key] = value;\n  }\n\n  return obj;\n};\n\nvar _extends = Object.assign || function (target) {\n  for (var i = 1; i < arguments.length; i++) {\n    var source = arguments[i];\n\n    for (var key in source) {\n      if (Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] = source[key];\n      }\n    }\n  }\n\n  return target;\n};\n\n\n\n\n\n\n\n\n\n\n\nvar objectWithoutProperties = function (obj, keys) {\n  var target = {};\n\n  for (var i in obj) {\n    if (keys.indexOf(i) >= 0) continue;\n    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n    target[i] = obj[i];\n  }\n\n  return target;\n};\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\nvar toConsumableArray = function (arr) {\n  if (Array.isArray(arr)) {\n    for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n    return arr2;\n  } else {\n    return Array.from(arr);\n  }\n};\n\nfunction styleToObject(style) {\n  return style.split(';').map(function (s) {\n    return s.trim();\n  }).filter(function (s) {\n    return s;\n  }).reduce(function (acc, pair) {\n    var i = pair.indexOf(':');\n    var prop = humps.camelize(pair.slice(0, i));\n    var value = pair.slice(i + 1).trim();\n\n    acc[prop] = value;\n    return acc;\n  }, {});\n}\n\nfunction classToObject(cls) {\n  return cls.split(/\\s+/).reduce(function (acc, c) {\n    acc[c] = true;\n\n    return acc;\n  }, {});\n}\n\nfunction combineClassObjects() {\n  for (var _len = arguments.length, objs = Array(_len), _key = 0; _key < _len; _key++) {\n    objs[_key] = arguments[_key];\n  }\n\n  return objs.reduce(function (acc, obj) {\n    if (Array.isArray(obj)) {\n      acc = acc.concat(obj);\n    } else {\n      acc.push(obj);\n    }\n\n    return acc;\n  }, []);\n}\n\nfunction convert(h, element) {\n  var props = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n  var data =

arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : {};\n\n var children = (element.children || []).map(convert.bind(null, h));\n\n var mixins = Object.keys(element.attributes || {}).reduce(function (acc, key) {\n var val = element.attributes[key];\n switch (key) {\n case 'class':\n acc['class'] = classToObject(val);\n break;\n case 'style':\n acc['style'] = styleToObject(val);\n break;\n default:\n acc.attrs[key] = val;\n }\n\n return acc;\n }, { 'class': {}, style: {}, attrs: {} });\n var _data$class = data.class,\n dClass = _data$class === undefined ? {} : _data$class,\n _data$style = data.style,\n dStyle = _data$style === undefined ? {} : _data$style,\n _data$attrs = data.attrs,\n dAttrs = _data$attrs === undefined ? {} : _data$attrs,\n remainingData = objectWithoutProperties(data, ['class', 'style', 'attrs']);\n\n if (typeof element === 'string') {\n return element;\n } else {\n return h(element.tag, _extends({\n class: combineClassObjects(mixins.class, dClass),\n style: _extends({}, mixins.style, dStyle),\n attrs: _extends({}, mixins.attrs, dAttrs)\n }, remainingData, {\n props: props\n }), children);\n }\n}\n\nvar PRODUCTION = false;\ntry {\n PRODUCTION = process.env.NODE_ENV === 'production';\n} catch (e) {}\n\nvar log = function () {\n if (!PRODUCTION && console && typeof console.error === 'function') {\n var _console;\n\n (_console = console).error.apply(_console, arguments);\n }\n};\n\nfunction objectWithKey(key, value) {\n return Array.isArray(value) && value.length > 0 || !Array.isArray(value) && value ? defineProperty({}, key, value) : {};\n}\n\nfunction classList(props) {\n var _classes;\n\n var classes = (_classes = {\n 'fa-spin': props.spin,\n 'fa-pulse': props.pulse,\n 'fa-fw': props.fixedWidth,\n 'fa-border': props.border,\n 'fa-li': props.listItem,\n 'fa-flip-horizontal': props.flip === 'horizontal' || props.flip === 'both',\n 'fa-flip-vertical': props.flip === 'vertical' || props.flip === 'both'\n }, defineProperty(_classes, 'fa-' + props.size, props.size !== null), defineProperty(_classes, 'fa-rotate-' + props.rotation, props.rotation !== null), defineProperty(_classes, 'fa-pull-' + props.pull, props.pull !== null), _classes);\n\n return Object.keys(classes).map(function (key) {\n return classes[key] ? key : null;\n }).filter(function (key) {\n return key;\n });\n}\n\nfunction addStaticClass(to, what) {\n var val = (to || '').length === 0 ? [] : [to];\n\n return val.concat(what).join(' ');\n}\n\nfunction normalizeIconArgs(icon) {\n if (icon === null) {\n return null;\n }\n\n if ((typeof icon === 'undefined' ? 'undefined' : _typeof(icon)) === 'object' && icon.prefix && icon.iconName) {\n return icon;\n }\n\n if (Array.isArray(icon) && icon.length === 2) {\n return { prefix: icon[0], iconName: icon[1] };\n }\n\n if (typeof icon === 'string') {\n return { prefix: 'fas', iconName: icon };\n }\n}\n\nvar FontAwesomeIcon$1 = {\n name: 'FontAwesomeIcon',\n\n functional: true,\n\n props: {\n border: {\n type: Boolean,\n default: false\n },\n fixedWidth: {\n type: Boolean,\n default: false\n },\n flip: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['horizontal', 'vertical', 'both'].indexOf(value) > -1;\n }\n },\n icon: {\n type: [Object, Array, String],\n required: true\n },\n mask: {\n type: [Object, Array, String],\n default: null\n },\n listItem: {\n type: Boolean,\n default: false\n },\n pull: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['right', 'left'].indexOf(value) > -1;\n }\n },\n pulse: {\n type: Boolean,\n default: false\n },\n rotation: {\n type: Number,\n default: null,\n validator: function validator(value) {\n return [90, 180, 270].indexOf(value) > -1;\n }\n },\n size: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['lg', 'xs', 'sm', '1x', '2x', '3x', '4x', '5x', '6x', '7x', '8x', '9x', '10x'].indexOf(value) > -1;\n }\n },\n spin: {\n type: Boolean,\n default: false\n },\n transform: {\n type: [String, Object],\n default: null\n },\n symbol: {\n type: [Boolean, String],\n default: false\n }\n },\n\n render: function render(createElement, context) {\n var props = context.props;\n var iconArgs = props.icon,\n maskArgs = props.mask,\n symbol = props.symbol;\n\n var icon = normalizeIconArgs(iconArgs);\n var classes = objectWithKey('classes', classList(props));\n var transform = objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n var mask = objectWithKey('mask', normalizeIconArgs(maskArgs));\n\n var renderedIcon = fontawesome.icon(icon, _extends({}, classes, transform, mask, { symbol: symbol }));\n\n if (!renderedIcon) {\n return log('Check not find one or more icon(s)', icon, mask);\n }\n\n var abstract = renderedIcon.abstract;\n\n var convertCurry = convert.bind(null, createElement);\n\n return convertCurry(abstract[0], {}, context.data);\n }\n};\n\nvar FontAwesomeLayers = {\n name: 'FontAwesomeLayers',\n\n functional: true,\n props: {\n fixedWidth: {\n type: Boolean,\n default: false\n }\n },\n\n render: function render(createElement, context)

{\n    var familyPrefix = fontawesome.config.familyPrefix;\n    var staticClass = context.data.staticClass;\n\n\n    var classes = [familyPrefix + '-layers'].concat(toConsumableArray(context.props.fixedWidth ? [familyPrefix + '-fw'] : []));\n\n    return createElement('div', _extends({}, context.data, {\n        staticClass: addStaticClass(staticClass, classes)\n    }), context.children);\n  }\n};\n\nvar FontAwesomeLayersText = {\n  name: 'FontAwesomeLayersText',\n  functional: true,\n\n  props: {\n    value: {\n      type: String,\n      default: ''\n    },\n    transform: {\n      type: [String, Object],\n      default: null\n    }\n  },\n\n  render: function render(createElement, context) {\n    var props = context.props;\n\n    var transform = objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n\n    var renderedText = fontawesome.text(props.value, _extends({}, transform));\n    var abstract = renderedText.abstract;\n\n\n    var convertCurry = convert.bind(null, createElement);\n\n    return convertCurry(abstract[0], {}, context.data);\n  }\n};\n\nfontawesome.noAuto();\n\nexports['default'] = FontAwesomeIcon$1;\nexports.FontAwesomeIcon = FontAwesomeIcon$1;\nexports.FontAwesomeLayers = FontAwesomeLayers;\nexports.FontAwesomeLayersText = FontAwesomeLayersText;\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\n})));\n","'use strict';\nvar global = require('./_global');\nvar dP = require('./_object-dp');\nvar DESCRIPTORS = require('./_descriptors');\nvar SPECIES = require('./_wks')('species');\n\nmodule.exports = function (KEY) {\n  var C = global[KEY];\n  if (DESCRIPTORS && C && !C[SPECIES]) dP.f(C, SPECIES, {\n    configurable: true,\n    get: function () { return this; }\n  });\n};\n","var mapCacheClear = require('./_mapCacheClear'),\n    mapCacheDelete = require('./_mapCacheDelete'),\n    mapCacheGet = require('./_mapCacheGet'),\n    mapCacheHas = require('./_mapCacheHas'),\n    mapCacheSet = require('./_mapCacheSet');\n\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction MapCache(entries) {\n  var index = -1,\n      length = entries == null ? 0 : entries.length;\n\n  this.clear();\n  while (++index < length) {\n    var entry = entries[index];\n    this.set(entry[0], entry[1]);\n  }\n}\n\n// Add methods to `MapCache`.\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n\nmodule.exports = MapCache;\n","var Stack = require('./_Stack'),\n    equalArrays = require('./_equalArrays'),\n    equalByTag = require('./_equalByTag'),\n    equalObjects = require('./_equalObjects'),\n    getTag = require('./_getTag'),\n    isArray = require('./isArray'),\n    isBuffer = require('./isBuffer'),\n    isTypedArray = require('./isTypedArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n    arrayTag = '[object Array]',\n    objectTag = '[object Object]';\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqual` for arrays and objects which performs\n * deep comparisons and tracks traversed objects enabling objects with circular\n * references to be compared.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n  var objIsArr = isArray(object),\n      othIsArr = isArray(other),\n      objTag = objIsArr ? arrayTag : getTag(object),\n      othTag = othIsArr ? arrayTag : getTag(other);\n\n  objTag = objTag == argsTag ? objectTag : objTag;\n  othTag = othTag == argsTag ? objectTag : othTag;\n\n  var objIsObj = objTag == objectTag,\n      othIsObj = othTag == objectTag,\n      isSameTag = objTag == othTag;\n\n  if (isSameTag && isBuffer(object)) {\n    if (!isBuffer(other)) {\n      return false;\n    }\n    objIsArr = true;\n    objIsObj = false;\n  }\n  if (isSameTag && !objIsObj) {\n    stack || (stack = new Stack);\n    return (objIsArr || isTypedArray(object))\n      ? equalArrays(object, other, bitmask, customizer, equalFunc, stack)\n      : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n  }\n  if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n    var objIsWrapped = objIsObj && hasOwnProperty.call(object, '__wrapped__'),\n        othIsWrapped = othIsObj && hasOwnProperty.call(other, '__wrapped__');\n\n    if

(objIsWrapped || othIsWrapped) {\n      var objUnwrapped = objIsWrapped ? object.value() : object,\n        othUnwrapped = othIsWrapped ? other.value() : other;\n\n      stack || (stack = new Stack);\n      return equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n    }\n  }\n  if (!isSameTag) {\n    return false;\n  }\n  stack || (stack = new Stack);\n  return equalObjects(object, other, bitmask, customizer, equalFunc, stack);\n}\n\nmodule.exports = baseIsEqualDeep;\n","\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")() ? Object.keys : require(\"./shim\");\n","var Hash = require('./_Hash'),\n    ListCache = require('./_ListCache'),\n    Map = require('./_Map');\n\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n  this.size = 0;\n  this.__data__ = {\n    'hash': new Hash,\n    'map': new (Map || ListCache),\n    'string': new Hash\n  };\n}\n\nmodule.exports = mapCacheClear;\n","var arrayPush = require('./_arrayPush'),\n    isArray = require('./isArray');\n\n/**\n * The base implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and `symbolsFunc` to get the enumerable property names and\n * symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @param {Function} symbolsFunc The function to get the symbols of `object`.\n * @returns {Array} Returns the array of property names and symbols.\n */\nfunction baseGetAllKeys(object, keysFunc, symbolsFunc) {\n  var result = keysFunc(object);\n  return isArray(object) ? result : arrayPush(result, symbolsFunc(object));\n}\n\nmodule.exports = baseGetAllKeys;\n","var ListCache = require('./_ListCache'),\n    stackClear = require('./_stackClear'),\n    stackDelete = require('./_stackDelete'),\n    stackGet = require('./_stackGet'),\n    stackHas = require('./_stackHas'),\n    stackSet = require('./_stackSet');\n\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Stack(entries) {\n  var data = this.__data__ = new ListCache(entries);\n  this.size = data.size;\n}\n\n// Add methods to `Stack`.\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n\nmodule.exports = Stack;\n","/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Adds `value` to the array cache.\n *\n * @private\n * @name add\n * @memberOf SetCache\n * @alias push\n * @param {*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n */\nfunction setCacheAdd(value) {\n  this.__data__.set(value, HASH_UNDEFINED);\n  return this;\n}\n\nmodule.exports = setCacheAdd;\n","var def = require('./_object-dp').f;\nvar has = require('./_has');\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n  if (it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, { configurable: true, value: tag });\n};\n","var dP = require('./_object-dp').f;\nvar FProto = Function.prototype;\nvar nameRE = /^\\s*function ([^ (]*)/;\nvar NAME = 'name';\n\n// 19.2.4.2 name\nNAME in FProto || require('./_descriptors') && dP(FProto, NAME, {\n  configurable: true,\n  get: function () {\n    try {\n      return ('' + this).match(nameRE)[1];\n    } catch (e) {\n      return '';\n    }\n  }\n});\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"","/**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction stackGet(key) {\n  return this.__data__.get(key);\n}\n\nmodule.exports = stackGet;\n","/**\n * A specialized version of `_.forEach` for arrays

without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns `array`.\n */\nfunction arrayEach(array, iteratee) {\n  var index = -1,\n      length = array == null ? 0 : array.length;\n\n  while (++index < length) {\n    if (iteratee(array[index], index, array) === false) {\n      break;\n    }\n  }\n  return array;\n}\n\nmodule.exports = arrayEach;\n","var global = require('./_global');\nvar macrotask = require('./_task').set;\nvar Observer = global.MutationObserver || global.WebKitMutationObserver;\nvar process = global.process;\nvar Promise = global.Promise;\nvar isNode = require('./_cof')(process) == 'process';\n\nmodule.exports = function () {\n  var head, last, notify;\n\n  var flush = function () {\n    var parent, fn;\n    if (isNode && (parent = process.domain)) parent.exit();\n    while (head) {\n      fn = head.fn;\n      head = head.next;\n      try {\n        fn();\n      } catch (e) {\n        if (head) notify();\n        else last = undefined;\n        throw e;\n      }\n    } last = undefined;\n    if (parent) parent.enter();\n  };\n\n  // Node.js\n  if (isNode) {\n    notify = function () {\n      process.nextTick(flush);\n    };\n  // browsers with MutationObserver, except iOS Safari - https://github.com/zloirock/core-js/issues/339\n  } else if (Observer && !(global.navigator && global.navigator.standalone)) {\n    var toggle = true;\n    var node = document.createTextNode('');\n    new Observer(flush).observe(node, { characterData: true }); // eslint-disable-line no-new\n    notify = function () {\n      node.data = toggle = !toggle;\n    };\n  // environments with maybe non-completely correct, but existent Promise\n  } else if (Promise && Promise.resolve) {\n    // Promise.resolve without an argument throws an error in LG WebOS 2\n    var promise = Promise.resolve(undefined);\n    notify = function () {\n      promise.then(flush);\n    };\n  // for other environments - macrotask based on:\n  // - setImmediate\n  // - MessageChannel\n  // - window.postMessag\n  // - onreadystatechange\n  // - setTimeout\n  } else {\n    notify = function () {\n      // strange IE + webpack dev server bug - use .call(global)\n      macrotask.call(global, flush);\n    };\n  }\n\n  return function (fn) {\n    var task = { fn: fn, next: undefined };\n    if (last) last.next = task;\n    if (!head) {\n      head = task;\n      notify();\n    } last = task;\n  };\n};\n","var core = module.exports = { version: '2.5.7' };\nif (typeof __e == 'number') __e = core; // eslint-disable-line no-undef\n","module.exports = {};\n","/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of `thisArg` and the arguments of `args`.\n *\n * @private\n * @param {Function} func The function to invoke.\n * @param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n * @returns {*} Returns the result of `func`.\n */\nfunction apply(func, thisArg, args) {\n  switch (args.length) {\n    case 0: return func.call(thisArg);\n    case 1: return func.call(thisArg, args[0]);\n    case 2: return func.call(thisArg, args[0], args[1]);\n    case 3: return func.call(thisArg, args[0], args[1], args[2]);\n  }\n  return func.apply(thisArg, args);\n}\n\nmodule.exports = apply;\n","var baseHasIn = require('./_baseHasIn'),\n    hasPath = require('./_hasPath');\n\n/**\n * Checks if `path` is a direct or inherited property of `object`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n * @example\n *\n * var object = _.create({ 'a': _.create({ 'b': 2 }) });\n *\n * _.hasIn(object, 'a');\n * // => true\n *\n * _.hasIn(object, 'a.b');\n * // => true\n *\n * _.hasIn(object, ['a', 'b']);\n * // => true\n *\n * _.hasIn(object, 'b');\n * // => false\n */\nfunction hasIn(object, path) {\n  return object != null && hasPath(object, path, baseHasIn);\n}\n\nmodule.exports = hasIn;\n","var anObject = require('./_an-object');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar toPrimitive = require('./_to-primitive');\nvar dP = Object.defineProperty;\n\nexports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O, P, Attributes) {\n  anObject(O);\n  P = toPrimitive(P, true);\n  anObject(Attributes);\n  if (IE8_DOM_DEFINE) try {\n    return dP(O, P, Attributes);\n  } catch (e) { /* empty */ }\n  if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n  if ('value' in Attributes) O[P] = Attributes.value;\n  return O;\n};\n","// Works with __proto__ only. Old v8 can't work with null proto objects.\n/* eslint-disable no-proto */\nvar isObject = require('./_is-object');\nvar anObject = require('./_an-object');\nvar check = function (O, proto) {\n  anObject(O);\n  if (!isObject(proto) && proto !== null) throw TypeError(proto + \": can't set as prototype!\");\n};\nmodule.exports = {\n  set: Object.setPrototypeOf || ('__proto__' in {} ? // eslint-disable-line\n    function (test, buggy, set) {\n      try {\n        set = require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n        set(test, []);\n        buggy = !(test instanceof Array);\n      } catch (e) { buggy = true; }\n      return function

setPrototypeOf(O, proto) {\n    check(O, proto);\n    if (buggy) O.__proto__ = proto;\n    else set(O, proto);\n    return O;\n    };\n    }({}, false) : undefined),\n    check: check\n};\n","module.exports = __WEBPACK_EXTERNAL_MODULE__8bbf__;","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'facebook';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f09a';\nvar svgPathData = 'M448 56.7v398.5c0 13.7-11.1 24.7-24.7 24.7H309.1V306.5h58.2l8.7-67.6h-67v-43.2c0-19.6 5.4-32.9 33.5-32.9h35.8v-60.5c-6.2-.8-27.4-2.7-52.2-2.7-51.6 0-87 31.5-87 89.4v49.9h-58.4v67.6h58.4V480H24.7C11.1 480 0 468.9 0 455.3V56.7C0 43.1 11.1 32 24.7 32h398.5c13.7 0 24.8 11.1 24.8 24.7z';\n\nexports.definition = {\n    prefix: prefix,\n    iconName: iconName,\n    icon: [\n    width,\n    height,\n    ligatures,\n    unicode,\n    svgPathData\n    ]};\n\nexports.faFacebook = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"","module.exports =

\"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAIgAAABaCAYAAABjTB52AAAABmJLR0QA/wD/AP+gvaeTAAAACXBIWXMAAAsTAAALEwEAmpwYAAAAB3RJTUUH4gkSEA4ZhpbLcgAABedJREFUeNrtnVtsFFUYgL+Z2d22uy0N0FKLaL1LAiiJEExWjECXWNBiiUDReXgQiCAblQRMVm6BRAiQQzQmGjS+G BICJFwEEymoUSwxIGK4VA3hUm61FHrZzy+zxYUtSCGGB7Zpk5y/xfMg/dmX/Pv2e+OWfmWWkOCEJ4aLChrCK33V9nkBpg4s2gfr7wCNTq1yJ0WAXHAGKkXOCgOjOAD3rwMrGVY+iJ73mkCnmmfDEdrY4d1QCC9e4wIZWjg8ULX1+WRVvsQ2AdSiW5AzVCuc5tdZlfc6fm8d6OYJBtQuanQ9w6L/vYVBf6EZdAAyf7HZ96/k6+1x9Gi7e5wuYkIWN+lVGFytUNQWQqQ19dt8F6LyFYxL49SFm+rxLpBJ4hOrWKjBCQQd5R5aXWVyO2Zjkd2NnHMYXcFaQ9y2QQqiixyeCL0vMvvwZTVBsm6kCwg0hXBDLzAQ5qYgOm7yIMLIwR+5/xrUCTTpmnO6hFE+Gm6S5eBkBmMM6KuTZ7fUFtk2vAJ4I4jBWqNs3IdDuEnpxKmnC5yIpYeW8xScQ/OG19Q2F

kLajanvdCKvo2MmEnWBvA2QDpJlAKzvh1ibbp1bF1ElS+czmdG8ZGluUGBVdeEtgq/OaxKgFnKsGthOyQHmF
SYJ0A+wRET0DdqYv71sLHqYPs+svsTPaMBFuAY2DtB/aAs6OnK+2zdRZCgdJgw5exCz+LZ2FvSupG8I3/ALz
OxpMdqcQ2AAAAAElFTkSuQmCC\"","// 19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\nvar $keys = require('./_object-keys-internal');\nvar hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nexports.f = Object.getOwnPropertyNames || function getOwnPropertyNames(O) {\n return $keys(O, hiddenKeys);\n};\n","/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new function.\n */\nfunction overArg(func, transform) {\n return function(arg) {\n return func(transform(arg));\n };\n}\n\nmodule.exports = overArg;\n","var getMapData = require('./_getMapData');\n\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction mapCacheDelete(key) {\n var result = getMapData(this, key)['delete'](key);\n this.size -= result ? 1 : 0;\n return result;\n}\n\nmodule.exports = mapCacheDelete;\n","// ES2015 Symbol polyfill for environments that do not (or partially) support it\n\n'use strict';\n\nvar d               = require('d')\n  , validateSymbol = require('./validate-symbol')\n\n  , create = Object.create, defineProperties = Object.defineProperties\n  , defineProperty = Object.defineProperty, objPrototype = Object.prototype\n  , NativeSymbol, SymbolPolyfill, HiddenSymbol, globalSymbols = create(null)\n  , isNativeSafe;\n\nif (typeof Symbol === 'function') {\n\tNativeSymbol = Symbol;\n\ttry {\n\t\tString(NativeSymbol());\n\t\tisNativeSafe = true;\n\t} catch (ignore) {}\n}\n\nvar generateName = (function () {\n\tvar created = create(null);\n\treturn function (desc) {\n\t\tvar postfix = 0, name, ie11BugWorkaround;\n\t\twhile (created[desc + (postfix || '')]) ++postfix;\n\t\tdesc += (postfix || '');\n\t\tcreated[desc] = true;\n\t\tname = '@@' + desc;\n\t\tdefineProperty(objPrototype, name, d.gs(null, function (value) {\n\t\t\t// For IE11 issue see:\n\t\t\t// https://connect.microsoft.com/IE/feedbackdetail/view/1928508\n\t\t\t//    ie11-broken-getters-on-dom-objects\n\t\t\t// https://github.com/medikoo/es6-symbol/issues/12\n\t\t\tif (ie11BugWorkaround) return;\n\t\t\tie11BugWorkaround = true;\n\t\t\tdefineProperty(this, name, d(value));\n\t\t\tie11BugWorkaround = false;\n\t\t}));\n\t\treturn name;\n\t};\n}());\n\n// Internal constructor (not one exposed) for creating Symbol instances.\n// This one is used to ensure that `someSymbol instanceof Symbol` always return false\nHiddenSymbol = function Symbol(description) {\n\tif (this instanceof HiddenSymbol) throw new TypeError('Symbol is not a constructor');\n\treturn SymbolPolyfill(description);\n};\n\n// Exposed `Symbol` constructor\n// (returns instances of HiddenSymbol)\nmodule.exports = SymbolPolyfill = function Symbol(description) {\n\tvar symbol;\n\tif (this instanceof Symbol) throw new TypeError('Symbol is not a constructor');\n\tif (isNativeSafe) return NativeSymbol(description);\n\tsymbol = create(HiddenSymbol.prototype);\n\tdescription = (description === undefined ? '' : String(description));\n\treturn defineProperties(symbol, {\n\t\t__description__: d('', description),\n\t\t__name__: d('', generateName(description))\n\t});\n};\ndefineProperties(SymbolPolyfill, {\n\tfor: d(function (key) {\n\t\tif (globalSymbols[key]) return globalSymbols[key];\n\t\treturn (globalSymbols[key] = SymbolPolyfill(String(key)));\n\t}),\n\tkeyFor: d(function (s) {\n\t\tvar key;\n\t\tvalidateSymbol(s);\n\t\tfor (key in globalSymbols) if (globalSymbols[key] === s) return key;\n\t}),\n\n\t// To ensure proper interoperability with other native functions (e.g. Array.from)\n\t// fallback to eventual native implementation of given symbol\n\thasInstance: d('', (NativeSymbol && NativeSymbol.hasInstance) || SymbolPolyfill('hasInstance')),\n\tisConcatSpreadable: d('', (NativeSymbol && NativeSymbol.isConcatSpreadable) ||\n\t\tSymbolPolyfill('isConcatSpreadable')),\n\titerator: d('', (NativeSymbol && NativeSymbol.iterator) || SymbolPolyfill('iterator')),\n\tmatch: d('', (NativeSymbol && NativeSymbol.match) || SymbolPolyfill('match')),\n\treplace: d('', (NativeSymbol && NativeSymbol.replace) || SymbolPolyfill('replace')),\n\tsearch: d('', (NativeSymbol && NativeSymbol.search) || SymbolPolyfill('search')),\n\tspecies: d('', (NativeSymbol && NativeSymbol.species) || SymbolPolyfill('species')),\n\tsplit: d('', (NativeSymbol && NativeSymbol.split) || SymbolPolyfill('split')),\n\ttoPrimitive: d('', (NativeSymbol && NativeSymbol.toPrimitive) || SymbolPolyfill('toPrimitive')),\n\ttoStringTag: d('', (NativeSymbol && NativeSymbol.toStringTag) || SymbolPolyfill('toStringTag')),\n\tunscopables: d('', (NativeSymbol && NativeSymbol.unscopables) ||

SymbolPolyfill('unscopables')))\n});\n\n// Internal tweaks for real symbol producer\ndefineProperties(HiddenSymbol.prototype, {\n\tconstructor: d(SymbolPolyfill),\n\ttoString: d('', function () { return this.__name__; })\n});\n\n// Proper implementation of methods exposed on Symbol.prototype\n// They won't be accessible on produced symbol instances as they derive from HiddenSymbol.prototype\ndefineProperties(SymbolPolyfill.prototype, {\n\ttoString: d(function () { return 'Symbol (' + validateSymbol(this).__description__ + ')'; }),\n\tvalueOf: d(function () { return validateSymbol(this); })\n});\ndefineProperty(SymbolPolyfill.prototype, SymbolPolyfill.toPrimitive, d('', function () {\n\tvar symbol = validateSymbol(this);\n\tif (typeof symbol === 'symbol') return symbol;\n\treturn symbol.toString();\n}));\ndefineProperty(SymbolPolyfill.prototype, SymbolPolyfill.toStringTag, d('c', 'Symbol'));\n\n// Proper implementaton of toPrimitive and toStringTag for returned symbol instances\ndefineProperty(HiddenSymbol.prototype, SymbolPolyfill.toStringTag,\n\td('c', SymbolPolyfill.prototype[SymbolPolyfill.toStringTag]));\n\n// Note: It's important to define `toPrimitive` as last one, as some implementations\n// implement `toPrimitive` natively without implementing `toStringTag` (or other specified symbols)\n// And that may invoke error in definition flow:\n// See: https://github.com/medikoo/es6-symbol/issues/13#issuecomment-164146149\ndefineProperty(HiddenSymbol.prototype, SymbolPolyfill.toPrimitive,\n\td('c', SymbolPolyfill.prototype[SymbolPolyfill.toPrimitive]));\n","var isArrayLike = require('./isArrayLike');\n\n/**\n * Creates a `baseEach` or `baseEachRight` function.\n *\n * @private\n * @param {Function} eachFunc The function to iterate over a collection.\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseEach(eachFunc, fromRight) {\n  return function(collection, iteratee) {\n    if (collection == null) {\n      return collection;\n    }\n    if (!isArrayLike(collection)) {\n      return eachFunc(collection, iteratee);\n    }\n    var length = collection.length,\n        index = fromRight ? length : -1,\n        iterable = Object(collection);\n\n    while ((fromRight ? index-- : ++index < length)) {\n      if (iteratee(iterable[index], index, iterable) === false) {\n        break;\n      }\n    }\n    return collection;\n  };\n}\n\nmodule.exports = createBaseEach;\n","var baseGetTag = require('./_baseGetTag'),\n    isObject = require('./isObject');\n\n/** `Object#toString` result references. */\nvar asyncTag = '[object AsyncFunction]',\n    funcTag = '[object Function]',\n    genTag = '[object GeneratorFunction]',\n    proxyTag = '[object Proxy]';\n\n/**\n * Checks if `value` is classified as a `Function` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a function, else `false`.\n * @example\n *\n * _.isFunction(_);\n * // => true\n *\n * _.isFunction(/abc/);\n * // => false\n */\nfunction isFunction(value) {\n  if (!isObject(value)) {\n    return false;\n  }\n  // The use of `Object#toString` avoids issues with the `typeof` operator\n  // in Safari 9 which returns 'object' for typed arrays and other constructors.\n  var tag = baseGetTag(value);\n  return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;\n}\n\nmodule.exports = isFunction;\n","/**\n * Performs a\n * [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n *\n * _.eq(object, object);\n * // => true\n *\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // => false\n *\n * _.eq(NaN, NaN);\n * // => true\n */\nfunction eq(value, other) {\n  return value === other || (value !== value && other !== other);\n}\n\nmodule.exports = eq;\n","var Stack = require('./_Stack'),\n    baseIsEqual = require('./_baseIsEqual');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n    COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * The base implementation of `_.isMatch` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to inspect.\n * @param {Object} source The object of property values to match.\n * @param {Array} matchData The property names, values, and compare flags to match.\n * @param {Function} [customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if `object` is a match, else `false`.\n */\nfunction baseIsMatch(object, source, matchData, customizer) {\n  var index = matchData.length,\n      length =

index,\n    noCustomizer = !customizer;\n\n  if (object == null) {\n    return !length;\n  }\n  object = Object(object);\n  while (index--) {\n    var data = matchData[index];\n    if ((noCustomizer && data[2])\n          ? data[1] !== object[data[0]]\n          : !(data[0] in object)\n        ) {\n      return false;\n    }\n  }\n  while (++index < length) {\n    data = matchData[index];\n    var key = data[0],\n        objValue = object[key],\n        srcValue = data[1];\n\n    if (noCustomizer && data[2]) {\n      if (objValue === undefined && !(key in object)) {\n        return false;\n      }\n    } else {\n      var stack = new Stack;\n      if (customizer) {\n        var result = customizer(objValue, srcValue, key, object, source, stack);\n      }\n      if (!(result === undefined\n            ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG, customizer, stack)\n            : result\n          )) {\n        return false;\n      }\n    }\n  }\n  return true;\n}\n\nmodule.exports = baseIsMatch;\n","\"use strict\";\n\nvar isValue = require(\"./is-value\");\n\nmodule.exports = function (value) {\n\tif (!isValue(value)) throw new TypeError(\"Cannot use null or undefined\");\n\treturn value;\n};\n","var baseEach = require('./_baseEach'),\n    isArrayLike = require('./isArrayLike');\n\n/**\n * The base implementation of `_.map` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n */\nfunction baseMap(collection, iteratee) {\n  var index = -1,\n      result = isArrayLike(collection) ? Array(collection.length) : [];\n\n  baseEach(collection, function(value, key, collection) {\n    result[++index] = iteratee(value, key, collection);\n  });\n  return result;\n}\n\nmodule.exports = baseMap;\n","/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseFor(fromRight) {\n  return function(object, iteratee, keysFunc) {\n    var index = -1,\n        iterable = Object(object),\n        props = keysFunc(object),\n        length = props.length;\n\n    while (length--) {\n      var key = props[fromRight ? length : ++index];\n      if (iteratee(iterable[key], key, iterable) === false) {\n        break;\n      }\n    }\n    return object;\n  };\n}\n\nmodule.exports = createBaseFor;\n","var freeGlobal = require('./_freeGlobal');\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Detect free variable `process` from Node.js. */\nvar freeProcess = moduleExports && freeGlobal.process;\n\n/** Used to access faster Node.js helpers. */\nvar nodeUtil = (function() {\n  try {\n    // Use `util.types` for Node.js 10+.\n    var types = freeModule && freeModule.require && freeModule.require('util').types;\n\n    if (types) {\n      return types;\n    }\n\n    // Legacy `process.binding('util')` for Node.js < 10.\n    return freeProcess && freeProcess.binding && freeProcess.binding('util');\n  } catch (e) {}\n}());\n\nmodule.exports = nodeUtil;\n","var eq = require('./eq'),\n    isArrayLike = require('./isArrayLike'),\n    isIndex = require('./_isIndex'),\n    isObject = require('./isObject');\n\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n *  else `false`.\n */\nfunction isIterateeCall(value, index, object) {\n  if (!isObject(object)) {\n    return false;\n  }\n  var type = typeof index;\n  if (type == 'number'\n        ? (isArrayLike(object) && isIndex(index, object.length))\n        : (type == 'string' && index in object)\n      ) {\n    return eq(object[index], value);\n  }\n  return false;\n}\n\nmodule.exports = isIterateeCall;\n","var baseGet = require('./_baseGet');\n\n/**\n * Gets the value at `path` of `object`. If the resolved value is\n * `undefined`, the `defaultValue` is returned in its place.\n *\n * @static\n * @memberOf _\n * @since 3.7.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @param {*} [defaultValue] The value returned for `undefined` resolved values.\n * @returns {*} Returns the resolved value.\n * @example\n *\n * var object = { 'a': [{ 'b': { 'c': 3 } }] };\n *\n * _.get(object, 'a[0].b.c');\n * // => 3\n *\n * _.get(object, ['a', '0', 'b', 'c']);\n * // => 3\n *\n * _.get(object, 'a.b.c', 'default');\n * // => 'default'\n */\nfunction get(object, path, defaultValue) {\n  var result = object == null ? undefined : baseGet(object, path);\n  return result === undefined ? defaultValue : result;\n}\n\nmodule.exports = get;\n","//

optional / simple context binding\nvar aFunction = require('./_a-function');\nmodule.exports = function (fn, that, length) {\n aFunction(fn);\n if (that === undefined) return fn;\n switch (length) {\n case 1: return function (a) {\n return fn.call(that, a);\n };\n case 2: return function (a, b) {\n return fn.call(that, a, b);\n };\n case 3: return function (a, b, c) {\n return fn.call(that, a, b, c);\n };\n }\n return function (/* ...args */) {\n return fn.apply(that, arguments);\n };\n};\n","// Deprecated\n\n\"use strict\";\n\nmodule.exports = function (obj) {\n return typeof obj === \"function\";\n};\n","// 22.1.3.31 Array.prototype[@@unscopables]\nvar UNSCOPABLES = require('./_wks')('unscopables');\nvar ArrayProto = Array.prototype;\nif (ArrayProto[UNSCOPABLES] == undefined) require('./_hide')(ArrayProto, UNSCOPABLES, {});\nmodule.exports = function (key) {\n ArrayProto[UNSCOPABLES][key] = true;\n};\n","module.exports = function (exec) {\n try {\n return { e: false, v: exec() };\n } catch (e) {\n return { e: true, v: e };\n }\n};\n","// 7.1.15 ToLength\nvar toInteger = require('./_to-integer');\nvar min = Math.min;\nmodule.exports = function (it) {\n return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0; // pow(2, 53) - 1 == 9007199254740991\n};\n","// Thank's IE8 for his funny defineProperty\nmodule.exports = !require('./_fails')(function () {\n return Object.defineProperty({}, 'a', { get: function () { return 7; } }).a != 7;\n});\n","var root = require('./_root');\n\n/** Built-in value references. */\nvar Symbol = root.Symbol;\n\nmodule.exports = Symbol;\n","var global = require('./_global');\nvar navigator = global.navigator;\n\nmodule.exports = navigator && navigator.userAgent || '';\n","var SetCache = require('./_SetCache'),\n arraySome = require('./_arraySome'),\n cacheHas = require('./_cacheHas');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * A specialized version of `baseIsEqualDeep` for arrays with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Array} array The array to compare.\n * @param {Array} other The other array to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n * @returns {boolean} Returns `true` if the arrays are equivalent, else `false`.\n */\nfunction equalArrays(array, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n arrLength = array.length,\n othLength = other.length;\n\n if (arrLength != othLength && !(isPartial && othLength > arrLength)) {\n return false;\n }\n // Assume cyclic values are equal.\n var stacked = stack.get(array);\n if (stacked && stack.get(other)) {\n return stacked == other;\n }\n var index = -1,\n result = true,\n seen = (bitmask & COMPARE_UNORDERED_FLAG) ? new SetCache : undefined;\n\n stack.set(array, other);\n stack.set(other, array);\n\n // Ignore non-index properties.\n while (++index < arrLength) {\n var arrValue = array[index],\n othValue = other[index];\n\n if (customizer) {\n var compared = isPartial\n ? customizer(othValue, arrValue, index, other, array, stack)\n : customizer(arrValue, othValue, index, array, other, stack);\n }\n if (compared !== undefined) {\n if (compared) {\n continue;\n }\n result = false;\n break;\n }\n // Recursively compare arrays (susceptible to call stack limits).\n if (seen) {\n if (!arraySome(other, function(othValue, othIndex) {\n if (!cacheHas(seen, othIndex) &&\n (arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n return seen.push(othIndex);\n }\n })) {\n result = false;\n break;\n }\n } else if (!(\n arrValue === othValue ||\n equalFunc(arrValue, othValue, bitmask, customizer, stack)\n )) {\n result = false;\n break;\n }\n }\n stack['delete'](array);\n stack['delete'](other);\n return result;\n}\n\nmodule.exports = equalArrays;\n","var constant = require('./constant'),\n defineProperty = require('./_defineProperty'),\n identity = require('./identity');\n\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar baseSetToString = !defineProperty ? identity : function(func, string) {\n return defineProperty(func, 'toString', {\n 'configurable': true,\n 'enumerable': false,\n 'value': constant(string),\n 'writable': true\n });\n};\n\nmodule.exports = baseSetToString;\n","// @@replace logic\nrequire('./_fix-re-wks')('replace', 2, function (defined, REPLACE, $replace) {\n // 21.1.3.14 String.prototype.replace(searchValue, replaceValue)\n return [function replace(searchValue, replaceValue) {\n 'use strict';\n var O = defined(this);\n

var fn = searchValue == undefined ? undefined : searchValue[REPLACE];\n    return fn !== undefined\n    ? fn.call(searchValue, O, replaceValue)\n      : $replace.call(String(O), searchValue, replaceValue);\n  },\n $replace];\n});\n","var getMapData = require('./_getMapData');\n\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction mapCacheHas(key) {\n  return getMapData(this, key).has(key);\n}\n\nmodule.exports = mapCacheHas;\n","'use strict';\n// 25.4.1.5 NewPromiseCapability(C)\nvar aFunction = require('./_a-function');\n\nfunction PromiseCapability(C) {\n  var resolve, reject;\n  this.promise = new C(function ($$resolve, $$reject) {\n    if (resolve !== undefined || reject !== undefined) throw TypeError('Bad Promise constructor');\n    resolve = $$resolve;\n    reject = $$reject;\n  });\n  this.resolve = aFunction(resolve);\n  this.reject = aFunction(reject);\n}\n\nmodule.exports.f = function (C) {\n  return new PromiseCapability(C);\n};\n","var baseGetAllKeys = require('./_baseGetAllKeys'),\n    getSymbols = require('./_getSymbols'),\n    keys = require('./keys');\n\n/**\n * Creates an array of own enumerable property names and symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names and symbols.\n */\nfunction getAllKeys(object) {\n  return baseGetAllKeys(object, keys, getSymbols);\n}\n\nmodule.exports = getAllKeys;\n","var $export = require('./_export');\nvar defined = require('./_defined');\nvar fails = require('./_fails');\nvar spaces = require('./_string-ws');\nvar space = '[' + spaces + ']';\nvar non = '\\u200b\\u0085';\nvar ltrim = RegExp('^' + space + space + '*');\nvar rtrim = RegExp(space + space + '*$');\n\nvar exporter = function (KEY, exec, ALIAS) {\n  var exp = {};\n  var FORCE = fails(function () {\n    return !!spaces[KEY]() || non[KEY]() != non;\n  });\n  var fn = exp[KEY] = FORCE ? exec(trim) : spaces[KEY];\n  if (ALIAS) exp[ALIAS] = fn;\n  $export($export.P + $export.F * FORCE, 'String', exp);\n};\n\n// 1 -> String#trimLeft\n// 2 -> String#trimRight\n// 3 -> String#trim\nvar trim = exporter.trim = function (string, TYPE) {\n  string = String(defined(string));\n  if (TYPE & 1) string = string.replace(ltrim, '');\n  if (TYPE & 2) string = string.replace(rtrim, '');\n  return string;\n};\n\nmodule.exports = exporter;\n","// 7.2.8 IsRegExp(argument)\nvar isObject = require('./_is-object');\nvar cof = require('./_cof');\nvar MATCH = require('./_wks')('match');\nmodule.exports = function (it) {\n  var isRegExp;\n  return isObject(it) && ((isRegExp = it[MATCH]) !== undefined ? !!isRegExp : cof(it) == 'RegExp');\n};\n","/**\n * Converts `set` to an array of its values.\n *\n * @private\n * @param {Object} set The set to convert.\n * @returns {Array} Returns the values.\n */\nfunction setToArray(set) {\n  var index = -1,\n      result = Array(set.size);\n\n  set.forEach(function(value) {\n    result[++index] = value;\n  });\n  return result;\n}\n\nmodule.exports = setToArray;\n","var $iterators = require('./es6.array.iterator');\nvar getKeys = require('./_object-keys');\nvar redefine = require('./_redefine');\nvar global = require('./_global');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar wks = require('./_wks');\nvar ITERATOR = wks('iterator');\nvar TO_STRING_TAG = wks('toStringTag');\nvar ArrayValues = Iterators.Array;\n\nvar DOMIterables = {\n  CSSRuleList: true, // TODO: Not spec compliant, should be false.\n  CSSStyleDeclaration: false,\n  CSSValueList: false,\n  ClientRectList: false,\n  DOMRectList: false,\n  DOMStringList: false,\n  DOMTokenList: true,\n  DataTransferItemList: false,\n  FileList: false,\n  HTMLAllCollection: false,\n  HTMLCollection: false,\n  HTMLFormElement: false,\n  HTMLSelectElement: false,\n  MediaList: true, // TODO: Not spec compliant, should be false.\n  MimeTypeArray: false,\n  NamedNodeMap: false,\n  NodeList: true,\n  PaintRequestList: false,\n  Plugin: false,\n  PluginArray: false,\n  SVGLengthList: false,\n  SVGNumberList: false,\n  SVGPathSegList: false,\n  SVGPointList: false,\n  SVGStringList: false,\n  SVGTransformList: false,\n  SourceBufferList: false,\n  StyleSheetList: true, // TODO: Not spec compliant, should be false.\n  TextTrackCueList: false,\n  TextTrackList: false,\n  TouchList: false\n};\n\nfor (var collections = getKeys(DOMIterables), i = 0; i < collections.length; i++) {\n  var NAME = collections[i];\n  var explicit = DOMIterables[NAME];\n  var Collection = global[NAME];\n  var proto = Collection && Collection.prototype;\n  var key;\n  if (proto) {\n    if (!proto[ITERATOR]) hide(proto, ITERATOR, ArrayValues);\n    if (!proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n    Iterators[NAME] = ArrayValues;\n    if (explicit) for (key in $iterators) if (!proto[key]) redefine(proto, key, $iterators[key], true);\n  }\n}\n","/**\n * The base implementation of `_.unary` without support for storing metadata.\n *\n * @private\n *

@param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n return function(value) {\n   return func(value);\n };\n}\n\nmodule.exports = baseUnary;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'clipboard';\nvar width = 384;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f328';\nvar svgPathData = 'M384 112v352c0 26.51-21.49 48-48 48H48c-26.51 0-48-21.49-48-48V112c0-26.51 21.49-48 48-48h80c0-35.29 28.71-64 64-64s64 28.71 64 64h80c26.51 0 48 21.49 48 48zM192 40c-13.255 0-24 10.745-24 24s10.745 24 24 24 24-10.745 24-24-10.745-24-24-24m96 114v-20a6 6 0 0 0-6-6H102a6 6 0 0 0-6 6v20a6 6 0 0 0 6 6h180a6 6 0 0 0 6-6z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n ]};\n\nexports.faClipboard = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var getAllKeys = require('./_getAllKeys');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqualDeep` for objects with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual`\n for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalObjects(object, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n     objProps = getAllKeys(object),\n     objLength = objProps.length,\n othProps = getAllKeys(other),\n     othLength = othProps.length;\n\n if (objLength != othLength && !isPartial) {\n   return false;\n }\n var index = objLength;\n while (index--) {\n   var key = objProps[index];\n   if (!(isPartial ? key in other : hasOwnProperty.call(other, key))) {\n     return false;\n   }\n }\n // Assume cyclic values are equal.\n var stacked = stack.get(object);\n if (stacked && stack.get(other)) {\n   return stacked == other;\n }\n var result = true;\n stack.set(object, other);\n stack.set(other, object);\n\n var skipCtor = isPartial;\n while (++index < objLength) {\n   key = objProps[index];\n   var objValue = object[key],\n       othValue = other[key];\n\n   if (customizer) {\n     var compared = isPartial\n       ? customizer(othValue, objValue, key, other, object, stack)\n       : customizer(objValue, othValue, key, object, other, stack);\n   }\n   // Recursively compare objects (susceptible to call stack limits).\n   if (!(compared === undefined\n         ? (objValue === othValue || equalFunc(objValue, othValue, bitmask, customizer, stack))\n         : compared\n       )) {\n     result = false;\n     break;\n   }\n   skipCtor || (skipCtor = key == 'constructor');\n }\n if (result && !skipCtor) {\n   var objCtor = object.constructor,\n       othCtor = other.constructor;\n\n   // Non `Object` object instances with different constructors are not equal.\n   if (objCtor != othCtor &&\n       ('constructor' in object && 'constructor' in other) &&\n       !(typeof objCtor == 'function' && objCtor instanceof objCtor &&\n         typeof othCtor == 'function' && othCtor instanceof othCtor)) {\n     result = false;\n   }\n }\n stack['delete'](object);\n stack['delete'](other);\n return result;\n}\n\nmodule.exports = equalObjects;\n","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on\n * [`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-tolength).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false\n */\nfunction isLength(value) {\n return typeof value == 'number' &&\n   value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;\n}\n\nmodule.exports = isLength;\n","/*!\n * clipboard.js v2.0.4\n * https://zenorocha.github.io/clipboard.js\n * \n * Licensed MIT © Zeno Rocha\n */\n(function webpackUniversalModuleDefinition(root, factory) {\n\tif(typeof exports === 'object' && typeof module ===

'object')\n\t\tmodule.exports = factory();\n\telse if(typeof define === 'function' && define.amd)\n\t\tdefine([], factory);\n\telse if(typeof exports === 'object')\n\t\texports[\"ClipboardJS\"] = factory();\n\telse\n\t\troot[\"ClipboardJS\"] = factory();\n})(this, function() {\nreturn /******/ (function(modules) { // webpackBootstrap\n/******/ \t// The module cache\n/******/ \tvar installedModules = {};\n/******/\n/******/ \t// The require function\n/******/ \tfunction __webpack_require__(moduleId) {\n/******/\n/******/ \t\t// Check if module is in cache\n/******/ \t\tif(installedModules[moduleId]) {\n/******/ \t\t\treturn installedModules[moduleId].exports;\n/******/ \t}\n/******/ \t\t// Create a new module (and put it into the cache)\n/******/ \t\tvar module = installedModules[moduleId] = {\n/******/ \t\ti: moduleId,\n/******/ \t\tl: false,\n/******/ \t\texports: {}\n/******/ \t};\n/******/\n/******/ \t\t// Execute the module function\n/******/ \t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n/******/\n/******/ \t\t// Flag the module as loaded\n/******/ \t\tmodule.l = true;\n/******/\n/******/ \t\t// Return the exports of the module\n/******/ \t\treturn module.exports;\n/******/ \t}\n/******/\n/******/\n/******/ \t// expose the modules object (__webpack_modules__)\n/******/ \t__webpack_require__.m = modules;\n/******/\n/******/ \t// expose the module cache\n/******/ \t__webpack_require__.c = installedModules;\n/******/\n/******/ \t// define getter function for harmony exports\n/******/ \t__webpack_require__.d = function(exports, name, getter) {\n/******/ \t\tif(!__webpack_require__.o(exports, name)) {\n/******/ \t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n/******/ \t\t}\n/******/ \t};\n/******/\n/******/ \t// define __esModule on exports\n/******/ \t__webpack_require__.r = function(exports) {\n/******/ \t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n/******/ \t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n/******/ \t\t}\n/******/ \t\tObject.defineProperty(exports, '__esModule', { value: true });\n/******/ \t};\n/******/\n/******/ \t// create a fake namespace object\n/******/ \t// mode & 1: value is a module id, require it\n/******/ \t// mode & 2: merge all properties of value into the ns\n/******/ \t// mode & 4: return value when already ns object\n/******/ \t// mode & 8|1: behave like require\n/******/ \t__webpack_require__.t = function(value, mode) {\n/******/ \t\tif(mode & 1) value = __webpack_require__(value);\n/******/ \t\tif(mode & 8) return value;\n/******/ \t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n/******/ \t\tvar ns = Object.create(null);\n/******/ \t\t__webpack_require__.r(ns);\n/******/ \t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n/******/ \t\tif(mode & 2 && typeof value != 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) { return value[key]; }.bind(null, key));\n/******/ \t\treturn ns;\n/******/ \t};\n/******/\n/******/ \t// getDefaultExport function for compatibility with non-harmony modules\n/******/ \t__webpack_require__.n = function(module) {\n/******/ \t\tvar getter = module && module.__esModule ?\n/******/ \t\tfunction getDefault() { return module['default']; } :\n/******/ \t\tfunction getModuleExports() { return module; };\n/******/ \t__webpack_require__.d(getter, 'a', getter);\n/******/ \t\treturn getter;\n/******/ \t};\n/******/\n/******/ \t// Object.prototype.hasOwnProperty.call\n/******/ \t__webpack_require__.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n/******/\n/******/ \t// __webpack_public_path__\n/******/ \t__webpack_require__.p = \"\";\n/******/\n/******/\n/******/ \t// Load entry module and return exports\n/******/ \treturn __webpack_require__(__webpack_require__.s = 0);\n/******/ })\n/************************************************************************/\n/******/ ([\n/* 0 */\n/***/ (function(module, exports, __webpack_require__) {\n\n\"use strict\";\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nvar _clipboardAction = __webpack_require__(1);\n\nvar _clipboardAction2 = _interopRequireDefault(_clipboardAction);\n\nvar _tinyEmitter = __webpack_require__(3);\n\nvar _tinyEmitter2 =

_interopRequireDefault(_tinyEmitter);\n\nvar _goodListener = __webpack_require__(4);\n\nvar _goodListener2 = _interopRequireDefault(_goodListener);\n\nfunction _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nfunction _possibleConstructorReturn(self, call) { if (!self) { throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass && superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\n/**\n * Base class which takes one or more elements, adds event listeners to them,\n * and instantiates a new `ClipboardAction` on each click.\n */\nvar Clipboard = function (_Emitter) {\n  _inherits(Clipboard, _Emitter);\n\n  /**\n   * @param {String|HTMLElement|HTMLCollection|NodeList} trigger\n   * @param {Object} options\n   */\n  function Clipboard(trigger, options) {\n    _classCallCheck(this, Clipboard);\n\n    var _this = _possibleConstructorReturn(this, (Clipboard.__proto__ || Object.getPrototypeOf(Clipboard)).call(this));\n\n    _this.resolveOptions(options);\n    _this.listenClick(trigger);\n    return _this;\n  }\n\n  /**\n   * Defines if attributes would be resolved using internal setter functions\n   * or custom functions that were passed in the constructor.\n   * @param {Object} options\n   */\n\n\n  _createClass(Clipboard, [{\n    key: 'resolveOptions',\n    value: function resolveOptions() {\n      var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n      this.action = typeof options.action === 'function' ? options.action : this.defaultAction;\n      this.target = typeof options.target === 'function' ? options.target : this.defaultTarget;\n      this.text = typeof options.text === 'function' ? options.text : this.defaultText;\n      this.container = _typeof(options.container) === 'object' ? options.container : document.body;\n    }\n\n    /**\n     * Adds a click event listener to the passed trigger.\n     * @param {String|HTMLElement|HTMLCollection|NodeList} trigger\n     */\n\n  }, {\n    key: 'listenClick',\n    value: function listenClick(trigger) {\n      var _this2 = this;\n\n      this.listener = (0, _goodListener2.default)(trigger, 'click', function (e) {\n        return _this2.onClick(e);\n      });\n    }\n\n    /**\n     * Defines a new `ClipboardAction` on each click event.\n     * @param {Event} e\n     */\n\n  }, {\n    key: 'onClick',\n    value: function onClick(e) {\n      var trigger = e.delegateTarget || e.currentTarget;\n\n      if (this.clipboardAction) {\n        this.clipboardAction = null;\n      }\n\n      this.clipboardAction = new _clipboardAction2.default({\n        action: this.action(trigger),\n        target: this.target(trigger),\n        text: this.text(trigger),\n        container: this.container,\n        trigger: trigger,\n        emitter: this\n      });\n    }\n\n    /**\n     * Default `action` lookup function.\n     * @param {Element} trigger\n     */\n\n  }, {\n    key: 'defaultAction',\n    value: function defaultAction(trigger) {\n      return getAttributeValue('action', trigger);\n    }\n\n    /**\n     * Default `target` lookup function.\n     * @param {Element} trigger\n     */\n\n  }, {\n    key: 'defaultTarget',\n    value: function defaultTarget(trigger) {\n      var selector = getAttributeValue('target', trigger);\n\n      if (selector) {\n        return document.querySelector(selector);\n      }\n    }\n\n    /**\n     * Returns the support of the given action, or all actions if no action is\n     * given.\n     * @param {String} [action]\n     */\n\n  }, {\n    key: 'defaultText',\n\n\n    /**\n     * Default `text` lookup function.\n     * @param {Element} trigger\n     */\n    value: function defaultText(trigger) {\n      return getAttributeValue('text', trigger);\n    }\n\n    /**\n     * Destroy lifecycle.\n     */\n\n  }, {\n    key: 'destroy',\n    value: function destroy() {\n      this.listener.destroy();\n\n      if (this.clipboardAction) {\n        this.clipboardAction.destroy();\n        this.clipboardAction = null;\n      }\n    }\n  }], [{\n    key: 'isSupported',\n    value: function isSupported() {\n      var action = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : ['copy', 'cut'];\n\n      var actions = typeof action === 'string' ? [action] : action;\n      var support = !!document.queryCommandSupported;\n\n      actions.forEach(function (action) {\n

support = support && !!document.queryCommandSupported(action);\n        });\n\n        return support;\n    }\n    }]);\n\n    return Clipboard;\n}(_tinyEmitter2.default);\n\n/**\n * Helper function to retrieve attribute value.\n * @param {String} suffix\n * @param {Element} element\n */\n\nfunction getAttributeValue(suffix, element) {\n    var attribute = 'data-clipboard-' + suffix;\n\n    if (!element.hasAttribute(attribute)) {\n        return;\n    }\n\n    return element.getAttribute(attribute);\n}\n\nmodule.exports = Clipboard;\n\n/***/ }),\n/* 1 */\n/***/ (function(module, exports, __webpack_require__) {\n\n\"use strict\";\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nvar _select = __webpack_require__(2);\n\nvar _select2 = _interopRequireDefault(_select);\n\nfunction _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\n/**\n * Inner class which performs selection from either `text` or `target`\n * properties and then executes copy or cut operations.\n */\nvar ClipboardAction = function () {\n    /**\n     * @param {Object} options\n     */\n    function ClipboardAction(options) {\n        _classCallCheck(this, ClipboardAction);\n\n        this.resolveOptions(options);\n        this.initSelection();\n    }\n\n    /**\n     * Defines base properties passed from constructor.\n     * @param {Object} options\n     */\n\n\n    _createClass(ClipboardAction, [{\n        key: 'resolveOptions',\n        value: function resolveOptions() {\n            var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n            this.action = options.action;\n            this.container = options.container;\n            this.emitter = options.emitter;\n            this.target = options.target;\n            this.text = options.text;\n            this.trigger = options.trigger;\n\n            this.selectedText = '';\n        }\n\n        /**\n         * Decides which selection strategy is going to be applied based\n         * on the existence of `text` and `target` properties.\n         */\n\n    }, {\n        key: 'initSelection',\n        value: function initSelection() {\n            if (this.text) {\n                this.selectFake();\n            } else if (this.target) {\n                this.selectTarget();\n            }\n        }\n\n        /**\n         * Creates a fake textarea element, sets its value from `text`\n         * property,\n         * and makes a selection on it.\n         */\n\n    }, {\n        key: 'selectFake',\n        value: function selectFake() {\n            var _this = this;\n\n            var isRTL = document.documentElement.getAttribute('dir') == 'rtl';\n\n            this.removeFake();\n\n            this.fakeHandlerCallback = function () {\n                return _this.removeFake();\n            };\n            this.fakeHandler = this.container.addEventListener('click', this.fakeHandlerCallback) || true;\n\n            this.fakeElem = document.createElement('textarea');\n            // Prevent zooming on iOS\n            this.fakeElem.style.fontSize = '12pt';\n            // Reset box model\n            this.fakeElem.style.border = '0';\n            this.fakeElem.style.padding = '0';\n            this.fakeElem.style.margin = '0';\n            // Move element out of screen horizontally\n            this.fakeElem.style.position = 'absolute';\n            this.fakeElem.style[isRTL ? 'right' : 'left'] = '-9999px';\n            // Move element to the same position vertically\n            var yPosition = window.pageYOffset || document.documentElement.scrollTop;\n            this.fakeElem.style.top = yPosition + 'px';\n\n            this.fakeElem.setAttribute('readonly', '');\n            this.fakeElem.value = this.text;\n\n            this.container.appendChild(this.fakeElem);\n\n            this.selectedText = (0, _select2.default)(this.fakeElem);\n            this.copyText();\n        }\n\n        /**\n         * Only removes the fake element after another click event, that way\n         * a user can hit `Ctrl+C` to copy because selection still exists.\n         */\n\n    }, {\n        key: 'removeFake',\n        value: function removeFake() {\n            if (this.fakeHandler) {\n                this.container.removeEventListener('click', this.fakeHandlerCallback);\n                this.fakeHandler = null;\n                this.fakeHandlerCallback = null;\n            }\n\n            if (this.fakeElem) {\n                this.container.removeChild(this.fakeElem);\n                this.fakeElem = null;\n            }\n        }\n\n        /**\n         * Selects the content from element passed on `target` property.\n         */\n    }, {\n        key: 'selectTarget',\n

value: function selectTarget() {\n          this.selectedText = (0, _select2.default)(this.target);\n
this.copyText();\n        }\n\n      /**\n        * Executes the copy operation based on the current selection.\n
*/\n\n    }, {\n      key: 'copyText',\n      value: function copyText() {\n          var succeeded = void 0;\n\n
try {\n            succeeded = document.execCommand(this.action);\n        } catch (err) {\n            succeeded =
false;\n        }\n\n        this.handleResult(succeeded);\n      }\n\n      /**\n        * Fires an event based on the
copy operation result.\n        * @param {Boolean} succeeded\n        */\n\n    }, {\n      key: 'handleResult',\n
value: function handleResult(succeeded) {\n          this.emitter.emit(succeeded ? 'success' : 'error', {\n
action: this.action,\n            text: this.selectedText,\n              trigger: this.trigger,\n            clearSelection:
this.clearSelection.bind(this)\n        });\n      }\n\n      /**\n        * Moves focus away from `target` and back to
the trigger, removes current selection.\n        */\n    }, {\n      key: 'clearSelection',\n      value: function
clearSelection() {\n          if (this.trigger) {\n            this.trigger.focus();\n          }\n
window.getSelection().removeAllRanges();\n      }\n\n      /**\n        * Sets the `action` to be performed which
can be either 'copy' or 'cut'.\n        * @param {String} action\n        */\n    }, {\n      key: 'destroy',\n\n\n
/**\n        * Destroy lifecycle.\n        */\n      value: function destroy() {\n          this.removeFake();\n      }\n    },
{\n      key: 'action',\n      set: function set() {\n          var action = arguments.length > 0 && arguments[0] !==
undefined ? arguments[0] : 'copy';\n\n          this._action = action;\n\n          if (this._action !== 'copy' &&
this._action !== 'cut') {\n            throw new Error('Invalid \"action\" value, use either \"copy\" or \"cut\"');\n
}\n      }\n\n      /**\n        * Gets the `action` property.\n        * @return {String}\n        */\n      ,\n      get:
function get() {\n          return this._action;\n      }\n\n      /**\n        * Sets the `target` property using an
element\n        * that will be have its content copied.\n        * @param {Element} target\n        */\n    }, {\n
key: 'target',\n      set: function set(target) {\n          if (target !== undefined) {\n            if (target && (typeof
target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1) {\n              if
(this.action === 'copy' && target.hasAttribute('disabled')) {\n                throw new Error('Invalid \"target\"
attribute. Please use \"readonly\" instead of \"disabled\" attribute');\n              }\n\n              if (this.action ===
'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled'))) {\n                throw new
Error('Invalid \"target\" attribute. You can\\'t cut text from elements with \"readonly\" or \"disabled\" attributes');\n
}\n\n              this._target = target;\n          } else {\n                throw new Error('Invalid \"target\"
value, use a valid Element');\n          }\n        }\n      }\n\n      /**\n        * Gets the `target` property.\n        *
@return {String|HTMLElement}\n        */\n      ,\n      get: function get() {\n          return this._target;\n      }\n
}]);\n\n    return ClipboardAction;\n}();\n\nmodule.exports = ClipboardAction;\n\n/***/ }),\n/* 2 */\n/***/
(function(module, exports) {\n\nfunction select(element) {\n    var selectedText;\n\n    if (element.nodeName ===
'SELECT') {\n        element.focus();\n\n        selectedText = element.value;\n    } else if (element.nodeName ===
'INPUT' || element.nodeName === 'TEXTAREA') {\n        var isReadOnly = element.hasAttribute('readonly');\n\n
if (!isReadOnly) {\n            element.setAttribute('readonly', '');\n        }\n\n        element.select();\n
element.setSelectionRange(0, element.value.length);\n\n        if (!isReadOnly) {\n
element.removeAttribute('readonly');\n        }\n\n        selectedText = element.value;\n    } else {\n        if
(element.hasAttribute('contenteditable')) {\n            element.focus();\n        }\n\n        var selection =
window.getSelection();\n        var range = document.createRange();\n\n        range.selectNodeContents(element);\n
selection.removeAllRanges();\n        selection.addRange(range);\n\n        selectedText = selection.toString();\n
}\n\n    return selectedText;\n}\n\nmodule.exports = select;\n\n\n/***/ }),\n/* 3 */\n/***/ (function(module, exports)
{\n\nfunction E () {\n    // Keep this empty so it's easier to inherit from\n    // (via https://github.com/lipsmack from
https://github.com/scottcorgan/tiny-emitter/issues/3)\n}\n\n\nE.prototype = {\n  on: function (name, callback, ctx) {\n
var e = this.e || (this.e = {});\n\n    (e[name] || (e[name] = [])).push({\n      fn: callback,\n      ctx: ctx\n    });\n\n
return this;\n  },\n\n  once: function (name, callback, ctx) {\n    var self = this;\n    function listener () {\n
self.off(name, listener);\n      callback.apply(ctx, arguments);\n    };\n\n    listener._ = callback\n    return
this.on(name, listener, ctx);\n  },\n\n  emit: function (name) {\n    var data = [].slice.call(arguments, 1);\n    var
evtArr = ((this.e || (this.e = {}))[name] || []).slice();\n    var i = 0;\n    var len = evtArr.length;\n\n    for (i; i < len;
i++) {\n      evtArr[i].fn.apply(evtArr[i].ctx, data);\n    }\n\n    return this;\n  },\n\n  off: function (name, callback) {\n

var e = this.e || (this.e = {});\n    var evts = e[name];\n    var liveEvents = [];\n\n    if (evts && callback) {\n        for (var i = 0, len = evts.length; i < len; i++) {\n            if (evts[i].fn !== callback && evts[i].fn._ !== callback)\n                liveEvents.push(evts[i]);\n        }\n    }\n\n    // Remove event from queue to prevent memory leak\n    // Suggested by https://github.com/lazd\n    // Ref: https://github.com/scottcorgan/tiny-emitter/commit/c6ebfaa9bc973b33d110a84a307742b7cf94c953#commitcomment-5024910\n\n    (liveEvents.length)\n        ? e[name] = liveEvents\n        : delete e[name];\n\n    return this;\n  }\n};\n\nmodule.exports = E;\n\n\n/***/ }),\n/* 4 */\n/***/ (function(module, exports, __webpack_require__) {\n\nvar is = __webpack_require__(5);\nvar delegate = __webpack_require__(6);\n\n/**\n * Validates all params and calls the right\n * listener function based on its target type.\n *\n * @param {String|HTMLElement|HTMLCollection|NodeList} target\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listen(target, type, callback) {\n    if (!target && !type && !callback) {\n        throw new Error('Missing required arguments');\n    }\n\n    if (!is.string(type)) {\n        throw new TypeError('Second argument must be a String');\n    }\n\n    if (!is.fn(callback)) {\n        throw new TypeError('Third argument must be a Function');\n    }\n\n    if (is.node(target)) {\n        return listenNode(target, type, callback);\n    }\n    else if (is.nodeList(target)) {\n        return listenNodeList(target, type, callback);\n    }\n    else if (is.string(target)) {\n        return listenSelector(target, type, callback);\n    }\n    else {\n        throw new TypeError('First argument must be a String, HTMLElement, HTMLCollection, or NodeList');\n    }\n}\n\n/**\n * Adds an event listener to a HTML element\n * and returns a remove listener function.\n *\n * @param {HTMLElement} node\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenNode(node, type, callback) {\n    node.addEventListener(type, callback);\n\n    return {\n        destroy: function() {\n            node.removeEventListener(type, callback);\n        }\n    }\n}\n\n/**\n * Add an event listener to a list of HTML elements\n * and returns a remove listener function.\n *\n * @param {NodeList|HTMLCollection} nodeList\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenNodeList(nodeList, type, callback) {\n    Array.prototype.forEach.call(nodeList, function(node) {\n        node.addEventListener(type, callback);\n    });\n\n    return {\n        destroy: function() {\n            Array.prototype.forEach.call(nodeList, function(node) {\n                node.removeEventListener(type, callback);\n            });\n        }\n    }\n}\n\n/**\n * Add an event listener to a selector\n * and returns a remove listener function.\n *\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenSelector(selector, type, callback) {\n    return delegate(document.body, selector, type, callback);\n}\n\nmodule.exports = listen;\n\n\n/***/ }),\n/* 5 */\n/***/ (function(module, exports) {\n\n/**\n * Check if argument is a HTML element.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.node = function(value) {\n    return value !== undefined\n        && value instanceof HTMLElement\n        && value.nodeType === 1;\n};\n\n/**\n * Check if argument is a list of HTML elements.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.nodeList = function(value) {\n    var type = Object.prototype.toString.call(value);\n\n    return value !== undefined\n        && (type === '[object NodeList]' || type === '[object HTMLCollection]')\n        && ('length' in value)\n        && (value.length === 0 || exports.node(value[0]));\n};\n\n/**\n * Check if argument is a string.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.string = function(value) {\n    return typeof value === 'string'\n        || value instanceof String;\n};\n\n/**\n * Check if argument is a function.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.fn = function(value) {\n    var type = Object.prototype.toString.call(value);\n\n    return type === '[object Function]';\n};\n\n\n/***/ }),\n/* 6 */\n/***/ (function(module, exports, __webpack_require__) {\n\nvar closest = __webpack_require__(7);\n\n/**\n * Delegates event to a selector.\n *\n * @param {Element} element\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n * @return {Object}\n */\nfunction _delegate(element, selector, type, callback, useCapture) {\n    var listenerFn = listener.apply(this, arguments);\n\n    element.addEventListener(type, listenerFn, useCapture);\n\n    return {\n        destroy: function() {\n            element.removeEventListener(type, listenerFn, useCapture);\n        }\n    }\n}\n\n/**\n * Delegates event to a selector.\n *\n * @param {Element|String|Array} [elements]\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n * @return

{Object}\n *\/\nfunction delegate(elements, selector, type, callback, useCapture) {\n    // Handle the regular Element usage\n    if (typeof elements.addEventListener === 'function') {\n        return _delegate.apply(null, arguments);\n    }\n\n    // Handle Element-less usage, it defaults to global delegation\n    if (typeof type === 'function') {\n        // Use `document` as the first parameter, then apply arguments\n        // This is a short way to .unshift `arguments`\n        // without running into deoptimizations\n        return _delegate.bind(null, document).apply(null, arguments);\n    }\n\n    // Handle Selector-based usage\n    if (typeof elements === 'string') {\n        elements = document.querySelectorAll(elements);\n    }\n\n    // Handle Array-like based usage\n    return Array.prototype.map.call(elements, function (element) {\n        return _delegate(element, selector, type, callback, useCapture);\n    });\n}\n\n/**\n * Finds closest match and invokes callback.\n *\n * @param {Element} element\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @return {Function}\n *\/\nfunction listener(element, selector, type, callback) {\n    return function(e) {\n        e.delegateTarget = closest(e.target, selector);\n\n        if (e.delegateTarget) {\n            callback.call(element, e);\n        }\n    }\n}\n\nmodule.exports = delegate;\n\n\n/***/ }),\n/* 7 */\n/***/ (function(module, exports) {\n\nvar DOCUMENT_NODE_TYPE = 9;\n\n/**\n * A polyfill for Element.matches()\n *\/\nif (typeof Element !== 'undefined' && !Element.prototype.matches) {\n    var proto = Element.prototype;\n\n    proto.matches = proto.matchesSelector ||\n                    proto.mozMatchesSelector ||\n                    proto.msMatchesSelector ||\n                    proto.oMatchesSelector ||\n                    proto.webkitMatchesSelector;\n}\n\n/**\n * Finds the closest parent that matches a selector.\n *\n * @param {Element} element\n * @param {String} selector\n * @return {Function}\n *\/\nfunction closest (element, selector) {\n    while (element && element.nodeType !== DOCUMENT_NODE_TYPE) {\n        if (typeof element.matches === 'function' &&\n            element.matches(selector)) {\n          return element;\n        }\n        element = element.parentNode;\n    }\n}\n\nmodule.exports = closest;\n\n\n/***/ })\n/******/ ]);\n});","'use strict';\n\nvar isSymbol = require('./is-symbol');\n\nmodule.exports = function (value) {\n\tif (!isSymbol(value)) throw new TypeError(value + \" is not a symbol\");\n\treturn value;\n};\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n *\/\nfunction listCacheGet(key) {\n  var data = this.__data__,\n      index = assocIndexOf(data, key);\n\n  return index < 0 ? undefined : data[index][1];\n}\n\nmodule.exports = listCacheGet;\n","var getNative = require('./_getNative'),\n    root = require('./_root');\n\n/* Built-in method references that are verified to be native. *\/\nvar DataView = getNative(root, 'DataView');\n\nmodule.exports = DataView;\n","'use strict';\n\nvar validTypes = { object: true, symbol: true };\n\nmodule.exports = function () {\n\tvar symbol;\n\tif (typeof Symbol !== 'function') return false;\n\tsymbol = Symbol('test symbol');\n\ttry { String(symbol); } catch (e) { return false; }\n\n\t// Return 'true' also for polyfills\n\tif (!validTypes[typeof Symbol.iterator]) return false;\n\tif (!validTypes[typeof Symbol.toPrimitive]) return false;\n\tif (!validTypes[typeof Symbol.toStringTag]) return false;\n\n\treturn true;\n};\n","var baseMatches = require('./_baseMatches'),\n    baseMatchesProperty = require('./_baseMatchesProperty'),\n    identity = require('./identity'),\n    isArray = require('./isArray'),\n    property = require('./property');\n\n/**\n * The base implementation of `_.iteratee`.\n *\n * @private\n * @param {*} [value=_.identity] The value to convert to an iteratee.\n * @returns {Function} Returns the iteratee.\n *\/\nfunction baseIteratee(value) {\n  // Don't store the `typeof` result in a variable to avoid a JIT bug in Safari 9.\n  // See https://bugs.webkit.org/show_bug.cgi?id=156034 for more details.\n  if (typeof value == 'function') {\n    return value;\n  }\n  if (value == null) {\n    return identity;\n  }\n  if (typeof value == 'object') {\n    return isArray(value)\n      ? baseMatchesProperty(value[0], value[1])\n      : baseMatches(value);\n  }\n  return property(value);\n}\n\nmodule.exports = baseIteratee;\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. *\/\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/** Used for built-in method references. *\/\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. *\/\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Gets the hash value for `key`.\n *\n * @private\n * @name get\n * @memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n *\/\nfunction hashGet(key) {\n  var data = this.__data__;\n  if (nativeCreate) {\n    var result = data[key];\n

return result === HASH_UNDEFINED ? undefined : result;\n  }\n  return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n\nmodule.exports = hashGet;\n","var anObject = require('./_an-object');\nvar isObject = require('./_is-object');\nvar newPromiseCapability = require('./_new-promise-capability');\n\nmodule.exports = function (C, x) {\n  anObject(C);\n  if (isObject(x) && x.constructor === C) return x;\n  var promiseCapability = newPromiseCapability.f(C);\n  var resolve = promiseCapability.resolve;\n  resolve(x);\n  return promiseCapability.promise;\n};\n","// 7.2.1 RequireObjectCoercible(argument)\nmodule.exports = function (it) {\n  if (it == undefined) throw TypeError(\"Can't call method on \" + it);\n  return it;\n};\n","function _defineProperties(target, props) {\n  for (var i = 0; i < props.length; i++) {\n    var descriptor = props[i];\n    descriptor.enumerable = descriptor.enumerable || false;\n    descriptor.configurable = true;\n    if (\"value\" in descriptor) descriptor.writable = true;\n    Object.defineProperty(target, descriptor.key, descriptor);\n  }\n}\n\nexport default function _createClass(Constructor, protoProps, staticProps) {\n  if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n  if (staticProps) _defineProperties(Constructor, staticProps);\n  return Constructor;\n}","var baseIsEqualDeep = require('./_baseIsEqualDeep'),\n    isObjectLike = require('./isObjectLike');\n\n/**\n * The base implementation of `_.isEqual` which supports partial comparisons\n * and tracks traversed objects.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @param {boolean} bitmask The bitmask flags.\n *  1 - Unordered comparison\n *  2 - Partial comparison\n * @param {Function} [customizer] The function to customize comparisons.\n * @param {Object} [stack] Tracks traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n */\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n  if (value === other) {\n    return true;\n  }\n  if (value == null || other == null || (!isObjectLike(value) && !isObjectLike(other))) {\n    return value !== value && other !== other;\n  }\n  return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);\n}\n\nmodule.exports = baseIsEqual;\n","/*!\n * Font Awesome Free 5.5.0 by @fontawesome - https://fontawesome.com\n * License - https://fontawesome.com/license/free (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\nvar noop = function noop() {};\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 = null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\ntry {\n  if (typeof window !== 'undefined') _WINDOW = window;\n  if (typeof document !== 'undefined') _DOCUMENT = document;\n  if (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n  if (typeof performance !== 'undefined') _PERFORMANCE = performance;\n} catch (e) {}\n\nvar _ref = _WINDOW.navigator || {};\nvar _ref$userAgent = _ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? '' : _ref$userAgent;\n\nvar WINDOW = _WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\n\nvar IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\nvar IS_IE = ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\nvar NAMESPACE_IDENTIFIER = '___FONT_AWESOME___';\nvar UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\nvar DATA_PREFIX = 'data-prefix';\nvar DATA_ICON = 'data-icon';\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\nvar TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS = ['HTML', 'HEAD', 'STYLE', 'SCRIPT'];\nvar PRODUCTION = function () {\n  try {\n    return process.env.NODE_ENV === 'production';\n  } catch (e) {\n    return false;\n  }\n}();\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-counter'].concat(oneToTen.map(function (n) {\n  return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n  return 'w-' + n;\n}));\n\nvar classCallCheck = function (instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError(\"Cannot call a class as a function\");\n  }\n};\n\nvar createClass = function () {\n  function defineProperties(target, props) {\n    for (var i = 0;

i < props.length; i++) {\n     var descriptor = props[i];\n     descriptor.enumerable = descriptor.enumerable || false;\n     descriptor.configurable = true;\n     if (\"value\" in descriptor) descriptor.writable = true;\n     Object.defineProperty(target, descriptor.key, descriptor);\n   }\n  }\n\n   return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n  };\n}();\n\n\nvar _extends = Object.assign || function (target) {\n   for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n     if (Object.prototype.hasOwnProperty.call(source, key)) {\n       target[key] = source[key];\n     }\n   }\n  }\n\n   return target;\n};\n\n\n\nvar slicedToArray = function () {\n  function sliceIterator(arr, i) {\n   var _arr = [];\n   var _n = true;\n   var _d = false;\n   var _e = undefined;\n\n   try {\n     for (var _i = arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n       _arr.push(_s.value);\n\n       if (i && _arr.length === i) break;\n     }\n   } catch (err) {\n     _d = true;\n     _e = err;\n   } finally {\n     try {\n       if (!_n && _i[\"return\"]) _i[\"return\"]();\n     } finally {\n       if (_d) throw _e;\n     }\n   }\n\n   return _arr;\n  }\n\n  return function (arr, i) {\n   if (Array.isArray(arr)) {\n     return arr;\n   } else if (Symbol.iterator in Object(arr)) {\n     return sliceIterator(arr, i);\n   } else {\n     throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n   }\n  };\n}();\n\nvar toConsumableArray = function (arr) {\n  if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n   return arr2;\n  } else {\n   return Array.from(arr);\n  }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\n\nfunction getAttrConfig(attr) {\n  var element = DOCUMENT.querySelector('script[' + attr + ']');\n\n  if (element) {\n   return element.getAttribute(attr);\n  }\n}\n\nfunction coerce(val) {\n  // Getting an empty string will occur if the attribute is set on the HTML tag but without a value\n  // We'll assume that this is an indication that it should be toggled to true\n  // For example <script data-search-pseudo-elements src=\"...\"></script>\n  if (val === '') return true;\n  if (val === 'false') return false;\n  if (val === 'true') return true;\n  return val;\n}\n\nif (DOCUMENT && typeof DOCUMENT.querySelector === 'function') {\n  var attrs = [['data-family-prefix', 'familyPrefix'], ['data-replacement-class', 'replacementClass'], ['data-auto-replace-svg', 'autoReplaceSvg'], ['data-auto-add-css', 'autoAddCss'], ['data-auto-a11y', 'autoA11y'], ['data-search-pseudo-elements', 'searchPseudoElements'], ['data-observe-mutations', 'observeMutations'], ['data-keep-original-source', 'keepOriginalSource'], ['data-measure-performance', 'measurePerformance'], ['data-show-missing-icons', 'showMissingIcons']];\n\n  attrs.forEach(function (_ref) {\n   var _ref2 = slicedToArray(_ref, 2),\n       attr = _ref2[0],\n       key = _ref2[1];\n\n   var val = coerce(getAttrConfig(attr));\n\n   if (val !== undefined && val !== null) {\n     initial[key] = val;\n   }\n  });\n}\n\nvar _default = _extends({\n  familyPrefix: DEFAULT_FAMILY_PREFIX,\n  replacementClass: DEFAULT_REPLACEMENT_CLASS,\n  autoReplaceSvg: true,\n  autoAddCss: true,\n  autoA11y: true,\n  searchPseudoElements: false,\n  observeMutations: true,\n  keepOriginalSource: true,\n  measurePerformance: false,\n  showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations = false;\n\nvar config = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config;\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] = {};\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\nif (!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\nif (!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\nvar listener = function listener() {\n  DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n  loaded = 1;\n  functions.map(function (fn) {\n   return fn();\n  });\n};\n\nvar loaded = false;\n\nif (IS_DOM) {\n  loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n  if (!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n  if (!IS_DOM) return;\n  loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar meaninglessTransform = {\n  size: 16,\n  x: 0,\n  y: 0,\n  rotate: 0,\n  flipX: false,\n  flipY: false\n};\n\nfunction isReserved(name) {\n  return ~RESERVED_CLASSES.indexOf(name);\n}\n\n\nfunction insertCss(css) {\n  if (!css || !IS_DOM) {\n   return;\n  }\n\n  var style = DOCUMENT.createElement('style');\n  style.setAttribute('type', 'text/css');\n  style.innerHTML = css;\n\n  var headChildren = DOCUMENT.head.childNodes;\n  var beforeChild =

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null;\n\n  for (var i = headChildren.length - 1; i > -1; i--) {\n    var child = headChildren[i];\n    var tagName = (child.tagName || '').toUpperCase();\n    if (['STYLE', 'LINK'].indexOf(tagName) > -1) {\n      beforeChild = child;\n    }\n  }\n\n  DOCUMENT.head.insertBefore(style, beforeChild);\n\n  return css;\n}\n\nvar idPool = '0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ';\n\nfunction nextUniqueId() {\n  var size = 12;\n  var id = '';\n  while (size-- > 0) {\n    id += idPool[Math.random() * 62 | 0];\n  }\n  return id;\n}\n\nfunction toArray(obj) {\n  var array = [];\n\n  for (var i = (obj || []).length >>> 0; i--;) {\n    array[i] = obj[i];\n  }\n\n  return array;\n}\n\nfunction classArray(node) {\n  if (node.classList) {\n    return toArray(node.classList);\n  } else {\n    return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n      return i;\n    });\n  }\n}\n\nfunction getIconName(familyPrefix, cls) {\n  var parts = cls.split('-');\n  var prefix = parts[0];\n  var iconName = parts.slice(1).join('-');\n\n  if (prefix === familyPrefix && iconName !== '' && !isReserved(iconName)) {\n    return iconName;\n  } else {\n    return null;\n  }\n}\n\nfunction htmlEscape(str) {\n  return ('' + str).replace(/&/g, '&amp;').replace(/\"/g, '&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g, '&gt;');\n}\n\nfunction joinAttributes(attributes) {\n  return Object.keys(attributes || {}).reduce(function (acc, attributeName) {\n    return acc + (attributeName + '=\"' + htmlEscape(attributes[attributeName]) + '\" ');\n  }, '').trim();\n}\n\nfunction joinStyles(styles) {\n  return Object.keys(styles || {}).reduce(function (acc, styleName) {\n    return acc + (styleName + ': ' + styles[styleName] + ';');\n  }, '');\n}\n\nfunction transformIsMeaningful(transform) {\n  return transform.size !== meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y || transform.rotate !== meaninglessTransform.rotate || transform.flipX || transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n  var transform = _ref.transform,\n      containerWidth = _ref.containerWidth,\n      iconWidth = _ref.iconWidth;\n\n  var outer = {\n    transform: 'translate(' + containerWidth / 2 + ' 256)'\n  };\n  var innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ') ';\n  var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ') ';\n  var innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n  var inner = {\n    transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n  };\n  var path = {\n    transform: 'translate(' + iconWidth / 2 * -1 + ' -256)'\n  };\n  return {\n    outer: outer,\n    inner: inner,\n    path: path\n  };\n}\n\nfunction transformForCss(_ref2) {\n  var transform = _ref2.transform,\n      _ref2$width = _ref2.width,\n      width = _ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n      _ref2$height = _ref2.height,\n      height = _ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n      _ref2$startCentered = _ref2.startCentered,\n      startCentered = _ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n  var val = '';\n\n  if (startCentered && IS_IE) {\n    val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em) ';\n  } else if (startCentered) {\n    val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d + 'em)) ';\n  } else {\n    val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em) ';\n  }\n\n  val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) + ') ';\n  val += 'rotate(' + transform.rotate + 'deg) ';\n\n  return val;\n}\n\nvar ALL_SPACE = {\n  x: 0,\n  y: 0,\n  width: '100%',\n  height: '100%'\n};\n\nvar makeIconMasking = function (_ref) {\n  var children = _ref.children,\n      attributes = _ref.attributes,\n      main = _ref.main,\n      mask = _ref.mask,\n      transform = _ref.transform;\n  var mainWidth = main.width,\n      mainPath = main.icon;\n  var maskWidth = mask.width,\n      maskPath = mask.icon;\n\n  var trans = transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth: mainWidth });\n\n  var maskRect = {\n    tag: 'rect',\n    attributes: _extends({}, ALL_SPACE, {\n      fill: 'white'\n    })\n  };\n  var maskInnerGroup = {\n    tag: 'g',\n    attributes: _extends({}, trans.inner),\n    children: [{ tag: 'path', attributes: _extends({}, mainPath.attributes, trans.path, { fill: 'black' }) }]\n  };\n  var maskOuterGroup = {\n    tag: 'g',\n    attributes: _extends({}, trans.outer),\n    children: [maskInnerGroup]\n  };\n  var maskId = 'mask-' + nextUniqueId();\n  var clipId = 'clip-' + nextUniqueId();\n  var maskTag = {\n    tag: 'mask',\n    attributes: _extends({}, ALL_SPACE, {\n      id: maskId,\n      maskUnits: 'userSpaceOnUse',\n      maskContentUnits: 'userSpaceOnUse'\n    }),\n    children: [maskRect, maskOuterGroup]\n  };\n  var defs = {\n    tag: 'defs',\n    children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n  };\n\n  children.push(defs, { tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')' }, ALL_SPACE) });\n\n  return {\n    children: children,\n    attributes: attributes\n  };\n};\n\nvar makeIconStandard =
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function (_ref) {\n  var children = _ref.children,\n      attributes = _ref.attributes,\n      main = _ref.main,\n
transform = _ref.transform,\n      styles = _ref.styles;\n\n  var styleString = joinStyles(styles);\n\n  if
(styleString.length > 0) {\n    attributes['style'] = styleString;\n  }\n\n  if (transformIsMeaningful(transform)) {\n
var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n
children.push({\n      tag: 'g',\n      attributes: _extends({}, trans.outer),\n      children: [{\n        tag: 'g',\n
attributes: _extends({}, trans.inner),\n        children: [{\n          tag: main.icon.tag,\n          children:
main.icon.children,\n          attributes: _extends({}, main.icon.attributes, trans.path)\n        }]\n      }]\n    });\n  } else
{\n    children.push(main.icon);\n  }\n\n  return {\n    children: children,\n    attributes: attributes\n  };\n};\n\nvar
asIcon = function (_ref) {\n  var children = _ref.children,\n      main = _ref.main,\n      mask = _ref.mask,\n
attributes = _ref.attributes,\n      styles = _ref.styles,\n      transform = _ref.transform;\n\n  if
(transformIsMeaningful(transform) && main.found && !mask.found) {\n    var width = main.width,\n        height =
main.height;\n\n    var offset = {\n      x: width / height / 2,\n      y: 0.5\n    };\n    attributes['style'] =
joinStyles(_extends({}, styles, {\n      'transform-origin': offset.x + transform.x / 16 + 'em ' + (offset.y + transform.y /
16) + 'em'\n    }));\n  }\n\n  return [{\n    tag: 'svg',\n    attributes: attributes,\n    children: children\n  }];\n};\n\nvar
asSymbol = function (_ref) {\n  var prefix = _ref.prefix,\n      iconName = _ref.iconName,\n      children =
_ref.children,\n      attributes = _ref.attributes,\n      symbol = _ref.symbol;\n\n  var id = symbol === true ? prefix + '-
' + config.familyPrefix + '-' + iconName : symbol;\n\n  return [{\n    tag: 'svg',\n    attributes: {\n      style: 'display:
none;'\n    },\n    children: [{\n      tag: 'symbol',\n      attributes: _extends({}, attributes, { id: id }),\n      children:
children\n    }]\n  }];\n};\n\nfunction makeInlineSvgAbstract(params) {\n  var _params$icons = params.icons,\n
main = _params$icons.main,\n      mask = _params$icons.mask,\n      prefix = params.prefix,\n      iconName =
params.iconName,\n      transform = params.transform,\n      symbol = params.symbol,\n      title = params.title,\n
extra = params.extra,\n      _params$watchable = params.watchable,\n      watchable = _params$watchable ===
undefined ? false : _params$watchable;\n\n  var _ref = mask.found ? mask : main,\n      width = _ref.width,\n
height = _ref.height;\n\n  var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n  var attrClass =
[config.replacementClass, iconName ? config.familyPrefix + '-' + iconName : '', widthClass].filter(function (c) {\n
return extra.classes.indexOf(c) === -1;\n  }).concat(extra.classes).join(' ');\n\n  var content = {\n    children: [],\n
attributes: _extends({}, extra.attributes, {\n      'data-prefix': prefix,\n      'data-icon': iconName,\n      'class':
attrClass,\n      'role': 'img',\n      'xmlns': 'http://www.w3.org/2000/svg',\n      'viewBox': '0 0 ' + width + ' ' + height\n
})\n  };\n\n  if (watchable) {\n    content.attributes[DATA_FA_I2SVG] = '';\n  }\n\n  if (title)
content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() },
children: [title] });\n\n  var args = _extends({}, content, {\n    prefix: prefix,\n    iconName: iconName,\n    main:
main,\n    mask: mask,\n    transform: transform,\n    symbol: symbol,\n    styles: extra.styles\n  });\n\n  var _ref2 =
mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n      children = _ref2.children,\n
attributes = _ref2.attributes;\n\n  args.children = children;\n  args.attributes = attributes;\n\n  if (symbol) {\n
return asSymbol(args);\n  } else {\n    return asIcon(args);\n  }\n}\n\nfunction makeLayersTextAbstract(params) {\n
var content = params.content,\n      width = params.width,\n      height = params.height,\n      transform =
params.transform,\n      title = params.title,\n      extra = params.extra,\n      _params$watchable2 =
params.watchable,\n      watchable = _params$watchable2 === undefined ? false : _params$watchable2;\n\n  var
attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n    'class': extra.classes.join(' ')\n  });\n\n  if
(watchable) {\n    attributes[DATA_FA_I2SVG] = '';\n  }\n\n  var styles = _extends({}, extra.styles);\n\n  if
(transformIsMeaningful(transform)) {\n    styles['transform'] = transformForCss({ transform: transform,
startCentered: true, width: width, height: height });\n    styles['-webkit-transform'] = styles['transform'];\n  }\n\n  var
styleString = joinStyles(styles);\n\n  if (styleString.length > 0) {\n    attributes['style'] = styleString;\n  }\n\n  var val
= [];\n\n  val.push({\n    tag: 'span',\n    attributes: attributes,\n    children: [content]\n  });\n\n  if (title) {\n
val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n  }\n\n  return val;\n}\n\nfunction
makeLayersCounterAbstract(params) {\n  var content = params.content,\n      title = params.title,\n      extra =
params.extra;\n\n  var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n    'class':
extra.classes.join(' ')\n  });\n\n  var styleString = joinStyles(extra.styles);\n\n  if (styleString.length > 0) {\n
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attributes['style'] = styleString;\n }\n\n var val = [];\n\n val.push({\n   tag: 'span',\n   attributes: attributes,\n children: [content]\n });\n\n if (title) {\n   val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nvar noop$2 = function noop() {};\nvar p = config.measurePerformance && PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\nvar preamble = 'FA \"5.5.0\"';\nvar begin = function begin(name) {\n p.mark(preamble + ' ' + name + ' begins');\n return function () {\n   return end(name);\n };\n};\n\nvar end = function end(name) {\n p.mark(preamble + ' ' + name + ' ends');\n p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n};\n\nvar perf = { begin: begin, end: end };\n\n'use strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a given context.\n */\nvar bindInternal4 = function bindInternal4 (func, thisContext) {\n return function (a, b, c, d) {\n   return func.call(thisContext, a, b, c, d);\n };\n};\n\n'use strict';\n\n\n\n/**\n * # Reduce\n *\n * A fast object `.reduce()` implementation.\n *\n * @param {Object}   subject   The object to reduce over.\n * @param {Function} fn   The reducer function.\n * @param {mixed}   initialValue The initial value for the reducer, defaults to subject[0].\n * @param {Object}   thisContext The context for the reducer.\n * @return {mixed}   The final result.\n */\nvar reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys = Object.keys(subject),\n   length = keys.length,\n   iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\n   i, key, result;\n\n if (initialValue === undefined) {\n   i = 1;\n   result = subject[keys[0]];\n }\n else {\n   i = 0;\n   result = initialValue;\n }\n\n for (; i < length; i++) {\n   key = keys[i];\n   result = iterator(result, subject[key], key, subject);\n }\n\n return result;\n};\n\nvar styles$2 = namespace.styles;\nvar shims = namespace.shims;\n\n\nvar _byUnicode = {};\nvar _byLigature = {};\nvar _byOldName = {};\nvar build = function build() {\n var lookup = function lookup(reducer) {\n   return reduce(styles$2, function (o, style, prefix) {\n   o[prefix] = reduce(style, reducer, {});\n   return o;\n   }, {});\n };\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n   acc[icon[3]] = iconName;\n\n   return acc;\n });\n\n _byLigature = lookup(function (acc, icon, iconName) {\n   var ligatures = icon[2];\n\n   acc[iconName] = iconName;\n   ligatures.forEach(function (ligature) {\n   acc[ligature] = iconName;\n   });\n   return acc;\n });\n\n var hasRegular = 'far' in styles$2;\n\n _byOldName = reduce(shims, function (acc, shim) {\n   var oldName = shim[0];\n   var prefix = shim[1];\n   var iconName = shim[2];\n\n   if (prefix === 'far' && !hasRegular) {\n   prefix = 'fas';\n   }\n\n   acc[oldName] = { prefix: prefix, iconName: iconName };\n\n   return acc;\n }, {});\n};\n\nbuild();\n\nfunction byUnicode(prefix, unicode) {\n return _byUnicode[prefix][unicode];\n}\n\nfunction byLigature(prefix, ligature) {\n return _byLigature[prefix][ligature];\n}\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix: null, iconName: null };\n}\n\nvar styles$1 = namespace.styles;\n\n\nvar emptyCanonicalIcon = function emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] };\n};\n\nfunction getCanonicalIcon(values) {\n return values.reduce(function (acc, cls) {\n   var iconName = getIconName(config.familyPrefix, cls);\n\n   if (styles$1[cls]) {\n   acc.prefix = cls;\n   } else if (iconName) {\n   var shim = acc.prefix === 'fa' ? byOldName(iconName) : {};\n\n   acc.iconName = shim.iconName || iconName;\n   acc.prefix = shim.prefix || acc.prefix;\n   } else if (cls !== config.replacementClass && cls.indexOf('fa-w-') !== 0) {\n   acc.rest.push(cls);\n   }\n\n   return acc;\n }, emptyCanonicalIcon());\n}\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n if (mapping && mapping[prefix] && mapping[prefix][iconName]) {\n   return {\n   prefix: prefix,\n   iconName: iconName,\n   icon: mapping[prefix][iconName]\n   };\n }\n}\n\nfunction toHtml(abstractNodes) {\n var tag = abstractNodes.tag,\n   _abstractNodes$attrib = abstractNodes.attributes,\n   attributes = _abstractNodes$attrib === undefined ? {} : _abstractNodes$attrib,\n   _abstractNodes$childr = abstractNodes.children,\n   children = _abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n if (typeof abstractNodes === 'string') {\n   return htmlEscape(abstractNodes);\n } else {\n   return '<' + tag + ' ' + joinAttributes(attributes) + '>' + children.map(toHtml).join('') + '</' + tag + '>';\n }\n}\n\nvar noop$1 = function noop() {};\n\nfunction isWatched(node) {\n var i2svg = node.getAttribute ? node.getAttribute(DATA_FA_I2SVG) : null;\n\n return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n if (config.autoReplaceSvg === true) {\n   return mutators.replace;\n }\n\n var mutator = mutators[config.autoReplaceSvg];\n\n return mutator || mutators.replace;\n}\n\nvar mutators = {\n replace: function replace(mutation) {\n   var node = mutation[0];\n   var

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abstract = mutation[1];\n    var newOuterHTML = abstract.map(function (a) {\n      return toHtml(a);\n
}).join('\\n');\n\n    if (node.parentNode && node.outerHTML) {\n      node.outerHTML = newOuterHTML +
(config.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->' : '');\n
} else if (node.parentNode) {\n      var newNode = document.createElement('span');\n
node.parentNode.replaceChild(newNode, node);\n      newNode.outerHTML = newOuterHTML;\n    }\n  },\n  nest:
function nest(mutation) {\n    var node = mutation[0];\n    var abstract = mutation[1];\n\n    // If we already have a
replaced node we do not want to continue nesting within it.\n    // Short-circuit to the standard replacement\n    if
(~classArray(node).indexOf(config.replacementClass)) {\n      return mutators.replace(mutation);\n    }\n\n    var
forSvg = new RegExp(config.familyPrefix + '-.*');\n\n    delete abstract[0].attributes.style;\n\n    var splitClasses =
abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n      if (cls === config.replacementClass ||
cls.match(forSvg)) {\n        acc.toSvg.push(cls);\n      } else {\n        acc.toNode.push(cls);\n      }\n\n      return acc;\n
}, { toNode: [], toSvg: [] });\n\n    abstract[0].attributes.class = splitClasses.toSvg.join(' ');\n\n    var
newInnerHTML = abstract.map(function (a) {\n      return toHtml(a);\n    }).join('\\n');\n    node.setAttribute('class',
splitClasses.toNode.join(' '));\n    node.setAttribute(DATA_FA_I2SVG, '');\n    node.innerHTML =
newInnerHTML;\n  }\n};\n\nfunction perform(mutations, callback) {\n  var callbackFunction = typeof callback ===
'function' ? callback : noop$1;\n\n  if (mutations.length === 0) {\n    callbackFunction();\n  } else {\n    var frame =
WINDOW.requestAnimationFrame || function (op) {\n      return op();\n    };\n\n    frame(function () {\n      var
mutator = getMutator();\n      var mark = perf.begin('mutate');\n\n      mutations.map(mutator);\n\n      mark();\n\n
callbackFunction();\n    });\n  }\n}\n\nvar disabled = false;\nfunction disableObservation(operation) {\n  disabled
= true;\n  operation();\n  disabled = false;\n}\n\nvar mo = null;\nfunction observe(options) {\n  if
(!MUTATION_OBSERVER) {\n    return;\n  }\n\n  if (!config.observeMutations) {\n    return;\n  }\n\n  var
treeCallback = options.treeCallback,\n      nodeCallback = options.nodeCallback,\n      pseudoElementsCallback =
options.pseudoElementsCallback,\n      _options$observeMutat = options.observeMutationsRoot,\n
observeMutationsRoot = _options$observeMutat === undefined ? DOCUMENT.body :
_options$observeMutat;\n\n  mo = new MUTATION_OBSERVER(function (objects) {\n    if (disabled)
return;\n\n    toArray(objects).forEach(function (mutationRecord) {\n      if (mutationRecord.type === 'childList'
&& mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n        if
(config.searchPseudoElements) {\n          pseudoElementsCallback(mutationRecord.target);\n        }\n\n
treeCallback(mutationRecord.target);\n      }\n\n      if (mutationRecord.type === 'attributes' &&
mutationRecord.target.parentNode && config.searchPseudoElements) {\n
pseudoElementsCallback(mutationRecord.target.parentNode);\n      }\n\n      if (mutationRecord.type === 'attributes'
&& isWatched(mutationRecord.target) &&
~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n        if
(mutationRecord.attributeName === 'class') {\n          var _getCanonicalIcon =
getCanonicalIcon(classArray(mutationRecord.target)),\n              prefix = _getCanonicalIcon.prefix,\n
iconName = _getCanonicalIcon.iconName;\n\n          if (prefix) mutationRecord.target.setAttribute('data-prefix',
prefix);\n          if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n        } else {\n
nodeCallback(mutationRecord.target);\n        }\n      }\n    });\n  });\n\n  if (!IS_DOM) return;\n\n
mo.observe(observeMutationsRoot, {\n    childList: true, attributes: true, characterData: true, subtree: true\n
});\n}\n\nfunction disconnect() {\n  if (!mo) return;\n\n  mo.disconnect();\n}\n\nvar styleParser = function (node) {\n
var style = node.getAttribute('style');\n\n  var val = [];\n\n  if (style) {\n    val = style.split(';').reduce(function (acc,
style) {\n      var styles = style.split(':');\n      var prop = styles[0];\n      var value = styles.slice(1);\n\n      if (prop &&
value.length > 0) {\n        acc[prop] = value.join(':').trim();\n      }\n\n      return acc;\n    }, {});\n  }\n\n  return
val;\n};\n\nfunction toHex(unicode) {\n  var result = '';\n\n  for (var i = 0; i < unicode.length; i++) {\n    var hex =
unicode.charCodeAt(i).toString(16);\n    result += ('000' + hex).slice(-4);\n  }\n\n  return result;\n}\n\nvar
classParser = function (node) {\n  var existingPrefix = node.getAttribute('data-prefix');\n  var existingIconName =
node.getAttribute('data-icon');\n  var innerText = node.innerText !== undefined ? node.innerText.trim() : '';\n\n  var
val = getCanonicalIcon(classArray(node));\n\n  if (existingPrefix && existingIconName) {\n    val.prefix =
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existingPrefix;\n   val.iconName = existingIconName;\n }\n\n if (val.prefix && innerText.length > 1) {\n   val.iconName = byLigature(val.prefix, node.innerText);\n } else if (val.prefix && innerText.length === 1) {\n   val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n }\n\n return val;\n};\n\nvar parseTransformString = function parseTransformString(transformString) {\n var transform = {\n   size: 16,\n   x: 0,\n   y: 0,\n   flipX: false,\n   flipY: false,\n   rotate: 0\n };\n\n if (!transformString) {\n   return transform;\n } else {\n   return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n   var parts = n.toLowerCase().split('-');\n   var first = parts[0];\n   var rest = parts.slice(1).join('-');\n\n   if (first && rest === 'h') {\n   acc.flipX = true;\n   return acc;\n   }\n\n   if (first && rest === 'v') {\n   acc.flipY = true;\n   return acc;\n   }\n\n   rest = parseFloat(rest);\n\n   if (isNaN(rest)) {\n   return acc;\n   }\n\n   switch (first) {\n   case 'grow':\n   acc.size = acc.size + rest;\n   break;\n   case 'shrink':\n   acc.size = acc.size - rest;\n   break;\n   case 'left':\n   acc.x = acc.x - rest;\n   break;\n   case 'right':\n   acc.x = acc.x + rest;\n   break;\n   case 'up':\n   acc.y = acc.y - rest;\n   break;\n   case 'down':\n   acc.y = acc.y + rest;\n   break;\n   case 'rotate':\n   acc.rotate = acc.rotate + rest;\n   break;\n   }\n\n   return acc;\n   }, transform);\n }\n};\n\nvar transformParser = function (node) {\n return parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser = function (node) {\n var symbol = node.getAttribute('data-fa-symbol');\n\n return symbol === null ? false : symbol === '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n var extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n   if (acc.name !== 'class' && acc.name !== 'style') {\n   acc[attr.name] = attr.value;\n   }\n   return acc;\n }, {});\n\n var title = node.getAttribute('title');\n\n if (config.autoA11y) {\n   if (title) {\n   extraAttributes['aria-labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   extraAttributes['aria-hidden'] = 'true';\n   }\n }\n\n return extraAttributes;\n};\n\nvar maskParser = function (node) {\n var mask = node.getAttribute('data-fa-mask');\n\n if (!mask) {\n   return emptyCanonicalIcon();\n } else {\n   return getCanonicalIcon(mask.split(' ').map(function (i) {\n   return i.trim();\n   }));\n }\n};\n\nvar blankMeta = {\n iconName: null,\n title: null,\n prefix: null,\n transform: meaninglessTransform,\n symbol: false,\n mask: null,\n extra: { classes: [], styles: {}, attributes: {} }\n};\n\nfunction parseMeta(node) {\n var _classParser = classParser(node),\n   iconName = _classParser.iconName,\n   prefix = _classParser.prefix,\n   extraClasses = _classParser.rest;\n\n var extraStyles = styleParser(node);\n var transform = transformParser(node);\n var symbol = symbolParser(node);\n var extraAttributes = attributesParser(node);\n var mask = maskParser(node);\n\n return {\n   iconName: iconName,\n   title: node.getAttribute('title'),\n   prefix: prefix,\n   transform: transform,\n   symbol: symbol,\n   mask: mask,\n   extra: {\n   classes: extraClasses,\n   styles: extraStyles,\n   attributes: extraAttributes\n   }\n };\n}\n\nfunction MissingIcon(error) {\n this.name = 'MissingIcon';\n this.message = error || 'Icon unavailable';\n this.stack = new Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor = MissingIcon;\n\nvar FILL = { fill: 'currentColor' };\nvar ANIMATION_BASE = {\n attributeType: 'XML',\n repeatCount: 'indefinite',\n dur: '2s'\n};\nvar RING = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   d: 'M156.5,447.7l-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7C127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5 c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.1l-29.5-12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-'

11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z'\n })\n}\n};\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n attributeName: 'opacity'\n});\nvar DOT = {\n tag: 'circle',\n attributes: _extends({}, FILL, {\n cx: '256',\n cy: '364',\n r: '28'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\nvar QUESTION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '1',\n d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '0',\n d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT, QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\nvar LAYERS_TEXT_CLASSNAME = 'fa-layers-text';\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands|Free|Pro)/;\nvar STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\nvar FONT_WEIGHT_TO_PREFIX = {\n '900': 'fas',\n '400': 'far',\n '300': 'fal'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n found: false,\n width: 512,\n height: 512,\n icon: missing\n };\n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n var icon = styles[prefix][iconName];\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n val = {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n } else if (iconName && prefix && !config.showMissingIcons) {\n throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n title = nodeMeta.title,\n prefix = nodeMeta.prefix,\n transform = nodeMeta.transform,\n symbol = nodeMeta.symbol,\n mask = nodeMeta.mask,\n extra = nodeMeta.extra;\n\n return [node, makeInlineSvgAbstract({\n icons: {\n main: findIcon(iconName, prefix),\n mask: findIcon(mask.iconName, mask.prefix)\n },\n prefix: prefix,\n iconName: iconName,\n transform: transform,\n symbol: symbol,\n mask: mask,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n transform = nodeMeta.transform,\n extra = nodeMeta.extra;\n\n var width = null;\n var height = null;\n\n if (IS_IE) {\n var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n var boundingClientRect = node.getBoundingClientRect();\n width = boundingClientRect.width / computedFontSize;\n height = boundingClientRect.height / computedFontSize;\n }\n\n if (config.autoA11y && !title) {\n extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n content: node.innerHTML,\n width: width,\n height: height,\n transform: transform,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n return generateLayersText(node, nodeMeta);\n } else {\n return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction searchPseudoElements(root) {\n if (!IS_DOM) return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n toArray(root.querySelectorAll('*')).filter(function (n) {\n return n.parentNode !== document.head && !~TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS.indexOf(n.tagName.toUpperCase()) && !n.getAttribute(DATA_FA_PSEUDO_ELEMENT) && (!n.parentNode || n.parentNode.tagName !== 'svg');\n }).forEach(function (node) {\n [':before', ':after'].forEach(function (pos) {\n var children = toArray(node.children);\n var alreadyProcessedPseudoElement = children.filter(function (c) {\n return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n })[0];\n\n var styles =

WINDOW.getComputedStyle(node, pos);\n   var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n   var fontWeight = styles.getPropertyValue('font-weight');\n\n   if (alreadyProcessedPseudoElement && !fontFamily) {\n   // If we've already processed it but the current computed style does not result in a font-family,\n   // that probably means that a class name that was previously present to make the icon has been\n   // removed. So we now should delete the icon.\n   node.removeChild(alreadyProcessedPseudoElement);\n   } else if (fontFamily) {\n   var content = styles.getPropertyValue('content');\n   var prefix = ~['Light', 'Regular', 'Solid', 'Brands'].indexOf(fontFamily[1]) ? STYLE_TO_PREFIX[fontFamily[1]] : FONT_WEIGHT_TO_PREFIX[fontWeight];\n   var iconName = byUnicode(prefix, toHex(content.length === 3 ? content.substr(1, 1) : content));\n   // Only convert the pseudo element in this :before/:after position into an icon if we haven't\n   // already done so with the same prefix and iconName\n   if (!alreadyProcessedPseudoElement || alreadyProcessedPseudoElement.getAttribute(DATA_PREFIX) !== prefix || alreadyProcessedPseudoElement.getAttribute(DATA_ICON) !== iconName) {\n   if (alreadyProcessedPseudoElement) {\n   // Delete the old one, since we're replacing it with a new one\n   node.removeChild(alreadyProcessedPseudoElement);\n   }\n\n   var extra = blankMeta.extra;\n\n   extra.attributes[DATA_FA_PSEUDO_ELEMENT] = pos;\n   var abstract = makeInlineSvgAbstract(_extends({}, blankMeta, {\n   icons: {\n   main: findIcon(iconName, prefix),\n   mask: emptyCanonicalIcon()\n   },\n   prefix: prefix,\n   iconName: iconName,\n   extra: extra,\n   watchable: true\n   }));\n   var element = DOCUMENT.createElement('svg');\n\n   if (pos === ':before') {\n   node.insertBefore(element, node.firstChild);\n   } else {\n   node.appendChild(element);\n   }\n\n   element.outerHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\n');\n   }\n   }\n   });\n   });\n }\n\n end();\n}\n\nfunction onTree(root) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n if (!IS_DOM) return;\n\n var htmlClassList = DOCUMENT.documentElement.classList;\n var hclAdd = function hclAdd(suffix) {\n   return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var hclRemove = function hclRemove(suffix) {\n   return htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var prefixes = Object.keys(styles);\n var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' + DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n   return '.' + p + ':not([' + DATA_FA_I2SVG + '])';\n })).join(', ');\n\n if (prefixesDomQuery.length === 0) {\n   return;\n }\n\n var candidates = toArray(root.querySelectorAll(prefixesDomQuery));\n\n if (candidates.length > 0) {\n   hclAdd('pending');\n   hclRemove('complete');\n } else {\n   return;\n }\n\n var mark = perf.begin('onTree');\n\n var mutations = candidates.reduce(function (acc, node) {\n   try {\n   var mutation = generateMutation(node);\n\n   if (mutation) {\n   acc.push(mutation);\n   }\n   } catch (e) {\n   if (!PRODUCTION) {\n   if (e instanceof MissingIcon) {\n   console.error(e);\n   }\n   }\n   }\n\n   return acc;\n }, []);\n\n mark();\n\n perform(mutations, function () {\n   hclAdd('active');\n   hclAdd('complete');\n   hclRemove('pending');\n\n   if (typeof callback === 'function') callback();\n });\n}\n\nfunction onNode(node) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n var mutation = generateMutation(node);\n\n if (mutation) {\n   perform([mutation], callback);\n }\n}\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\\n overflow: visible; }\\n\\n.svg-inline--fa {\\n display: inline-block;\\n font-size: inherit;\\n height: 1em;\\n overflow: visible;\\n vertical-align: -.125em; }\\n .svg-inline--fa.fa-lg {\\n   vertical-align: -.225em; }\\n .svg-inline--fa.fa-w-1 {\\n   width: 0.0625em; }\\n .svg-inline--fa.fa-w-2 {\\n   width: 0.125em; }\\n .svg-inline--fa.fa-w-3 {\\n   width: 0.1875em; }\\n .svg-inline--fa.fa-w-4 {\\n   width: 0.25em; }\\n .svg-inline--fa.fa-w-5 {\\n   width: 0.3125em; }\\n .svg-inline--fa.fa-w-6 {\\n   width: 0.375em; }\\n .svg-inline--fa.fa-w-7 {\\n   width: 0.4375em; }\\n .svg-inline--fa.fa-w-8 {\\n   width: 0.5em; }\\n .svg-inline--fa.fa-w-9 {\\n   width: 0.5625em; }\\n .svg-inline--fa.fa-w-10 {\\n   width: 0.625em; }\\n .svg-inline--fa.fa-w-11 {\\n   width: 0.6875em; }\\n .svg-inline--fa.fa-w-12 {\\n   width: 0.75em; }\\n .svg-inline--fa.fa-w-13 {\\n   width: 0.8125em; }\\n .svg-inline--fa.fa-w-14 {\\n   width: 0.875em; }\\n .svg-inline--fa.fa-w-15 {\\n   width: 0.9375em; }\\n .svg-inline--fa.fa-w-16 {\\n   width: 1em; }\\n

.svg-inline--fa.fa-w-17 {\\n   width: 1.0625em; }\\n .svg-inline--fa.fa-w-18 {\\n   width: 1.125em; }\\n .svg-inline--fa.fa-w-19 {\\n   width: 1.1875em; }\\n .svg-inline--fa.fa-w-20 {\\n   width: 1.25em; }\\n .svg-inline--fa.fa-pull-left {\\n   margin-right: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-pull-right {\\n   margin-left: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-border {\\n   height: 1.5em; }\\n .svg-inline--fa.fa-li {\\n   width: 2em; }\\n .svg-inline--fa.fa-fw {\\n   width: 1.25em; }\\n\\n.fa-layers svg.svg-inline--fa {\\n   bottom: 0;\\n   left: 0;\\n   margin: auto;\\n   position: absolute;\\n   right: 0;\\n   top: 0; }\\n\\n.fa-layers {\\n   display: inline-block;\\n   height: 1em;\\n   position: relative;\\n   text-align: center;\\n   vertical-align: -.125em;\\n   width: 1em; }\\n .fa-layers svg.svg-inline--fa {\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-text, .fa-layers-counter {\\n   display: inline-block;\\n   position: absolute;\\n   text-align: center; }\\n\\n.fa-layers-text {\\n   left: 50%;\\n   top: 50%;\\n   -webkit-transform: translate(-50%, -50%);\\n   transform: translate(-50%, -50%);\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-counter {\\n   background-color: #ff253a;\\n   border-radius: 1em;\\n   -webkit-box-sizing: border-box;\\n   box-sizing: border-box;\\n   color: #fff;\\n   height: 1.5em;\\n   line-height: 1;\\n   max-width: 5em;\\n   min-width: 1.5em;\\n   overflow: hidden;\\n   padding: .25em;\\n   right: 0;\\n   text-overflow: ellipsis;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-bottom-right {\\n   bottom: 0;\\n   right: 0;\\n   top: auto;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: bottom right;\\n   transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left {\\n   bottom: 0;\\n   left: 0;\\n   right: auto;\\n   top: auto;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: bottom left;\\n   transform-origin: bottom left; }\\n\\n.fa-layers-top-right {\\n   right: 0;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n   left: 0;\\n   right: auto;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top left;\\n   transform-origin: top left; }\\n\\n.fa-lg {\\n   font-size: 1.33333em;\\n   line-height: 0.75em;\\n   vertical-align: -.0667em; }\\n\\n.fa-xs {\\n   font-size: .75em; }\\n\\n.fa-sm {\\n   font-size: .875em; }\\n\\n.fa-1x {\\n   font-size: 1em; }\\n\\n.fa-2x {\\n   font-size: 2em; }\\n\\n.fa-3x {\\n   font-size: 3em; }\\n\\n.fa-4x {\\n   font-size: 4em; }\\n\\n.fa-5x {\\n   font-size: 5em; }\\n\\n.fa-6x {\\n   font-size: 6em; }\\n\\n.fa-7x {\\n   font-size: 7em; }\\n\\n.fa-8x {\\n   font-size: 8em; }\\n\\n.fa-9x {\\n   font-size: 9em; }\\n\\n.fa-10x {\\n   font-size: 10em; }\\n\\n.fa-fw {\\n   text-align: center;\\n   width: 1.25em; }\\n\\n.fa-ul {\\n   list-style-type: none;\\n   margin-left: 2.5em;\\n   padding-left: 0; }\\n .fa-ul > li {\\n   position: relative; }\\n\\n.fa-li {\\n   left: -2em;\\n   position: absolute;\\n   text-align: center;\\n   width: 2em;\\n   line-height: inherit; }\\n\\n.fa-border {\\n   border: solid 0.08em #eee;\\n   border-radius: .1em;\\n   padding: .2em .25em .15em; }\\n\\n.fa-pull-left {\\n   float: left; }\\n\\n.fa-pull-right {\\n   float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-left,\\n.far.fa-pull-left,\\n.fal.fa-pull-left,\\n.fab.fa-pull-left {\\n   margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-pull-right,\\n.far.fa-pull-right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n   margin-left: .3em; }\\n\\n.fa-spin {\\n   -webkit-animation: fa-spin 2s infinite linear;\\n   animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n   -webkit-animation: fa-spin 1s infinite steps(8);\\n   animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n   0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n   100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n   0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n   100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n.fa-rotate-90 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\\n   -webkit-transform: rotate(90deg);\\n   transform: rotate(90deg); }\\n\\n.fa-rotate-180 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\\n   -webkit-transform: rotate(180deg);\\n   transform: rotate(180deg); }\\n\\n.fa-rotate-270 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\\n   -webkit-transform: rotate(270deg);\\n   transform: rotate(270deg); }\\n\\n.fa-flip-horizontal {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\\n   -webkit-transform: scale(-1, 1);\\n   transform: scale(-1, 1); }\\n\\n.fa-flip-vertical {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n   -webkit-transform: scale(1, -

1);\\n   transform: scale(1, -1); }\\n\\n.fa-flip-horizontal.fa-flip-vertical {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(-1, -1);\\n   transform: scale(-1, -1); }\\n\\n:root .fa-rotate-90,\\n:root .fa-rotate-180,\\n:root .fa-rotate-270,\\n:root .fa-flip-horizontal,\\n:root .fa-flip-vertical {\\n -webkit-filter: none;\\n   filter: none; }\\n\\n.fa-stack {\\n display: inline-block;\\n height: 2em;\\n position: relative;\\n width: 2.5em; }\\n\\n.fa-stack-1x,\\n.fa-stack-2x {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fa-stack-1x {\\n height: 1em;\\n width: 1.25em; }\\n\\n.svg-inline--fa.fa-stack-2x {\\n height: 2em;\\n width: 2.5em; }\\n\\n.fa-inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-only-focusable:focus {\\n clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n width: auto; }\\n\";\n\nvar css = function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var drc = DEFAULT_REPLACEMENT_CLASS;\n var fp = config.familyPrefix;\n var rc = config.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc) {\n   var dPatt = new RegExp('\\\\.' + dfp + '\\\\-', 'g');\n   var rPatt = new RegExp('\\\\.' + drc, 'g');\n\n   s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var normalized = Object.keys(icons).reduce(function (acc, iconName) {\n   var icon = icons[iconName];\n   var expanded = !!icon.icon;\n\n   if (expanded) {\n   acc[icon.iconName] = icon.icon;\n   } else {\n   acc[iconName] = icon;\n   }\n   return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n   namespace.hooks.addPack(prefix, normalized);\n } else {\n   namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n   * Font Awesome 4 used the prefix of `fa` for all icons. With the introduction\n   * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n   * for `fas` so we'll easy the upgrade process for our users by automatically defining\n   * this as well.\n   */\n if (prefix === 'fas') {\n   define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n   classCallCheck(this, Library);\n\n   this.definitions = {};\n }\n\n createClass(Library, [{\n   key: 'add',\n   value: function add() {\n   var _this = this;\n\n   for (var _len = arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {\n   definitions[_key] = arguments[_key];\n   }\n\n   var additions = definitions.reduce(this._pullDefinitions, {});\n\n   Object.keys(additions).forEach(function (key) {\n   _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n   define(key, additions[key]);\n   build();\n   });\n   }\n }, {\n   key: 'reset',\n   value: function reset() {\n   this.definitions = {};\n   }\n }, {\n   key: '_pullDefinitions',\n   value: function _pullDefinitions(additions, definition) {\n   var normalized = definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n   Object.keys(normalized).map(function (key) {\n   var _normalized$key = normalized[key],\n   prefix = _normalized$key.prefix,\n   iconName = _normalized$key.iconName,\n   icon = _normalized$key.icon;\n\n\n   if (!additions[prefix]) additions[prefix] = {};\n   additions[prefix][iconName] = icon;\n   });\n\n   return additions;\n   }\n }]);\n return Library;\n}();\n\nfunction prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n   found: true,\n   width: width,\n   height: height,\n   icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n}\n\nfunction ensureCss() {\n if (config.autoAddCss && !_cssInserted) {\n   insertCss(css());\n   _cssInserted = true;\n }\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n   get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n   get: function get() {\n   return val.abstract.map(function (a) {\n   return toHtml(a);\n   });\n   }\n });\n\n Object.defineProperty(val, 'node', {\n   get: function get() {\n   if (!IS_DOM) return;\n\n   var container = DOCUMENT.createElement('div');\n   container.innerHTML = val.html;\n   return container.children;\n   }\n });\n\n return val;\n}\n\nfunction findIconDefinition(params) {\n var _params$prefix = params.prefix,\n   prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n   iconName = params.iconName;\n\n\n if (!iconName) return;\n\n return iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n   var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n   var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n   var

mask = params.mask;\n\n\n   if (mask) {\n   mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n   }\n\n   return next(iconDefinition, _extends({}, params, { mask: mask }));\n };\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n config.autoReplaceSvg = false;\n config.observeMutations = false;\n\n disconnect();\n};\n\nvar _cssInserted = false;\n\nvar dom = {\n i2svg: function i2svg() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n   if (IS_DOM) {\n   ensureCss();\n\n   var _params$node = params.node,\n   node = _params$node === undefined ? DOCUMENT : _params$node,\n   _params$callback = params.callback,\n   callback = _params$callback === undefined ? function () {} : _params$callback;\n\n   if (config.searchPseudoElements) {\n   searchPseudoElements(node);\n   }\n\n   onTree(node, callback);\n   }\n },\n\n css: css,\n\n insertCss: function insertCss$$1() {\n   if (!_cssInserted) {\n   insertCss(css());\n   _cssInserted = true;\n   }\n },\n\n watch: function watch() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n   var autoReplaceSvgRoot = params.autoReplaceSvgRoot,\n   observeMutationsRoot = params.observeMutationsRoot;\n\n\n   if (config.autoReplaceSvg === false) {\n   config.autoReplaceSvg = true;\n   }\n\n   config.observeMutations = true;\n\n   domready(function () {\n   autoReplace({\n   autoReplaceSvgRoot: autoReplaceSvgRoot\n   });\n\n   observe({\n   treeCallback: onTree,\n   nodeCallback: onNode,\n   pseudoElementsCallback: searchPseudoElements,\n   observeMutationsRoot: observeMutationsRoot\n   });\n   });\n }\n};\n\nvar parse = {\n transform: function transform(transformString) {\n   return parseTransformString(transformString);\n }\n};\n\nvar icon = resolveIcons(function (iconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform = params.transform,\n   transform = _params$transform === undefined ? meaninglessTransform : _params$transform,\n   _params$symbol = params.symbol,\n   symbol = _params$symbol === undefined ? false : _params$symbol,\n   _params$mask = params.mask,\n   mask = _params$mask === undefined ? null : _params$mask,\n   _params$title = params.title,\n   title = _params$title === undefined ? null : _params$title,\n   _params$classes = params.classes,\n   classes = _params$classes === undefined ? [] : _params$classes,\n   _params$attributes = params.attributes,\n   attributes = _params$attributes === undefined ? {} : _params$attributes,\n   _params$styles = params.styles,\n   styles = _params$styles === undefined ? {} : _params$styles;\n\n\n if (!iconDefinition) return;\n\n var prefix = iconDefinition.prefix,\n   iconName = iconDefinition.iconName,\n   icon = iconDefinition.icon;\n\n\n return apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n   ensureCss();\n\n   if (config.autoA11y) {\n   if (title) {\n   attributes['aria-labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   attributes['aria-hidden'] = 'true';\n   }\n   }\n\n   return makeInlineSvgAbstract({\n   icons: {\n   main: prepIcon(icon),\n   mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: _extends({}, meaninglessTransform, transform),\n   symbol: symbol,\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: classes\n   }\n   });\n });\n});\n\nvar text = function text(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform2 = params.transform,\n   transform = _params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n   _params$title2 = params.title,\n   title = _params$title2 === undefined ? null : _params$title2,\n   _params$classes2 = params.classes,\n   classes = _params$classes2 === undefined ? [] : _params$classes2,\n   _params$attributes2 = params.attributes,\n   attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n   _params$styles2 = params.styles,\n   styles = _params$styles2 === undefined ? {} : _params$styles2;\n\n\n return apiObject({ type: 'text', content: content }, function () {\n   ensureCss();\n\n   return makeLayersTextAbstract({\n   content: content,\n   transform: _extends({}, meaninglessTransform, transform),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar counter = function counter(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$title3 = params.title,\n   title = _params$title3 === undefined ? null : _params$title3,\n   _params$classes3 = params.classes,\n   classes = _params$classes3 === undefined ? [] : _params$classes3,\n   _params$attributes3 =

params.attributes,\n   attributes = _params$attributes3 === undefined ? {} : _params$attributes3,\n _params$styles3 = params.styles,\n   styles = _params$styles3 === undefined ? {} : _params$styles3;\n\n return apiObject({ type: 'counter', content: content }, function () {\n   ensureCss();\n\n   return makeLayersCounterAbstract({\n   content: content.toString(),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config.familyPrefix + '-layers-counter'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar layer = function layer(assembler) {\n return apiObject({ type: 'layer' }, function () {\n   ensureCss();\n\n   var children = [];\n\n   assembler(function (args) {\n   Array.isArray(args) ? args.map(function (a) {\n   children = children.concat(a.abstract);\n   }) : children = children.concat(args.abstract);\n   });\n\n   return [{\n   tag: 'span',\n   attributes: { class: config.familyPrefix + '-layers' },\n   children: children\n   }];\n });\n};\n\nvar api = {\n noAuto: noAuto,\n config: config,\n dom: dom,\n library: library,\n parse: parse,\n findIconDefinition: findIconDefinition,\n icon: icon,\n text: text,\n counter: counter,\n layer: layer,\n toHtml: toHtml\n};\n\nvar autoReplace = function autoReplace() {\n var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n var _params$autoReplaceSv = params.autoReplaceSvgRoot,\n   autoReplaceSvgRoot = _params$autoReplaceSv === undefined ? DOCUMENT : _params$autoReplaceSv;\n\n if (Object.keys(namespace.styles).length > 0 && IS_DOM && config.autoReplaceSvg) api.dom.i2svg({ node: autoReplaceSvgRoot });\n};\n\nexport { icon, noAuto, config, toHtml, layer, text, counter, library, dom, parse, findIconDefinition };\n","import FontAwesomeIcon from '@fortawesome/vue-fontawesome'\nexport { library } from '@fortawesome/fontawesome-svg-core'\nexport default FontAwesomeIcon\n","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n/** Used to detect unsigned integer values. */\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n */\nfunction isIndex(value, length) {\n var type = typeof value;\n length = length == null ? MAX_SAFE_INTEGER : length;\n\n return !!length &&\n   (type == 'number' ||\n   (type != 'symbol' && reIsUint.test(value))) &&\n   (value > -1 && value % 1 == 0 && value < length);\n}\n\nmodule.exports = isIndex;\n","var baseSetToString = require('./_baseSetToString'),\n   shortOut = require('./_shortOut');\n\n/**\n * Sets the `toString` method of `func` to return `string`.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar setToString = shortOut(baseSetToString);\n\nmodule.exports = setToString;\n","// false -> Array#indexOf\n// true -> Array#includes\nvar toIObject = require('./_to-iobject');\nvar toLength = require('./_to-length');\nvar toAbsoluteIndex = require('./_to-absolute-index');\nmodule.exports = function (IS_INCLUDES) {\n return function ($this, el, fromIndex) {\n   var O = toIObject($this);\n   var length = toLength(O.length);\n   var index = toAbsoluteIndex(fromIndex, length);\n   var value;\n   // Array#includes uses SameValueZero equality algorithm\n   // eslint-disable-next-line no-self-compare\n   if (IS_INCLUDES && el != el) while (length > index) {\n   value = O[index++];\n   // eslint-disable-next-line no-self-compare\n   if (value != value) return true;\n   // Array#indexOf ignores holes, Array#includes - not\n   } else for (;length > index; index++) if (IS_INCLUDES || index in O) {\n   if (O[index] === el) return IS_INCLUDES || index || 0;\n   } return !IS_INCLUDES && -1;\n };\n};\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'share-alt';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f1e0';\nvar svgPathData = 'M352 320c-22.608 0-43.387 7.819-59.79 20.895l-102.486-64.054a96.551 96.551 0 0 0 0-41.683l102.486-64.054C308.613 184.181 329.392 192 352 192c53.019 0 96-42.981 96-96S405.019 0 352 0s-96 42.981-96 96c0 7.158.79 14.13 2.276 20.841L155.79 180.895C139.387 167.819 118.608 160 96 160c-53.019 0-96 42.981-96 96s42.981 96 96 96c22.608 0 43.387-7.819 59.79-20.895l102.486 64.054A96.301 96.301 0 0 0 256 416c0 53.019 42.981 96 96 96s96-42.981 96-96-42.981-96-96-96z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faShareAlt = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;\n","/**\n * Checks if a `cache` value for `key` exists.\n *\n *
```

@private\n * @param {Object} cache The cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n return cache.has(key);\n}\n\nmodule.exports = cacheHas;\n","var arrayReduce = require('./_arrayReduce'),\n   baseEach = require('./_baseEach'),\n   baseIteratee = require('./_baseIteratee'),\n   baseReduce = require('./_baseReduce'),\n   isArray = require('./isArray');\n\n/**\n * Reduces `collection` to a value which is the accumulated result of running\n * each element in `collection` thru `iteratee`, where each successive\n * invocation is supplied the return value of the previous. If `accumulator`\n * is not given, the first element of `collection` is used as the initial\n * value. The iteratee is invoked with four arguments:\n * (accumulator, value, index|key, collection).\n *\n * Many lodash methods are guarded to work as iteratees for methods like\n * `_.reduce`, `_.reduceRight`, and `_.transform`.\n *\n * The guarded methods are:\n * `assign`, `defaults`, `defaultsDeep`, `includes`, `merge`, `orderBy`,\n * and `sortBy`\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @param {*} [accumulator] The initial value.\n * @returns {*} Returns the accumulated value.\n * @see _.reduceRight\n * @example\n *\n * _.reduce([1, 2], function(sum, n) {\n *   return sum + n;\n * }, 0);\n * // => 3\n *\n * _.reduce({ 'a': 1, 'b': 2, 'c': 1 }, function(result, value, key) {\n *   (result[value] || (result[value] = [])).push(key);\n *   return result;\n * }, {});\n * // => { '1': ['a', 'c'], '2': ['b'] } (iteration order is not guaranteed)\n */\nfunction reduce(collection, iteratee, accumulator) {\n var func = isArray(collection) ? arrayReduce : baseReduce,\n   initAccum = arguments.length < 3;\n\n return func(collection, baseIteratee(iteratee, 4), accumulator, initAccum, baseEach);\n}\n\nmodule.exports = reduce;\n","'use strict';\nvar global = require('./_global');\nvar has = require('./_has');\nvar cof = require('./_cof');\nvar inheritIfRequired = require('./_inherit-if-required');\nvar toPrimitive = require('./_to-primitive');\nvar fails = require('./_fails');\nvar gOPN = require('./_object-gopn').f;\nvar gOPD = require('./_object-gopd').f;\nvar dP = require('./_object-dp').f;\nvar $trim = require('./_string-trim').trim;\nvar NUMBER = 'Number';\nvar $Number = global[NUMBER];\nvar Base = $Number;\nvar proto = $Number.prototype;\n// Opera ~12 has broken Object#toString\nvar BROKEN_COF = cof(require('./_object-create')(proto)) == NUMBER;\nvar TRIM = 'trim' in String.prototype;\n\n// 7.1.3 ToNumber(argument)\nvar toNumber = function (argument) {\n var it = toPrimitive(argument, false);\n if (typeof it == 'string' && it.length > 2) {\n   it = TRIM ? it.trim() : $trim(it, 3);\n   var first = it.charCodeAt(0);\n   var third, radix, maxCode;\n   if (first === 43 || first === 45) {\n   third = it.charCodeAt(2);\n   if (third === 88 || third === 120) return NaN; // Number('+0x1') should be NaN, old V8 fix\n   } else if (first === 48) {\n   switch (it.charCodeAt(1)) {\n   case 66: case 98: radix = 2; maxCode = 49; break; // fast equal /^0b[01]+$/i\n   case 79: case 111: radix = 8; maxCode = 55; break; // fast equal /^0o[0-7]+$/i\n   default: return +it;\n   }\n   for (var digits = it.slice(2), i = 0, l = digits.length, code; i < l; i++) {\n   code = digits.charCodeAt(i);\n   // parseInt parses a string to a first unavailable symbol\n   // but ToNumber should return NaN if a string contains unavailable symbols\n   if (code < 48 || code > maxCode) return NaN;\n   }\n   return parseInt(digits, radix);\n   }\n } return +it;\n};\n\nif (!$Number(' 0o1') || !$Number('0b1') || $Number('+0x1')) {\n $Number = function Number(value) {\n   var it = arguments.length < 1 ? 0 : value;\n   var that = this;\n   return that instanceof $Number\n   // check on 1..constructor(foo) case\n   && (BROKEN_COF ? fails(function () { proto.valueOf.call(that); }) : cof(that) != NUMBER)\n   ? inheritIfRequired(new Base(toNumber(it)), that, $Number) : toNumber(it);\n };\n for (var keys = require('./_descriptors') ? gOPN(Base) : (\n   // ES3:\n   'MAX_VALUE,MIN_VALUE,NaN,NEGATIVE_INFINITY,POSITIVE_INFINITY,' +\n   // ES6 (in case, if modules with ES6 Number statics required before):\n   'EPSILON,isFinite,isInteger,isNaN,isSafeInteger,MAX_SAFE_INTEGER,' +\n   'MIN_SAFE_INTEGER,parseFloat,parseInt,isInteger'\n).split(','), j = 0, key; keys.length > j; j++) {\n   if (has(Base, key = keys[j]) && !has($Number, key)) {\n   dP($Number, key, gOPD(Base, key));\n   }\n }\n $Number.prototype = proto;\n proto.constructor = $Number;\n require('./_redefine')(global, NUMBER, $Number);\n}\n","module.exports = require('./forEach');\n","module.exports = !require('./_descriptors') && !require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', { get: function () { return 7; } }).a != 7;\n});\n","var baseFlatten = require('./_baseFlatten'),\n   baseOrderBy =

require('./_baseOrderBy'),\n   baseRest = require('./_baseRest'),\n   isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Creates an array of elements, sorted in ascending order by the results of\n * running each element in a collection thru each iteratee. This method\n * performs a stable sort, that is, it preserves the original sort order of\n * equal elements. The iteratees are invoked with one argument: (value).\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {...(Function|Function[])} [iteratees=[_.identity]]\n * The iteratees to sort by.\n * @returns {Array} Returns the new sorted array.\n * @example\n *\n * var users = [\n *   { 'user': 'fred',   'age': 48 },\n *   { 'user': 'barney', 'age': 36 },\n *   { 'user': 'fred',   'age': 40 },\n *   { 'user': 'barney', 'age': 34 }\n *];\n *\n * _.sortBy(users, [function(o) { return o.user; }]);\n * // => objects for [['barney', 36], ['barney', 34], ['fred', 48], ['fred', 40]]\n *\n * _.sortBy(users, ['user', 'age']);\n * // => objects for [['barney', 34], ['barney', 36], ['fred', 40], ['fred', 48]]\n */\nvar sortBy = baseRest(function(collection, iteratees) {\n if (collection == null) {\n   return [];\n }\n var length = iteratees.length;\n if (length > 1 && isIterateeCall(collection, iteratees[0], iteratees[1])) {\n   iteratees = [];\n } else if (length > 2 && isIterateeCall(iteratees[0], iteratees[1], iteratees[2])) {\n   iteratees = [iteratees[0]];\n }\n return baseOrderBy(collection, baseFlatten(iteratees, 1), []);\n});\n\nmodule.exports = sortBy;\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Set = getNative(root, 'Set');\n\nmodule.exports = Set;\n","var g;\n\n// This works in non-strict mode\ng = (function() {\n\treturn this;\n})();\n\ntry {\n\t// This works if eval is allowed (see CSP)\n\tg = g || Function(\"return this\")() || (1, eval)(\"this\");\n} catch (e) {\n\t// This works if the window reference is available\n\tif (typeof window === \"object\") g = window;\n}\n\n// g can still be undefined, but nothing to do about it...\n// We return undefined, instead of nothing here, so it's\n// easier to handle this case. if(!global) { ...}\n\nmodule.exports = g;\n","var id = 0;\nvar px = Math.random();\nmodule.exports = function (key) {\n return 'Symbol('.concat(key === undefined ? '' : key, ')_', (++id + px).toString(36));\n};\n","'use strict';\nvar addToUnscopables = require('./_add-to-unscopables');\nvar step = require('./_iter-step');\nvar Iterators = require('./_iterators');\nvar toIObject = require('./_to-iobject');\n\n// 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13 Array.prototype.keys()\n// 22.1.3.29 Array.prototype.values()\n// 22.1.3.30 Array.prototype[@@iterator]()\nmodule.exports = require('./_iter-define')(Array, 'Array', function (iterated, kind) {\n this._t = toIObject(iterated); // target\n this._i = 0;   // next index\n this._k = kind;   // kind\n// 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n var O = this._t;\n var kind = this._k;\n var index = this._i++;\n if (!O || index >= O.length) {\n   this._t = undefined;\n   return step(1);\n }\n if (kind == 'keys') return step(0, index);\n if (kind == 'values') return step(0, O[index]);\n return step(0, [index, O[index]]);\n}, 'values');\n\n// argumentsList[@@iterator] is %ArrayProto_values% (9.4.4.6, 9.4.4.7)\nIterators.Arguments = Iterators.Array;\n\naddToUnscopables('keys');\naddToUnscopables('values');\naddToUnscopables('entries');\n","var isSymbol = require('./isSymbol');\n\n/**\n * Compares values to sort them in ascending order.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {number} Returns the sort order indicator for `value`.\n */\nfunction compareAscending(value, other) {\n if (value !== other) {\n   var valIsDefined = value !== undefined,\n   valIsNull = value === null,\n   valIsReflexive = value === value,\n   valIsSymbol = isSymbol(value);\n\n   var othIsDefined = other !== undefined,\n   othIsNull = other === null,\n   othIsReflexive = other === other,\n   othIsSymbol = isSymbol(other);\n\n   if ((!othIsNull && !othIsSymbol && !valIsSymbol && value > other) ||\n   (valIsSymbol && othIsDefined && othIsReflexive && !othIsNull && !othIsSymbol) ||\n   (valIsNull && othIsDefined && othIsReflexive) ||\n   (!valIsDefined && othIsReflexive) ||\n   !valIsReflexive) {\n   return 1;\n   }\n   if ((!valIsNull && !valIsSymbol && !othIsSymbol && value < other) ||\n   (othIsSymbol && valIsDefined && valIsReflexive && !valIsNull && !valIsSymbol) ||\n   (othIsNull && valIsDefined && valIsReflexive) ||\n   (!othIsDefined && valIsReflexive) ||\n   !othIsReflexive) {\n   return -1;\n   }\n }\n return 0;\n}\n\nmodule.exports = compareAscending;\n","var eq = require('./eq');\n\n/**\n * Gets the index at which the `key` is found in `array` of key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\nfunction assocIndexOf(array, key) {\n var length = array.length;\n while (length--) {\n   if (eq(array[length][0], key)) {\n

return length;\n   }\n }\n return -1;\n}\n\nmodule.exports = assocIndexOf;\n","/*!\n * Font Awesome Free 5.0.13 by @fontawesome - https://fontawesome.com\n * License - https://fontawesome.com/license (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\nvar noop = function noop() {};\n\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 = null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\ntry {\n if (typeof window !== 'undefined') _WINDOW = window;\n if (typeof document !== 'undefined') _DOCUMENT = document;\n if (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n if (typeof performance !== 'undefined') _PERFORMANCE = performance;\n} catch (e) {}\n\nvar _ref = _WINDOW.navigator || {};\nvar _ref$userAgent = _ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? '' : _ref$userAgent;\n\nvar WINDOW = _WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\nvar IS_BROWSER = !!WINDOW.document;\nvar IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\nvar IS_IE = ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\nvar NAMESPACE_IDENTIFIER = '___FONT_AWESOME___';\nvar UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\n\nvar PRODUCTION = function () {\n try {\n   return process.env.NODE_ENV === 'production';\n } catch (e) {\n   return false;\n }\n}();\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-counter'].concat(oneToTen.map(function (n) {\n return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n return 'w-' + n;\n}));\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n\n\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\nvar initialKeys = Object.keys(initial);\n\nvar _default = _extends({\n familyPrefix: DEFAULT_FAMILY_PREFIX,\n replacementClass: DEFAULT_REPLACEMENT_CLASS,\n autoReplaceSvg: true,\n autoAddCss: true,\n autoA11y: true,\n searchPseudoElements: false,\n observeMutations: true,\n keepOriginalSource: true,\n measurePerformance: false,\n showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations = false;\n\nvar config$1 = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config$1;\n\nfunction update(newConfig) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$asNewDefault = params.asNewDefault,\n   asNewDefault = _params$asNewDefault === undefined ? false : _params$asNewDefault;\n\n var validKeys = Object.keys(config$1);\n var ok = asNewDefault ? function (k) {\n   return ~validKeys.indexOf(k) && !~initialKeys.indexOf(k);\n } : function (k) {\n   return ~validKeys.indexOf(k);\n };\n\n Object.keys(newConfig).forEach(function (configKey) {\n   if (ok(configKey)) config$1[configKey] =

newConfig[configKey];\n });\n}\n\nfunction auto(value) {\n update({\n autoReplaceSvg: value,\n observeMutations: value\n });\n}\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] = {};\n\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\n\nif (!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\n\nif (!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\n\nvar listener = function listener() {\n DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n loaded = 1;\n functions.map(function (fn) {\n return fn();\n });\n};\n\nvar loaded = false;\n\nif (IS_DOM) {\n loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n if (!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n if (!IS_DOM) return;\n loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar meaninglessTransform = {\n size: 16,\n x: 0,\n y: 0,\n rotate: 0,\n flipX: false,\n flipY: false\n};\n\nfunction isReserved(name) {\n return ~RESERVED_CLASSES.indexOf(name);\n}\n\nfunction bunker(fn) {\n try {\n fn();\n } catch (e) {\n if (!PRODUCTION) {\n throw e;\n }\n }\n}\n\nfunction insertCss(css) {\n if (!css || !IS_DOM) {\n return;\n }\n\n var style = DOCUMENT.createElement('style');\n style.setAttribute('type', 'text/css');\n style.innerHTML = css;\n\n var headChildren = DOCUMENT.head.childNodes;\n var beforeChild = null;\n\n for (var i = headChildren.length - 1; i > -1; i--) {\n var child = headChildren[i];\n var tagName = (child.tagName || '').toUpperCase();\n if (['STYLE', 'LINK'].indexOf(tagName) > -1) {\n beforeChild = child;\n }\n }\n\n DOCUMENT.head.insertBefore(style, beforeChild);\n\n return css;\n}\n\nvar _uniqueId = 0;\n\nfunction nextUniqueId() {\n _uniqueId++;\n\n return _uniqueId;\n}\n\nfunction toArray(obj) {\n var array = [];\n\n for (var i = (obj || []).length >>> 0; i--;) {\n array[i] = obj[i];\n }\n\n return array;\n}\n\nfunction classArray(node) {\n if (node.classList) {\n return toArray(node.classList);\n } else {\n return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n return i;\n });\n }\n}\n\nfunction getIconName(familyPrefix, cls) {\n var parts = cls.split('-');\n var prefix = parts[0];\n var iconName = parts.slice(1).join('-');\n\n if (prefix === familyPrefix && iconName !== '' && !isReserved(iconName)) {\n return iconName;\n } else {\n return null;\n }\n}\n\nfunction htmlEscape(str) {\n return ('' + str).replace(/&/g, '&').replace(/\"/g, '"').replace(/'/g, ''').replace(/</g, '<').replace(/>/g, '>');\n}\n\nfunction joinAttributes(attributes) {\n return Object.keys(attributes || {}).reduce(function (acc, attributeName) {\n return acc + (attributeName + '=\"' + htmlEscape(attributes[attributeName]) + '\" ');\n }, '').trim();\n}\n\nfunction joinStyles(styles) {\n return Object.keys(styles || {}).reduce(function (acc, styleName) {\n return acc + (styleName + ': ' + styles[styleName] + ';');\n }, '');\n}\n\nfunction transformIsMeaningful(transform) {\n return transform.size !== meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y || transform.rotate !== meaninglessTransform.rotate || transform.flipX || transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n var transform = _ref.transform,\n containerWidth = _ref.containerWidth,\n iconWidth = _ref.iconWidth;\n\n var outer = {\n transform: 'translate(' + containerWidth / 2 + ' 256)'\n };\n var innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ') ';\n var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ') ';\n var innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n var inner = {\n transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n };\n var path = {\n transform: 'translate(' + iconWidth / 2 * -1 + ' -256)'\n };\n return {\n outer: outer,\n inner: inner,\n path: path\n };\n}\n\nfunction transformForCss(_ref2) {\n var transform = _ref2.transform,\n _ref2$width = _ref2.width,\n width = _ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n _ref2$height = _ref2.height,\n height = _ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n _ref2$startCentered = _ref2.startCentered,\n startCentered = _ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n var val = '';\n\n if (startCentered && IS_IE) {\n val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em) ';\n } else if (startCentered) {\n val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d + 'em)) ';\n } else {\n val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em) ';\n }\n\n

val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) + ') ';\n val += 'rotate(' + transform.rotate + 'deg) ';\n\n return val;\n}\n\nvar ALL_SPACE = {\n x: 0,\n y: 0,\n width: '100%',\n height: '100%'\n};\n\nvar makeIconMasking = function (_ref) {\n var children = _ref.children,\n   attributes = _ref.attributes,\n   main = _ref.main,\n   mask = _ref.mask,\n   transform = _ref.transform;\n var mainWidth = main.width,\n   mainPath = main.icon;\n var maskWidth = mask.width,\n   maskPath = mask.icon;\n\n\n var trans = transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth: mainWidth });\n\n var maskRect = {\n   tag: 'rect',\n   attributes: _extends({}, ALL_SPACE, {\n   fill: 'white'\n   })\n };\n var maskInnerGroup = {\n   tag: 'g',\n   attributes: _extends({}, trans.inner),\n   children: [{ tag: 'path', attributes: _extends({}, mainPath.attributes, trans.path, { fill: 'black' }) }]\n };\n var maskOuterGroup = {\n   tag: 'g',\n   attributes: _extends({}, trans.outer),\n   children: [maskInnerGroup]\n };\n var maskId = 'mask-' + nextUniqueId();\n var clipId = 'clip-' + nextUniqueId();\n var maskTag = {\n   tag: 'mask',\n   attributes: _extends({}, ALL_SPACE, {\n   id: maskId,\n   maskUnits: 'userSpaceOnUse',\n   maskContentUnits: 'userSpaceOnUse'\n   }),\n   children: [maskRect, maskOuterGroup]\n };\n var defs = {\n   tag: 'defs',\n   children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n };\n\n children.push(defs, {\n   tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')' },\n   ALL_SPACE) });\n\n return {\n   children: children,\n   attributes: attributes\n };\n};\n\nvar makeIconStandard = function (_ref) {\n var children = _ref.children,\n   attributes = _ref.attributes,\n   main = _ref.main,\n   transform = _ref.transform,\n   styles = _ref.styles;\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n if (transformIsMeaningful(transform)) {\n   var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n   children.push({\n   tag: 'g',\n   attributes: _extends({}, trans.outer),\n   children: [{\n   tag: 'g',\n   attributes: _extends({}, trans.inner),\n   children: [{\n   tag: main.icon.tag,\n   children: main.icon.children,\n   attributes: _extends({}, main.icon.attributes, trans.path)\n   }]\n   }]\n   });\n } else {\n   children.push(main.icon);\n }\n\n return {\n   children: children,\n   attributes: attributes\n };\n};\n\nvar asIcon = function (_ref) {\n var children = _ref.children,\n   main = _ref.main,\n   mask = _ref.mask,\n   attributes = _ref.attributes,\n   styles = _ref.styles,\n   transform = _ref.transform;\n\n if (transformIsMeaningful(transform) && main.found && !mask.found) {\n   var width = main.width,\n   height = main.height;\n\n   var offset = {\n   x: width / height / 2,\n   y: 0.5\n   };\n   attributes['style'] = joinStyles(_extends({}, styles, {\n   'transform-origin': offset.x + transform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em'\n   }));\n }\n\n return [{\n   tag: 'svg',\n   attributes: attributes,\n   children: children\n }];\n};\n\nvar asSymbol = function (_ref) {\n var prefix = _ref.prefix,\n   iconName = _ref.iconName,\n   children = _ref.children,\n   attributes = _ref.attributes,\n   symbol = _ref.symbol;\n\n var id = symbol === true ? prefix + '-' + config$1.familyPrefix + '-' + iconName : symbol;\n\n return [{\n   tag: 'svg',\n   attributes: {\n   style: 'display: none;'\n   },\n   children: [{\n   tag: 'symbol',\n   attributes: _extends({}, attributes, { id: id }),\n   children: children\n   }]\n }];\n};\n\nfunction makeInlineSvgAbstract(params) {\n var _params$icons = params.icons,\n   main = _params$icons.main,\n   mask = _params$icons.mask,\n   prefix = params.prefix,\n   iconName = params.iconName,\n   transform = params.transform,\n   symbol = params.symbol,\n   title = params.title,\n   extra = params.extra,\n   _params$watchable = params.watchable,\n   watchable = _params$watchable === undefined ? false : _params$watchable;\n\n var _ref = mask.found ? mask : main,\n   width = _ref.width,\n   height = _ref.height;\n\n var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n var attrClass = [config$1.replacementClass, iconName ? config$1.familyPrefix + '-' + iconName : '', widthClass].concat(extra.classes).join(' ');\n\n var content = {\n   children: [],\n   attributes: _extends({}, extra.attributes, {\n   'data-prefix': prefix,\n   'data-icon': iconName,\n   'class': attrClass,\n   'role': 'img',\n   'xmlns': 'http://www.w3.org/2000/svg',\n   'viewBox': '0 0 ' + width + ' ' + height\n   })\n };\n\n if (watchable) {\n   content.attributes[DATA_FA_I2SVG] = '';\n }\n\n if (title) content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() }, children: [title] });\n\n var args = _extends({},\n   content, {\n   prefix: prefix,\n   iconName: iconName,\n   main: main,\n   mask: mask,\n   transform: transform,\n   symbol: symbol,\n   styles: extra.styles\n });\n\n var _ref2 = mask.found && main.found ?

makeIconMasking(args) : makeIconStandard(args),\n   children = _ref2.children,\n   attributes = _ref2.attributes;\n\n args.children = children;\n args.attributes = attributes;\n\n if (symbol) {\n   return asSymbol(args);\n } else {\n   return asIcon(args);\n }\n}\n\nfunction makeLayersTextAbstract(params) {\n var content = params.content,\n   width = params.width,\n   height = params.height,\n   transform = params.transform,\n   title = params.title,\n   extra = params.extra,\n   _params$watchable2 = params.watchable,\n   watchable = _params$watchable2 === undefined ? false : _params$watchable2;\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n   'class': extra.classes.join(' ')\n });\n\n if (watchable) {\n   attributes[DATA_FA_I2SVG] = '';\n }\n\n var styles = _extends({}, extra.styles);\n\n if (transformIsMeaningful(transform)) {\n   styles['transform'] = transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n   styles['-webkit-transform'] = styles['transform'];\n }\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n var val = [];\n\n val.push({\n   tag: 'span',\n   attributes: attributes,\n   children: [content]\n });\n\n if (title) {\n   val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nvar noop$2 = function noop() {};\nvar p = config$1.measurePerformance && PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\nvar preamble = 'FA \"5.0.13\"';\n\nvar begin = function begin(name) {\n p.mark(preamble + ' ' + name + ' begins');\n return function () {\n   return end(name);\n };\n};\n\nvar end = function end(name) {\n p.mark(preamble + ' ' + name + ' ends');\n p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n};\n\nvar perf = { begin: begin, end: end };\n\n'use strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a given context.\n */\nvar bindInternal4 = function bindInternal4 (func, thisContext) {\n return function (a, b, c, d) {\n   return func.call(thisContext, a, b, c, d);\n };\n};\n\n'use strict';\n\n/**\n * # Reduce\n *\n * A fast object `.reduce()` implementation.\n *\n * @param {Object}   subject   The object to reduce over.\n * @param {Function} fn   The reducer function.\n * @param {mixed}   initialValue The initial value for the reducer,\n * defaults to subject[0].\n * @param {Object}   thisContext The context for the reducer.\n * @return {mixed}   The final result.\n */\nvar reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys = Object.keys(subject),\n   length = keys.length,\n   iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\n   i, key, result;\n\n if (initialValue === undefined) {\n   i = 1;\n   result = subject[keys[0]];\n } else {\n   i = 0;\n   result = initialValue;\n }\n\n for (; i < length; i++) {\n   key = keys[i];\n   result = iterator(result, subject[key], key, subject);\n }\n\n return result;\n};\n\nvar styles$2 = namespace.styles;\nvar shims = namespace.shims;\n\nvar _byUnicode = {};\nvar _byLigature = {};\nvar _byOldName = {};\nvar build = function build() {\n var lookup = function lookup(reducer) {\n   return reduce(styles$2, function (o, style, prefix) {\n   o[prefix] = reduce(style, reducer, {});\n   return o;\n   }, {});\n };\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n   acc[icon[3]] = iconName;\n\n   return acc;\n });\n\n _byLigature = lookup(function (acc, icon, iconName) {\n   var ligatures = icon[2];\n\n   acc[iconName] = iconName;\n\n   ligatures.forEach(function (ligature) {\n   acc[ligature] = iconName;\n   });\n\n   return acc;\n });\n\n var hasRegular = 'far' in styles$2;\n\n _byOldName = reduce(shims, function (acc, shim) {\n   var oldName = shim[0];\n   var prefix = shim[1];\n   var iconName = shim[2];\n\n   if (prefix === 'far' && !hasRegular) {\n   prefix = 'fas';\n   }\n\n   acc[oldName] = { prefix: prefix, iconName: iconName };\n\n   return acc;\n }, {});\n};\n\nbuild();\n\nfunction byUnicode(prefix, unicode) {\n return _byUnicode[prefix][unicode];\n}\n\nfunction byLigature(prefix, ligature) {\n return _byLigature[prefix][ligature];\n}\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix: null, iconName: null };\n}\n\nvar styles$1 = namespace.styles;\n\nvar emptyCanonicalIcon = function emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] };\n};\n\nfunction getCanonicalIcon(values) {\n return values.reduce(function (acc, cls) {\n   var iconName = getIconName(config$1.familyPrefix, cls);\n\n   if (styles$1[cls]) {\n   acc.prefix = cls;\n   } else if (iconName) {\n   var shim = acc.prefix === 'fa' ? byOldName(iconName) : {};\n\n   acc.iconName = shim.iconName || iconName;\n   acc.prefix = shim.prefix || acc.prefix;\n   } else if (cls !== config$1.replacementClass && cls.indexOf('fa-w-') !== 0) {\n   acc.rest.push(cls);\n   }\n\n   return acc;\n }, emptyCanonicalIcon());\n}\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n if (mapping && mapping[prefix] && mapping[prefix][iconName]) {\n   return {\n

prefix: prefix,\n   iconName: iconName,\n   icon: mapping[prefix][iconName]\n   };\n }\n}\n\nfunction toHtml(abstractNodes) {\n var tag = abstractNodes.tag,\n   _abstractNodes$attrib = abstractNodes.attributes,\n   attributes = _abstractNodes$attrib === undefined ? {} : _abstractNodes$attrib,\n   _abstractNodes$childr = abstractNodes.children,\n   children = _abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n\n if (typeof abstractNodes === 'string') {\n   return htmlEscape(abstractNodes);\n } else {\n   return '<' + tag + ' ' + joinAttributes(attributes) + '>' + children.map(toHtml).join('') + '</' + tag + '>';\n }\n}\n\nvar noop$1 = function noop() {};\n\nfunction isWatched(node) {\n var i2svg = node.getAttribute ? node.getAttribute(DATA_FA_I2SVG) : null;\n\n return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n if (config$1.autoReplaceSvg === true) {\n   return mutators.replace;\n }\n\n var mutator = mutators[config$1.autoReplaceSvg];\n\n return mutator || mutators.replace;\n}\n\nvar mutators = {\n replace: function replace(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n   var newOuterHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n\n   if (node.parentNode && node.outerHTML) {\n   node.outerHTML = newOuterHTML + (config$1.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->' : '');\n   } else if (node.parentNode) {\n   var newNode = document.createElement('span');\n   node.parentNode.replaceChild(newNode, node);\n   newNode.outerHTML = newOuterHTML;\n   }\n },\n nest: function nest(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n\n   // If we already have a replaced node we do not want to continue nesting within it.\n   // Short-circuit to the standard replacement\n   if (~classArray(node).indexOf(config$1.replacementClass)) {\n   return mutators.replace(mutation);\n   }\n\n   var forSvg = new RegExp(config$1.familyPrefix + '-.*');\n\n   delete abstract[0].attributes.style;\n\n   var splitClasses = abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n   if (cls === config$1.replacementClass || cls.match(forSvg)) {\n   acc.toSvg.push(cls);\n   } else {\n   acc.toNode.push(cls);\n   }\n\n   return acc;\n   }, { toNode: [], toSvg: [] });\n\n   abstract[0].attributes.class = splitClasses.toSvg.join(' ');\n\n   var newInnerHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n   node.setAttribute('class', splitClasses.toNode.join(' '));\n   node.setAttribute(DATA_FA_I2SVG, '');\n   node.innerHTML = newInnerHTML;\n }\n};\n\nfunction perform(mutations, callback) {\n var callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n if (mutations.length === 0) {\n   callbackFunction();\n } else {\n   var frame = WINDOW.requestAnimationFrame || function (op) {\n   return op();\n   };\n\n   frame(function () {\n   var mutator = getMutator();\n   var mark = perf.begin('mutate');\n   mutations.map(mutator);\n\n   mark();\n\n   callbackFunction();\n   });\n }\n}\n\nvar disabled = false;\nfunction disableObservation(operation) {\n disabled = true;\n operation();\n disabled = false;\n}\n\nvar mo = null;\nfunction observe(options) {\n if (!MUTATION_OBSERVER) return;\n\n var treeCallback = options.treeCallback,\n   nodeCallback = options.nodeCallback,\n   pseudoElementsCallback = options.pseudoElementsCallback;\n\n\n mo = new MUTATION_OBSERVER(function (objects) {\n   if (disabled) return;\n\n   toArray(objects).forEach(function (mutationRecord) {\n   if (mutationRecord.type === 'childList' && mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n   if (config$1.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target);\n   }\n\n   treeCallback(mutationRecord.target);\n   }\n\n   if (mutationRecord.type === 'attributes' && mutationRecord.target.parentNode && config$1.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target.parentNode);\n   }\n\n   if (mutationRecord.type === 'attributes' && isWatched(mutationRecord.target) && ~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n   if (mutationRecord.attributeName === 'class') {\n   var _getCanonicalIcon = getCanonicalIcon(classArray(mutationRecord.target)),\n   prefix = _getCanonicalIcon.prefix,\n   iconName = _getCanonicalIcon.iconName;\n\n   if (prefix) mutationRecord.target.setAttribute('data-prefix', prefix);\n   if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n   } else {\n   nodeCallback(mutationRecord.target);\n   }\n   }\n   });\n });\n\n if (!IS_DOM) return;\n\n mo.observe(DOCUMENT.getElementsByTagName('body')[0], {\n   childList: true, attributes: true, characterData: true, subtree: true\n });\n}\n\nfunction disconnect() {\n if (!mo) return;\n\n mo.disconnect();\n}\n\nvar styleParser = function (node) {\n var style = node.getAttribute('style');\n\n var val = [];\n\n if (style) {\n   val =

style.split(';').reduce(function (acc, style) {\n   var styles = style.split(':');\n   var prop = styles[0];\n   var value = styles.slice(1);\n\n   if (prop && value.length > 0) {\n   acc[prop] = value.join(':').trim();\n   }\n\n   return acc;\n }, {});\n }\n\n return val;\n};\n\nfunction toHex(unicode) {\n var result = '';\n\n for (var i = 0; i < unicode.length; i++) {\n   var hex = unicode.charCodeAt(i).toString(16);\n   result += ('000' + hex).slice(-4);\n }\n\n return result;\n}\n\nvar classParser = function (node) {\n var existingPrefix = node.getAttribute('data-prefix');\n var existingIconName = node.getAttribute('data-icon');\n var innerText = node.innerText !== undefined ? node.innerText.trim() : '';\n\n var val = getCanonicalIcon(classArray(node));\n\n if (existingPrefix && existingIconName) {\n   val.prefix = existingPrefix;\n   val.iconName = existingIconName;\n }\n\n if (val.prefix && innerText.length > 1) {\n   val.iconName = byLigature(val.prefix, node.innerText);\n } else if (val.prefix && innerText.length === 1) {\n   val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n }\n\n return val;\n};\n\nvar parseTransformString = function parseTransformString(transformString) {\n var transform = {\n   size: 16,\n   x: 0,\n   y: 0,\n   flipX: false,\n   flipY: false,\n   rotate: 0\n };\n\n if (!transformString) {\n   return transform;\n } else {\n   return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n   var parts = n.toLowerCase().split('-');\n   var first = parts[0];\n   var rest = parts.slice(1).join('-');\n\n   if (first && rest === 'h') {\n   acc.flipX = true;\n   return acc;\n   }\n\n   if (first && rest === 'v') {\n   acc.flipY = true;\n   return acc;\n   }\n\n   rest = parseFloat(rest);\n\n   if (isNaN(rest)) {\n   return acc;\n   }\n\n   switch (first) {\n   case 'grow':\n   acc.size = acc.size + rest;\n   break;\n   case 'shrink':\n   acc.size = acc.size - rest;\n   break;\n   case 'left':\n   acc.x = acc.x - rest;\n   break;\n   case 'right':\n   acc.x = acc.x + rest;\n   break;\n   case 'up':\n   acc.y = acc.y - rest;\n   break;\n   case 'down':\n   acc.y = acc.y + rest;\n   break;\n   case 'rotate':\n   acc.rotate = acc.rotate + rest;\n   break;\n   }\n\n   return acc;\n   }, transform);\n }\n};\n\nvar transformParser = function (node) {\n return parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser = function (node) {\n var symbol = node.getAttribute('data-fa-symbol');\n\n return symbol === null ? false : symbol === '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n var extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n   if (acc.name !== 'class' && acc.name !== 'style') {\n   acc[attr.name] = attr.value;\n   }\n   return acc;\n }, {});\n\n var title = node.getAttribute('title');\n\n if (config$1.autoA11y) {\n   if (title) {\n   extraAttributes['aria-labelledby'] = config$1.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   extraAttributes['aria-hidden'] = 'true';\n   }\n }\n\n return extraAttributes;\n};\n\nvar maskParser = function (node) {\n var mask = node.getAttribute('data-fa-mask');\n\n if (!mask) {\n   return emptyCanonicalIcon();\n } else {\n   return getCanonicalIcon(mask.split(' ').map(function (i) {\n   return i.trim();\n   }));\n }\n};\n\nfunction parseMeta(node) {\n var _classParser = classParser(node),\n   iconName = _classParser.iconName,\n   prefix = _classParser.prefix,\n   extraClasses = _classParser.rest;\n\n var extraStyles = styleParser(node);\n var transform = transformParser(node);\n var symbol = symbolParser(node);\n var extraAttributes = attributesParser(node);\n var mask = maskParser(node);\n\n return {\n   iconName: iconName,\n   title: node.getAttribute('title'),\n   prefix: prefix,\n   transform: transform,\n   symbol: symbol,\n   mask: mask,\n   extra: {\n   classes: extraClasses,\n   styles: extraStyles,\n   attributes: extraAttributes\n   }\n };\n}\n\nfunction MissingIcon(error) {\n this.name = 'MissingIcon';\n this.message = error || 'Icon unavailable';\n this.stack = new Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor = MissingIcon;\n\nvar FILL = { fill: 'currentColor' };\nvar ANIMATION_BASE = {\n attributeType: 'XML',\n repeatCount: 'indefinite',\n dur: '2s'\n};\nvar RING = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   d: 'M156.5,447.7l-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7C127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5 c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.1l-29.5-12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-

49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z'\n })\n};\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n attributeName: 'opacity'\n});\nvar DOT = {\n tag: 'circle',\n attributes: _extends({}, FILL, {\n   cx: '256',\n   cy: '364',\n   r: '28'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\nvar QUESTION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   opacity: '1',\n   d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   opacity: '0',\n   d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT, QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\nvar LAYERS_TEXT_CLASSNAME = 'fa-layers-text';\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands)/;\nvar STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n   found: false,\n   width: 512,\n   height: 512,\n   icon: missing\n };\n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n   var icon = styles[prefix][iconName];\n   var width = icon[0];\n   var height = icon[1];\n   var vectorData = icon.slice(4);\n\n   val = {\n   found: true,\n   width: width,\n   height: height,\n   icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n   };\n } else if (iconName && prefix && !config$1.showMissingIcons) {\n   throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n   title = nodeMeta.title,\n   prefix = nodeMeta.prefix,\n   transform = nodeMeta.transform,\n   symbol = nodeMeta.symbol,\n   mask = nodeMeta.mask,\n   extra = nodeMeta.extra;\n\n return [node, makeInlineSvgAbstract({\n   icons: {\n   main: findIcon(iconName, prefix),\n   mask: findIcon(mask.iconName, mask.prefix)\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: transform,\n   symbol: symbol,\n   mask: mask,\n   title: title,\n   extra: extra,\n   watchable: true\n })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n   transform = nodeMeta.transform,\n   extra = nodeMeta.extra;\n\n var width = null;\n var height = null;\n\n if (IS_IE) {\n   var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n   var boundingClientRect = node.getBoundingClientRect();\n   width = boundingClientRect.width / computedFontSize;\n   height = boundingClientRect.height / computedFontSize;\n }\n\n if (config$1.autoA11y && !title) {\n   extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n   content: node.innerHTML,\n   width: width,\n   height: height,\n   transform: transform,\n   title: title,\n   extra: extra,\n   watchable: true\n })];\n}\n\nfunction generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n   return generateLayersText(node, nodeMeta);\n } else {\n   return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction remove(node) {\n if (typeof node.remove === 'function') {\n   node.remove();\n } else if (node && node.parentNode) {\n   node.parentNode.removeChild(node);\n }\n}\n\nfunction searchPseudoElements(root) {\n if (!IS_DOM) return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n   toArray(root.querySelectorAll('*')).forEach(function (node) {\n   [':before', ':after'].forEach(function (pos) {\n```

var styles = WINDOW.getComputedStyle(node, pos);\n   var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n   var children = toArray(node.children);\n   var pseudoElement = children.filter(function (c) {\n   return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n   })[0];\n\n   if (pseudoElement) {\n   if (pseudoElement.nextSibling && pseudoElement.nextSibling.textContent.indexOf(DATA_FA_PSEUDO_ELEMENT) > -1) {\n remove(pseudoElement.nextSibling);\n   }\n   remove(pseudoElement);\n   pseudoElement = null;\n }\n\n   if (fontFamily && !pseudoElement) {\n   var content = styles.getPropertyValue('content');\n   var i = DOCUMENT.createElement('i');\n   i.setAttribute('class', '' + STYLE_TO_PREFIX[fontFamily[1]]);\n i.setAttribute(DATA_FA_PSEUDO_ELEMENT, pos);\n   i.innerText = content.length === 3 ? content.substr(1, 1) : content;\n   if (pos === ':before') {\n   node.insertBefore(i, node.firstChild);\n   } else {\n   node.appendChild(i);\n   }\n   }\n   });\n   });\n   });\n\n   end();\n}\n\nfunction onTree(root) {\n   var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n   if (!IS_DOM) return;\n\n   var htmlClassList = DOCUMENT.documentElement.classList;\n   var hclAdd = function hclAdd(suffix) {\n   return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n   };\n   var hclRemove = function hclRemove(suffix) {\n   return htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n   };\n   var prefixes = Object.keys(styles);\n   var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' + DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n   return '.' + p + ':not([' + DATA_FA_I2SVG + '])';\n   })).join(', ');\n\n   if (prefixesDomQuery.length === 0) {\n   return;\n   }\n\n   var candidates = toArray(root.querySelectorAll(prefixesDomQuery));\n\n   if (candidates.length > 0) {\n   hclAdd('pending');\n   hclRemove('complete');\n   } else {\n   return;\n   }\n\n   var mark = perf.begin('onTree');\n\n   var mutations = candidates.reduce(function (acc, node) {\n   try {\n   var mutation = generateMutation(node);\n\n   if (mutation) {\n   acc.push(mutation);\n   }\n   } catch (e) {\n   if (!PRODUCTION) {\n   if (e instanceof MissingIcon) {\n   console.error(e);\n   }\n   }\n   }\n\n   return acc;\n   }, []);\n\n   mark();\n\n   perform(mutations, function () {\n   hclAdd('active');\n   hclAdd('complete');\n   hclRemove('pending');\n\n   if (typeof callback === 'function') callback();\n   });\n}\n\nfunction onNode(node) {\n   var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n   var mutation = generateMutation(node);\n\n   if (mutation) {\n   perform([mutation], callback);\n   }\n}\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\\n overflow: visible; }\\n\\n.svg-inline--fa {\\n display: inline-block;\\n font-size: inherit;\\n height: 1em;\\n overflow: visible;\\n vertical-align: -.125em; }\\n .svg-inline--fa.fa-lg {\\n   vertical-align: -.225em; }\\n .svg-inline--fa.fa-w-1 {\\n   width: 0.0625em; }\\n .svg-inline--fa.fa-w-2 {\\n   width: 0.125em; }\\n .svg-inline--fa.fa-w-3 {\\n   width: 0.1875em; }\\n .svg-inline--fa.fa-w-4 {\\n   width: 0.25em; }\\n .svg-inline--fa.fa-w-5 {\\n   width: 0.3125em; }\\n .svg-inline--fa.fa-w-6 {\\n   width: 0.375em; }\\n .svg-inline--fa.fa-w-7 {\\n   width: 0.4375em; }\\n .svg-inline--fa.fa-w-8 {\\n   width: 0.5em; }\\n .svg-inline--fa.fa-w-9 {\\n   width: 0.5625em; }\\n .svg-inline--fa.fa-w-10 {\\n   width: 0.625em; }\\n .svg-inline--fa.fa-w-11 {\\n   width: 0.6875em; }\\n .svg-inline--fa.fa-w-12 {\\n   width: 0.75em; }\\n .svg-inline--fa.fa-w-13 {\\n   width: 0.8125em; }\\n .svg-inline--fa.fa-w-14 {\\n   width: 0.875em; }\\n .svg-inline--fa.fa-w-15 {\\n   width: 0.9375em; }\\n .svg-inline--fa.fa-w-16 {\\n   width: 1em; }\\n .svg-inline--fa.fa-w-17 {\\n   width: 1.0625em; }\\n .svg-inline--fa.fa-w-18 {\\n   width: 1.125em; }\\n .svg-inline--fa.fa-w-19 {\\n   width: 1.1875em; }\\n .svg-inline--fa.fa-w-20 {\\n   width: 1.25em; }\\n .svg-inline--fa.fa-pull-left {\\n   margin-right: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-pull-right {\\n   margin-left: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-border {\\n   height: 1.5em; }\\n .svg-inline--fa.fa-li {\\n   width: 2em; }\\n .svg-inline--fa.fa-fw {\\n   width: 1.25em; }\\n\\n.fa-layers svg.svg-inline--fa {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.fa-layers {\\n display: inline-block;\\n height: 1em;\\n position: relative;\\n text-align: center;\\n vertical-align: -.125em;\\n width: 1em; }\\n .fa-layers svg.svg-inline--fa {\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-text, .fa-layers-counter {\\n display: inline-block;\\n position: absolute;\\n text-align: center; }\\n\\n.fa-layers-text {\\n left: 50%;\\n top: 50%;\\n -webkit-transform: translate(-50%, -50%);\\n   transform: translate(-50%, -50%);\\n -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-counter {\\n background-color: #ff253a;\\n border-radius: 1em;\\n -webkit-

box-sizing: border-box;\\n   box-sizing: border-box;\\n color: #fff;\\n height: 1.5em;\\n line-height: 1;\\n max-width: 5em;\\n min-width: 1.5em;\\n overflow: hidden;\\n padding: .25em;\\n right: 0;\\n text-overflow: ellipsis;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-bottom-right {\\n bottom: 0;\\n right: 0;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: bottom right;\\n   transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left {\\n bottom: 0;\\n left: 0;\\n right: auto;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: bottom left;\\n   transform-origin: bottom left; }\\n\\n.fa-layers-top-right {\\n right: 0;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n left: 0;\\n right: auto;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top left;\\n   transform-origin: top left; }\\n\\n.fa-lg {\\n font-size: 1.33333em;\\n line-height: 0.75em;\\n vertical-align: -.0667em; }\\n\\n.fa-xs {\\n font-size: .75em; }\\n\\n.fa-sm {\\n font-size: .875em; }\\n\\n.fa-1x {\\n font-size: 1em; }\\n\\n.fa-2x {\\n font-size: 2em; }\\n\\n.fa-3x {\\n font-size: 3em; }\\n\\n.fa-4x {\\n font-size: 4em; }\\n\\n.fa-5x {\\n font-size: 5em; }\\n\\n.fa-6x {\\n font-size: 6em; }\\n\\n.fa-7x {\\n font-size: 7em; }\\n\\n.fa-8x {\\n font-size: 8em; }\\n\\n.fa-9x {\\n font-size: 9em; }\\n\\n.fa-10x {\\n font-size: 10em; }\\n\\n.fa-fw {\\n text-align: center;\\n width: 1.25em; }\\n\\n.fa-ul {\\n list-style-type: none;\\n margin-left: 2.5em;\\n padding-left: 0; }\\n .fa-ul > li {\\n   position: relative; }\\n\\n.fa-li {\\n left: -2em;\\n position: absolute;\\n text-align: center;\\n width: 2em;\\n line-height: inherit; }\\n\\n.fa-border {\\n border: solid 0.08em #eee;\\n border-radius: .1em;\\n padding: .2em .25em .15em; }\\n\\n.fa-pull-left {\\n float: left; }\\n\\n.fa-pull-right {\\n float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-left,\\n.far.fa-pull-left,\\n.fal.fa-pull-left,\\n.fab.fa-pull-left {\\n margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-pull-right,\\n.far.fa-pull-right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n margin-left: .3em; }\\n\\n.fa-spin {\\n -webkit-animation: fa-spin 2s infinite linear;\\n   animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n -webkit-animation: fa-spin 1s infinite steps(8);\\n   animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n 0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n 100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n 0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n 100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n.fa-rotate-90 {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\\n -webkit-transform: rotate(90deg);\\n   transform: rotate(90deg); }\\n\\n.fa-rotate-180 {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\\n -webkit-transform: rotate(180deg);\\n   transform: rotate(180deg); }\\n\\n.fa-rotate-270 {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\\n -webkit-transform: rotate(270deg);\\n   transform: rotate(270deg); }\\n\\n.fa-flip-horizontal {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\\n -webkit-transform: scale(-1, 1);\\n   transform: scale(-1, 1); }\\n\\n.fa-flip-vertical {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(1, -1);\\n   transform: scale(1, -1); }\\n\\n.fa-flip-horizontal.fa-flip-vertical {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(-1, -1);\\n   transform: scale(-1, -1); }\\n\\n:root .fa-rotate-90,\\n:root .fa-rotate-180,\\n:root .fa-rotate-270,\\n:root .fa-flip-horizontal,\\n:root .fa-flip-vertical {\\n -webkit-filter: none;\\n   filter: none; }\\n\\n.fa-stack {\\n display: inline-block;\\n height: 2em;\\n position: relative;\\n width: 2em; }\\n\\n.fa-stack-1x,\\n.fa-stack-2x {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fa-stack-1x {\\n height: 1em;\\n width: 1em; }\\n\\n.svg-inline--fa.fa-stack-2x {\\n height: 2em;\\n width: 2em; }\\n\\n.fa-inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-only-focusable:focus {\\n clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n width: auto; }\\n\";\n\nvar css = function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var drc =

DEFAULT_REPLACEMENT_CLASS;\n var fp = config$1.familyPrefix;\n var rc = config$1.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc) {\n var dPatt = new RegExp('\\\\.' + dfp + '\\\\-', 'g');\n var rPatt = new RegExp('\\\\.' + drc, 'g');\n\n s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var normalized = Object.keys(icons).reduce(function (acc, iconName) {\n var icon = icons[iconName];\n var expanded = !!icon.icon;\n\n if (expanded) {\n acc[icon.iconName] = icon.icon;\n } else {\n acc[iconName] = icon;\n }\n return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n namespace.hooks.addPack(prefix, normalized);\n } else {\n namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n * Font Awesome 4 used the prefix of `fa` for all icons. With the introduction\n * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n * for `fas` so we'll easy the upgrade process for our users by automatically defining\n * this as well.\n */\n if (prefix === 'fas') {\n define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n classCallCheck(this, Library);\n\n this.definitions = {};\n }\n\n createClass(Library, [{\n key: 'add',\n value: function add() {\n var _this = this;\n\n for (var _len = arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {\n definitions[_key] = arguments[_key];\n }\n\n var additions = definitions.reduce(this._pullDefinitions, {});\n\n Object.keys(additions).forEach(function (key) {\n _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n define(key, additions[key]);\n });\n }\n }, {\n key: 'reset',\n value: function reset() {\n this.definitions = {};\n }\n }, {\n key: '_pullDefinitions',\n value: function _pullDefinitions(additions, definition) {\n var normalized = definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n Object.keys(normalized).map(function (key) {\n var _normalized$key = normalized[key],\n prefix = _normalized$key.prefix,\n iconName = _normalized$key.iconName,\n icon = _normalized$key.icon;\n\n if (!additions[prefix]) additions[prefix] = {};\n\n additions[prefix][iconName] = icon;\n });\n\n return additions;\n }\n }]);\n return Library;\n}();\n\nfunction prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n}\n\nvar _cssInserted = false;\n\nfunction ensureCss() {\n if (!config$1.autoAddCss) {\n return;\n }\n\n if (!_cssInserted) {\n insertCss(css());\n }\n\n _cssInserted = true;\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n get: function get() {\n return val.abstract.map(function (a) {\n return toHtml(a);\n });\n }\n });\n\n Object.defineProperty(val, 'node', {\n get: function get() {\n if (!IS_DOM) return;\n\n var container = DOCUMENT.createElement('div');\n container.innerHTML = val.html;\n return container.children;\n }\n });\n\n return val;\n}\n\nfunction findIconDefinition(params) {\n var _params$prefix = params.prefix,\n prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n iconName = params.iconName;\n\n if (!iconName) return;\n\n return iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n var mask = params.mask;\n\n if (mask) {\n mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n }\n\n return next(iconDefinition, _extends({}, params, { mask: mask }));\n };\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n auto(false);\n disconnect();\n};\n\nvar dom = {\n i2svg: function i2svg() {\n var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n if (IS_DOM) {\n ensureCss();\n\n var _params$node = params.node,\n node = _params$node === undefined ? DOCUMENT : _params$node,\n _params$callback = params.callback,\n callback = _params$callback === undefined ? function () {} : _params$callback;\n\n if (config$1.searchPseudoElements) {\n searchPseudoElements(node);\n }\n\n onTree(node, callback);\n }\n },\n\n css: css,\n\n insertCss: function insertCss$$1() {\n insertCss(css());\n }\n};\n\nvar parse = {\n transform: function transform(transformString) {\n return parseTransformString(transformString);\n }\n};\n\nvar icon =

resolveIcons(function (iconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform = params.transform,\n   transform = _params$transform === undefined ? meaninglessTransform : _params$transform,\n   _params$symbol = params.symbol,\n   symbol = _params$symbol === undefined ? false : _params$symbol,\n   _params$mask = params.mask,\n   mask = _params$mask === undefined ? null : _params$mask,\n   _params$title = params.title,\n   title = _params$title === undefined ? null : _params$title,\n   _params$classes = params.classes,\n   classes = _params$classes === undefined ? [] : _params$classes,\n   _params$attributes = params.attributes,\n   attributes = _params$attributes === undefined ? {} : _params$attributes,\n   _params$styles = params.styles,\n   styles = _params$styles === undefined ? {} : _params$styles;\n\n\n if (!iconDefinition) return;\n\n var prefix = iconDefinition.prefix,\n   iconName = iconDefinition.iconName,\n   icon = iconDefinition.icon;\n\n\n return apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n   ensureCss();\n\n   if (config$1.autoA11y) {\n   if (title) {\n   attributes['aria-labelledby'] = config$1.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   attributes['aria-hidden'] = 'true';\n   }\n   }\n\n   return makeInlineSvgAbstract({\n   icons: {\n   main: prepIcon(icon),\n   mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: _extends({}, meaninglessTransform, transform),\n   symbol: symbol,\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: classes\n   }\n   });\n });\n});\n\nvar text = function text(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform2 = params.transform,\n   transform = _params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n   _params$title2 = params.title,\n   title = _params$title2 === undefined ? null : _params$title2,\n   _params$classes2 = params.classes,\n   classes = _params$classes2 === undefined ? [] : _params$classes2,\n   _params$attributes2 = params.attributes,\n   attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n   _params$styles2 = params.styles,\n   styles = _params$styles2 === undefined ? {} : _params$styles2;\n\n\n return apiObject({ type: 'text', content: content }, function () {\n   ensureCss();\n\n   return makeLayersTextAbstract({\n   content: content,\n   transform: _extends({}, meaninglessTransform, transform),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config$1.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar layer = function layer(assembler) {\n return apiObject({ type: 'layer' }, function () {\n   ensureCss();\n\n   var children = [];\n\n   assembler(function (args) {\n   Array.isArray(args) ? args.map(function (a) {\n   children = children.concat(a.abstract);\n   }) : children = children.concat(args.abstract);\n   });\n\n   return [{\n   tag: 'span',\n   attributes: { class: config$1.familyPrefix + '-layers' },\n   children: children\n   }];\n });\n};\n\nvar api$1 = {\n noAuto: noAuto,\n dom: dom,\n library: library,\n parse: parse,\n findIconDefinition: findIconDefinition,\n icon: icon,\n text: text,\n layer: layer\n};\n\nvar autoReplace = function autoReplace() {\n if (IS_DOM && config$1.autoReplaceSvg) api$1.dom.i2svg({ node: DOCUMENT });\n};\n\nfunction bootstrap() {\n if (IS_BROWSER) {\n   if (!WINDOW.FontAwesome) {\n   WINDOW.FontAwesome = api$1;\n   }\n\n   domready(function () {\n   if (Object.keys(namespace.styles).length > 0) {\n   autoReplace();\n   }\n\n   if (config$1.observeMutations && typeof MutationObserver === 'function') {\n   observe({\n   treeCallback: onTree,\n   nodeCallback: onNode,\n   pseudoElementsCallback: searchPseudoElements\n   });\n   }\n   });\n }\n\n namespace.hooks = _extends({}, namespace.hooks, {\n\n   addPack: function addPack(prefix, icons) {\n   namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, icons);\n\n   build();\n   autoReplace();\n   },\n\n   addShims: function addShims(shims) {\n   var _namespace$shims;\n\n   (_namespace$shims = namespace.shims).push.apply(_namespace$shims, toConsumableArray(shims));\n\n   build();\n   autoReplace();\n   }\n });\n}\n\nObject.defineProperty(api$1, 'config', {\n get: function get() {\n   return config$1;\n },\n\n set: function set(newConfig) {\n   update(newConfig);\n }\n});\n\nif (IS_DOM) bunker(bootstrap);\n\nvar config = api$1.config;\n\nexport { config, icon, noAuto, layer, text, library, dom, parse, findIconDefinition };\nexport default api$1;\n","var isObject = require('./_is-object');\nmodule.exports = function (it) {\n if (!isObject(it)) throw TypeError(it + ' is not an object!');\n return it;\n};\n","/**\n * This method returns the first argument it receives.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param

{*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(_.identity(object) === object);\n * // => true\n */\nfunction identity(value) {\n return value;\n}\n\nmodule.exports = identity;\n","var has = require('./_has');\nvar toIObject = require('./_to-iobject');\nvar arrayIndexOf = require('./_array-includes')(false);\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n var O = toIObject(object);\n var i = 0;\n var result = [];\n var key;\n for (key in O) if (key != IE_PROTO) has(O, key) && result.push(key);\n // Don't enum bug & hidden keys\n while (names.length > i) if (has(O, key = names[i++])) {\n ~arrayIndexOf(result, key) || result.push(key);\n }\n return result;\n};\n","var Symbol = require('./_Symbol'),\n arrayMap = require('./_arrayMap'),\n isArray = require('./isArray'),\n isSymbol = require('./isSymbol');\n\n/** Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n symbolToString = symbolProto ? symbolProto.toString : undefined;\n\n/**\n * The base implementation of `_.toString` which doesn't convert nullish\n * values to empty strings.\n *\n * @private\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n */\nfunction baseToString(value) {\n // Exit early for strings to avoid a performance hit in some environments.\n if (typeof value == 'string') {\n return value;\n }\n if (isArray(value)) {\n // Recursively convert values (susceptible to call stack limits).\n return arrayMap(value, baseToString) + '';\n }\n if (isSymbol(value)) {\n return symbolToString ? symbolToString.call(value) : '';\n }\n var result = (value + '');\n return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;\n}\n\nmodule.exports = baseToString;\n","var ListCache = require('./_ListCache'),\n Map = require('./_Map'),\n MapCache = require('./_MapCache');\n\n/** Used as the size to enable large array optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n\n/**\n * Sets the stack `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n */\nfunction stackSet(key, value) {\n var data = this.__data__;\n if (data instanceof ListCache) {\n var pairs = data.__data__;\n if (!Map || (pairs.length < LARGE_ARRAY_SIZE - 1)) {\n pairs.push([key, value]);\n this.size = ++data.size;\n return this;\n }\n data = this.__data__ = new MapCache(pairs);\n }\n data.set(key, value);\n this.size = data.size;\n return this;\n}\n\nmodule.exports = stackSet;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'envelope';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f0e0';\nvar svgPathData = 'M502.3 190.8c3.9-3.1 9.7-.2 9.7 4.7V400c0 26.5-21.5 48-48 48H48c-26.5 0-48-21.5-48-48V195.6c0-5 5.7-7.8 9.7-4.7 22.4 17.4 52.1 39.5 154.1 113.6 21.1 15.4 56.7 47.8 92.2 47.6 35.7.3 72-32.8 92.3-47.6 102-74.1 131.6-96.3 154-113.7zM256 320c23.2.4 56.6-29.2 73.4-41.4 132.7-96.3 142.8-104.7 173.4-128.7 5.8-4.5 9.2-11.5 9.2-18.9v-19c0-26.5-21.5-48-48-48H48C21.5 64 0 85.5 0 112v19c0 7.4 3.4 14.3 9.2 18.9 30.6 23.9 40.7 32.4 173.4 128.7 16.8 12.2 50.2 41.8 73.4 41.4z';\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n]};\nexports.faEnvelope = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * This method returns a new empty array.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n * @example\n *\n * var arrays = _.times(2, _.stubArray);\n *\n * console.log(arrays);\n * // => [[], []]\n *\n * console.log(arrays[0] === arrays[1]);\n * // => false\n */\nfunction stubArray() {\n return [];\n}\n\nmodule.exports = stubArray;\n","var baseIsArguments = require('./_baseIsArguments'),\n isObjectLike = require('./isObjectLike');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Built-in value references. */\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n\n/**\n * Checks if `value` is likely an `arguments` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n * else `false`.\n * @example\n *\n * _.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n */\nvar isArguments = baseIsArguments(function() { return arguments; }()) ? baseIsArguments : function(value) {\n

return isObjectLike(value) && hasOwnProperty.call(value, 'callee') &&\n !propertyIsEnumerable.call(value, 'callee');\n};\n\nmodule.exports = isArguments;\n","module.exports = function (it) {\n return typeof it === 'object' ? it !== null : typeof it === 'function';\n};\n","/**\n * The base implementation of `_.sortBy` which uses `comparer` to define the\n * sort order of `array` and replaces criteria objects with their corresponding\n * values.\n *\n * @private\n * @param {Array} array The array to sort.\n * @param {Function} comparer The function to define sort order.\n * @returns {Array} Returns `array`.\n */\nfunction baseSortBy(array, comparer) {\n var length = array.length;\n\n array.sort(comparer);\n while (length--) {\n   array[length] = array[length].value;\n }\n return array;\n}\n\nmodule.exports = baseSortBy;\n","export default function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}","module.exports = function (done, value) {\n return { value: value, done: !!done };\n};\n","var MapCache = require('./_MapCache'),\n   setCacheAdd = require('./_setCacheAdd'),\n   setCacheHas = require('./_setCacheHas');\n\n/**\n *\n * Creates an array cache object to store unique values.\n *\n * @private\n * @constructor\n * @param {Array} [values] The values to cache.\n */\nfunction SetCache(values) {\n var index = -1,\n   length = values == null ? 0 : values.length;\n\n this.__data__ = new MapCache;\n while (++index < length) {\n   this.add(values[index]);\n }\n}\n\n// Add methods to `SetCache`.\nSetCache.prototype.add = SetCache.prototype.push = setCacheAdd;\nSetCache.prototype.has = setCacheHas;\n\nmodule.exports = SetCache;\n","module.exports = function (it) {\n if (typeof it != 'function') throw TypeError(it + ' is not a function!');\n return it;\n};\n","var root = require('./_root');\n\n/** Used to detect overreaching core-js shims. */\nvar coreJsData = root['__core-js_shared__'];\n\nmodule.exports = coreJsData;\n","/**\n * Checks if `value` is in the array cache.\n *\n * @private\n * @name has\n * @memberOf SetCache\n * @param {*} value The value to search for.\n * @returns {number} Returns `true` if `value` is found, else `false`.\n */\nfunction setCacheHas(value) {\n return this.__data__.has(value);\n}\n\nmodule.exports = setCacheHas;\n","/** Used for built-in method references. */\nvar funcProto = Function.prototype;\n\n/** Used to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n\n/**\n * Converts `func` to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n */\nfunction toSource(func) {\n if (func != null) {\n   try {\n   return funcToString.call(func);\n   } catch (e) {}\n   try {\n   return (func + '');\n   } catch (e) {}\n }\n return '';\n}\n\nmodule.exports = toSource;\n","var redefine = require('./_redefine');\nmodule.exports = function (target, src, safe) {\n for (var key in src) redefine(target, key, src[key], safe);\n return target;\n};\n","var arrayMap = require('./_arrayMap'),\n   baseIteratee = require('./_baseIteratee'),\n   baseMap = require('./_baseMap'),\n   isArray = require('./isArray');\n\n/**\n * Creates an array of values by running each element in `collection` thru\n * `iteratee`. The iteratee is invoked with three arguments:\n * (value, index|key, collection).\n *\n * Many lodash methods are guarded to work as iteratees for methods like\n * `_.every`, `_.filter`, `_.map`, `_.mapValues`, `_.reject`, and `_.some`.\n *\n * The guarded methods are:\n * `ary`, `chunk`, `curry`, `curryRight`, `drop`, `dropRight`, `every`,\n * `fill`, `invert`, `parseInt`, `random`,\n * `range`, `rangeRight`, `repeat`,\n * `sampleSize`, `slice`, `some`, `sortBy`, `split`, `take`, `takeRight`,\n * `template`,\n * `trim`, `trimEnd`, `trimStart`, and `words`\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n * @example\n *\n * function square(n) {\n *   return n * n;\n * }\n *\n * _.map([4, 8], square);\n * // => [16, 64]\n *\n * _.map({ 'a': 4, 'b': 8 }, square);\n * // => [16, 64] (iteration order is not guaranteed)\n *\n * var users = [\n *   { 'user': 'barney' },\n *   { 'user': 'fred' }\n *];\n *\n * // The `_.property` iteratee shorthand.\n * _.map(users, 'user');\n * // => ['barney', 'fred']\n */\nfunction map(collection, iteratee) {\n var func = isArray(collection) ? arrayMap : baseMap;\n return func(collection, baseIteratee(iteratee, 3));\n}\n\nmodule.exports = map;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-

options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n// resolves . and .. elements in a path array with directory names there\n// must be no slashes, empty elements, or device names (c:\\) in the array\n// (so also no leading and trailing slashes - it does not distinguish\n// relative and absolute paths)\nfunction normalizeArray(parts, allowAboveRoot) {\n // if the path tries to go above the root, `up` ends up > 0\n var up = 0;\n for (var i = parts.length - 1; i >= 0; i--) {\n   var last = parts[i];\n   if (last === '.') {\n   parts.splice(i, 1);\n   } else if (last === '..') {\n   parts.splice(i, 1);\n   up++;\n   } else if (up) {\n   parts.splice(i, 1);\n   up--;\n   }\n }\n\n // if the path is allowed to go above the root, restore leading ..s\n if (allowAboveRoot) {\n   for (; up--; up) {\n   parts.unshift('..');\n   }\n }\n\n return parts;\n}\n\n// Split a filename into [root, dir, basename, ext], unix version\n// 'root' is just a slash, or nothing.\nvar splitPathRe =\n   /^(\\/?|)([\\s\\S]*?)((?:\\.{1,2}|[^\\/]+?|)(\\.[^.\\/]*|))(?:[\\/]*)$/;\nvar splitPath = function(filename) {\n return splitPathRe.exec(filename).slice(1);\n};\n\n// path.resolve([from ...], to)\n// posix version\nexports.resolve = function() {\n var resolvedPath = '',\n   resolvedAbsolute = false;\n\n for (var i = arguments.length - 1; i >= -1 && !resolvedAbsolute; i--) {\n   var path = (i >= 0) ? arguments[i] : process.cwd();\n\n   // Skip empty and invalid entries\n   if (typeof path !== 'string') {\n   throw new TypeError('Arguments to path.resolve must be strings');\n   } else if (!path) {\n   continue;\n   }\n\n   resolvedPath = path + '/' + resolvedPath;\n   resolvedAbsolute = path.charAt(0) === '/';\n }\n\n // At this point the path should be resolved to a full absolute path, but\n // handle relative paths to be safe (might happen when process.cwd() fails)\n\n // Normalize the path\n resolvedPath = normalizeArray(filter(resolvedPath.split('/'), function(p) {\n   return !!p;\n }), !resolvedAbsolute).join('/');\n\n return ((resolvedAbsolute ? '/' : '') + resolvedPath) || '.';\n};\n\n// path.normalize(path)\n// posix version\nexports.normalize = function(path) {\n var isAbsolute = exports.isAbsolute(path),\n   trailingSlash = substr(path, -1) === '/';\n\n // Normalize the path\n path = normalizeArray(filter(path.split('/'), function(p) {\n   return !!p;\n }), !isAbsolute).join('/');\n\n if (!path && !isAbsolute) {\n   path = '.';\n }\n if (path && trailingSlash) {\n   path += '/';\n }\n\n return (isAbsolute ? '/' : '') + path;\n};\n\n// posix version\nexports.isAbsolute = function(path) {\n return path.charAt(0) === '/';\n};\n\n// posix version\nexports.join = function() {\n var paths = Array.prototype.slice.call(arguments, 0);\n return exports.normalize(filter(paths, function(p, index) {\n   if (typeof p !== 'string') {\n   throw new TypeError('Arguments to path.join must be strings');\n   }\n   return p;\n }).join('/'));\n};\n\n\n// path.relative(from, to)\n// posix version\nexports.relative = function(from, to) {\n from = exports.resolve(from).substr(1);\n to = exports.resolve(to).substr(1);\n\n function trim(arr) {\n   var start = 0;\n   for (; start < arr.length; start++) {\n   if (arr[start] !== '') break;\n   }\n\n   var end = arr.length - 1;\n   for (; end >= 0; end--) {\n   if (arr[end] !== '') break;\n   }\n\n   if (start > end) return [];\n

return arr.slice(start, end - start + 1);\n }\n\n var fromParts = trim(from.split('/'));\n var toParts = trim(to.split('/'));\n\n var length = Math.min(fromParts.length, toParts.length);\n var samePartsLength = length;\n for (var i = 0; i < length; i++) {\n   if (fromParts[i] !== toParts[i]) {\n   samePartsLength = i;\n   break;\n   }\n }\n\n var outputParts = [];\n for (var i = samePartsLength; i < fromParts.length; i++) {\n   outputParts.push('..');\n }\n\n outputParts = outputParts.concat(toParts.slice(samePartsLength));\n\n return outputParts.join('/');\n};\n\nexports.sep = '/';\nexports.delimiter = ':';\n\nexports.dirname = function(path) {\n var result = splitPath(path),\n   root = result[0],\n   dir = result[1];\n\n if (!root && !dir) {\n   // No dirname whatsoever\n   return '.';\n }\n\n if (dir) {\n   // It has a dirname, strip trailing slash\n   dir = dir.substr(0, dir.length - 1);\n }\n\n return root + dir;\n};\n\nexports.basename = function(path, ext) {\n var f = splitPath(path)[2];\n // TODO: make this comparison case-insensitive on windows?\n if (ext && f.substr(-1 * ext.length) === ext) {\n   f = f.substr(0, f.length - ext.length);\n }\n return f;\n};\n\nexports.extname = function(path) {\n return splitPath(path)[3];\n};\n\nfunction filter (xs, f) {\n   if (xs.filter) return xs.filter(f);\n   var res = [];\n   for (var i = 0; i < xs.length; i++) {\n   if (f(xs[i], i, xs)) res.push(xs[i]);\n   }\n   return res;\n}\n\n// String.prototype.substr - negative index don't work in IE8\nvar substr = 'ab'.substr(-1) === 'b'\n   ? function (str, start, len) { return str.substr(start, len) }\n   : function (str, start, len) {\n   if (start < 0) start = str.length + start;\n   return str.substr(start, len);\n   };\n","// IE 8- don't enum bug keys\nmodule.exports = (\n 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'\n).split(',');\n","var hashClear = require('./_hashClear'),\n   hashDelete = require('./_hashDelete'),\n   hashGet = require('./_hashGet'),\n   hashHas = require('./_hashHas'),\n   hashSet = require('./_hashSet');\n\n/**\n * Creates a hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Hash(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `Hash`.\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set = hashSet;\n\nmodule.exports = Hash;\n","var castPath = require('./_castPath'),\n   isArguments = require('./isArguments'),\n   isArray = require('./isArray'),\n   isIndex = require('./_isIndex'),\n   isLength = require('./isLength'),\n   toKey = require('./_toKey');\n\n/**\n * Checks if `path` exists on `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @param {Function} hasFunc The function to check properties.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n */\nfunction hasPath(object, path, hasFunc) {\n path = castPath(path, object);\n\n var index = -1,\n   length = path.length,\n   result = false;\n\n while (++index < length) {\n   var key = toKey(path[index]);\n   if (!(result = object != null && hasFunc(object, key))) {\n   break;\n   }\n   object = object[key];\n }\n if (result || ++index != length) {\n   return result;\n }\n length = object == null ? 0 : object.length;\n return !!length && isLength(length) && isIndex(key, length) &&\n   (isArray(object) || isArguments(object));\n}\n\nmodule.exports = hasPath;\n","var isArray = require('./isArray'),\n   isKey = require('./_isKey'),\n   stringToPath = require('./_stringToPath'),\n   toString = require('./toString');\n\n/**\n * Casts `value` to a path array if it's not one.\n *\n * @private\n * @param {*} value The value to inspect.\n * @param {Object} [object] The object to query keys on.\n * @returns {Array} Returns the cast property path array.\n */\nfunction castPath(value, object) {\n if (isArray(value)) {\n   return value;\n }\n return isKey(value, object) ? [value] : stringToPath(toString(value));\n}\n\nmodule.exports = castPath;\n","var MapCache = require('./_MapCache');\n\n/** Error message constants. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the first argument\n * provided to the memoized function is used as the map cache key. The `func`\n * is invoked with the `this` binding of the memoized function.\n *\n * **Note:** The cache is exposed as the `cache` property on the memoized\n * function. Its creation may be customized by replacing the `_.memoize.Cache`\n * constructor with one whose instances implement the\n * [`Map`](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n * method interface of `clear`, `delete`, `get`, `has`, and `set`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to have its

output memoized.\n * @param {Function} [resolver] The function to resolve the cache key.\n * @returns {Function} Returns the new memoized function.\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };\n * var other = { 'c': 3, 'd': 4 };\n *\n * var values = _.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a = 2;\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _.memoize.Cache = WeakMap;\n */\nfunction memoize(func, resolver) {\n if (typeof func != 'function' || (resolver != null && typeof resolver != 'function')) {\n   throw new TypeError(FUNC_ERROR_TEXT);\n }\n var memoized = function() {\n   var args = arguments,\n   key = resolver ? resolver.apply(this, args) : args[0],\n   cache = memoized.cache;\n\n   if (cache.has(key)) {\n   return cache.get(key);\n   }\n   var result = func.apply(this, args);\n   memoized.cache = cache.set(key, result) || cache;\n   return result;\n };\n memoized.cache = new (memoize.Cache || MapCache);\n return memoized;\n}\n\n\n// Expose `MapCache`.\nmemoize.Cache = MapCache;\n\nmodule.exports = memoize;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'times';\nvar width = 352;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f00d';\nvar svgPathData = 'M242.72 256l100.07-100.07c12.28-12.28 12.28-32.19 0-44.48l-22.24-22.24c-12.28-12.28-32.19-12.28-44.48 0L176 189.28 75.93 89.21c-12.28-12.28-32.19-12.28-44.48 0L9.21 111.45c-12.28 12.28-12.28 32.19 0 44.48L109.28 256 9.21 356.07c-12.28 12.28-12.28 32.19 0 44.48l22.24 22.24c12.28 12.28 32.2 12.28 44.48 0L176 322.72l100.07 100.07c12.28 12.28 32.2 12.28 44.48 0l22.24-22.24c12.28-12.28 12.28-32.19 0-44.48L242.72 256z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faTimes = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var baseGet = require('./_baseGet');\n\n/**\n * A specialized version of `baseProperty` which supports deep paths.\n *\n * @private\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction basePropertyDeep(path) {\n return function(object) {\n   return baseGet(object, path);\n };\n}\n\nmodule.exports = basePropertyDeep;\n","\"use strict\";\n\n// eslint-disable-next-line no-empty-function\nmodule.exports = function () {};\n","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\nfunction isPrototype(value) {\n var Ctor = value && value.constructor,\n   proto = (typeof Ctor == 'function' && Ctor.prototype) || objectProto;\n\n return value === proto;\n}\n\nmodule.exports = isPrototype;\n","// 7.3.20 SpeciesConstructor(O, defaultConstructor)\nvar anObject = require('./_an-object');\nvar aFunction = require('./_a-function');\nvar SPECIES = require('./_wks')('species');\nmodule.exports = function (O, D) {\n var C = anObject(O).constructor;\n var S;\n return C === undefined || (S = anObject(C)[SPECIES]) == undefined ? D : aFunction(S);\n};\n","var arrayLikeKeys = require('./_arrayLikeKeys'),\n   baseKeys = require('./_baseKeys'),\n   isArrayLike = require('./isArrayLike');\n\n/**\n * Creates an array of the own enumerable property names of `object`.\n *\n * **Note:** Non-object values are coerced to objects. See the\n * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * for more details.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keys(new Foo);\n * // => ['a', 'b'] (iteration order is not guaranteed)\n *\n * _.keys('hi');\n * // => ['0', '1']\n */\nfunction keys(object) {\n return isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);\n}\n\nmodule.exports = keys;\n","\"use strict\";\nmodule.exports = function () {\n\ttry {\n\t\tObject.keys(\"primitive\");\n\t\treturn true;\n\t} catch (e) {\n\t\treturn false;\n\t}\n};\n","/**\n * Converts `map` to its key-value pairs.\n *\n * @private\n * @param {Object} map The map to convert.\n * @returns {Array} Returns the key-value pairs.\n */\nfunction mapToArray(map) {\n var index = -1,\n   result = Array(map.size);\n\n map.forEach(function(value, key) {\n   result[++index] = [key, value];\n });\n return result;\n}\n\nmodule.exports = mapToArray;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix =

'fas';\nvar iconName = 'code';\nvar width = 640;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f121';\nvar svgPathData = 'M278.9 511.5l-61-17.7c-6.4-1.8-10-8.5-8.2-14.9L346.2 8.7c1.8-6.4 8.5-10 14.9-8.2l61 17.7c6.4 1.8 10 8.5 8.2 14.9L293.8 503.3c-1.9 6.4-8.5 10.1-14.9 8.2zm-114-112.2l43.5-46.4c4.6-4.9 4.3-12.7-.8-17.2L117 256l90.6-79.7c5.1-4.5 5.5-12.3.8-17.2l-43.5-46.4c-4.5-4.8-12.1-5.1-17-.5L3.8 247.2c-5.1 4.7-5.1 12.8 0 17.5l144.1 135.1c4.9 4.6 12.5 4.4 17-.5zm327.2.6l144.1-135.1c5.1-4.7 5.1-12.8 0-17.5L492.1 112.1c-4.8-4.5-12.4-4.3-17 .5L431.6 159c-4.6 4.9-4.3 12.7.8 17.2L523 256l-90.6 79.7c-5.1 4.5-5.5 12.3-.8 17.2l43.5 46.4c4.5 4.9 12.1 5.1 17 .6z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faCode = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * The base implementation of `_.property` without support for deep paths.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction baseProperty(key) {\n return function(object) {\n   return object == null ? undefined : object[key];\n };\n}\n\nmodule.exports = baseProperty;\n","var ListCache = require('./_ListCache');\n\n/**\n * Removes all key-value entries from the stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n */\nfunction stackClear() {\n this.__data__ = new ListCache;\n this.size = 0;\n}\n\nmodule.exports = stackClear;","/**!\n * @fileOverview Kickass library to create and place poppers near their reference elements.\n * @version 1.14.5\n * @license\n * Copyright (c) 2016 Federico Zivolo and contributors\n *\n * Permission is hereby granted, free of charge, to any person obtaining a copy\n * of this software and associated documentation files (the \"Software\"), to deal\n * in the Software without restriction, including without limitation the rights\n * to use, copy, modify, merge, publish, distribute, sublicense, and/or sell\n * copies of the Software, and to permit persons to whom the Software is\n * furnished to do so, subject to the following conditions:\n *\n * The above copyright notice and this permission notice shall be included in all\n * copies or substantial portions of the Software.\n *\n * THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n * IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n * FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n * AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n * LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,\n * OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE\n * SOFTWARE.\n */\nvar isBrowser = typeof window !== 'undefined' && typeof document !== 'undefined';\n\nvar longerTimeoutBrowsers = ['Edge', 'Trident', 'Firefox'];\nvar timeoutDuration = 0;\nfor (var i = 0; i < longerTimeoutBrowsers.length; i += 1) {\n if (isBrowser && navigator.userAgent.indexOf(longerTimeoutBrowsers[i]) >= 0) {\n   timeoutDuration = 1;\n   break;\n }\n}\n\nfunction microtaskDebounce(fn) {\n var called = false;\n return function () {\n   if (called) {\n   return;\n   }\n   called = true;\n   window.Promise.resolve().then(function () {\n   called = false;\n   fn();\n   });\n };\n}\n\nfunction taskDebounce(fn) {\n var scheduled = false;\n return function () {\n   if (!scheduled) {\n   scheduled = true;\n   setTimeout(function () {\n   scheduled = false;\n   fn();\n   }, timeoutDuration);\n   }\n };\n}\n\nvar supportsMicroTasks = isBrowser && window.Promise;\n\n/**\n* Create a debounced version of a method, that's asynchronously deferred\n* but called in the minimum time possible.\n*\n* @method\n* @memberof Popper.Utils\n* @argument {Function} fn\n* @returns {Function}\n*/\nvar debounce = supportsMicroTasks ? microtaskDebounce : taskDebounce;\n\n/**\n * Check if the given variable is a function\n * @method\n * @memberof Popper.Utils\n * @argument {Any} functionToCheck - variable to check\n * @returns {Boolean} answer to: is a function?\n */\nfunction isFunction(functionToCheck) {\n var getType = {};\n return functionToCheck && getType.toString.call(functionToCheck) === '[object Function]';\n}\n\n/**\n * Get CSS computed property of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Eement} element\n * @argument {String} property\n */\nfunction getStyleComputedProperty(element, property) {\n if (element.nodeType !== 1) {\n   return [];\n }\n // NOTE: 1 DOM access here\n var window = element.ownerDocument.defaultView;\n var css = window.getComputedStyle(element, null);\n return property ? css[property] : css;\n}\n\n/**\n * Returns the parentNode or the host of the element\n * @method\n * @memberof

Popper.Utils\n * @argument {Element} element\n * @returns {Element} parent\n */\nfunction getParentNode(element) {\n if (element.nodeName === 'HTML') {\n   return element;\n }\n return element.parentNode || element.host;\n}\n\n/**\n * Returns the scrolling parent of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} scroll parent\n */\nfunction getScrollParent(element) {\n // Return body, `getScroll` will take care to get the correct `scrollTop` from it\n if (!element) {\n   return document.body;\n }\n\n switch (element.nodeName) {\n   case 'HTML':\n   case 'BODY':\n   return element.ownerDocument.body;\n   case '#document':\n   return element.body;\n }\n\n // Firefox want us to check `-x` and `-y` variations as well\n\n var _getStyleComputedProp = getStyleComputedProperty(element),\n   overflow = _getStyleComputedProp.overflow,\n   overflowX = _getStyleComputedProp.overflowX,\n   overflowY = _getStyleComputedProp.overflowY;\n\n if (/(auto|scroll|overlay)/.test(overflow + overflowY + overflowX)) {\n   return element;\n }\n\n return getScrollParent(getParentNode(element));\n}\n\nvar isIE11 = isBrowser && !!(window.MSInputMethodContext && document.documentMode);\nvar isIE10 = isBrowser && /MSIE 10/.test(navigator.userAgent);\n\n/**\n * Determines if the browser is Internet Explorer\n * @method\n * @memberof Popper.Utils\n * @param {Number} version to check\n * @returns {Boolean} isIE\n */\nfunction isIE(version) {\n if (version === 11) {\n   return isIE11;\n }\n if (version === 10) {\n   return isIE10;\n }\n return isIE11 || isIE10;\n}\n\n/**\n * Returns the offset parent of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} offset parent\n */\nfunction getOffsetParent(element) {\n if (!element) {\n   return document.documentElement;\n }\n\n var noOffsetParent = isIE(10) ? document.body : null;\n\n // NOTE: 1 DOM access here\n var offsetParent = element.offsetParent || null;\n // Skip hidden elements which don't have an offsetParent\n while (offsetParent === noOffsetParent && element.nextElementSibling) {\n   offsetParent = (element = element.nextElementSibling).offsetParent;\n }\n\n var nodeName = offsetParent && offsetParent.nodeName;\n\n if (!nodeName || nodeName === 'BODY' || nodeName === 'HTML') {\n   return element ? element.ownerDocument.documentElement : document.documentElement;\n }\n\n // .offsetParent will return the closest TH, TD or TABLE in case\n // no offsetParent is present, I hate this job...\n if (['TH', 'TD', 'TABLE'].indexOf(offsetParent.nodeName) !== -1 && getStyleComputedProperty(offsetParent, 'position') === 'static') {\n   return getOffsetParent(offsetParent);\n }\n\n return offsetParent;\n}\n\nfunction isOffsetContainer(element) {\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY') {\n   return false;\n }\n return nodeName === 'HTML' || getOffsetParent(element.firstElementChild) === element;\n}\n\n/**\n * Finds the root node (document, shadowDOM root) of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} node\n * @returns {Element} root node\n */\nfunction getRoot(node) {\n if (node.parentNode !== null) {\n   return getRoot(node.parentNode);\n }\n\n return node;\n}\n\n/**\n * Finds the offset parent common to the two provided nodes\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element1\n * @argument {Element} element2\n * @returns {Element} common offset parent\n */\nfunction findCommonOffsetParent(element1, element2) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element1 || !element1.nodeType || !element2 || !element2.nodeType) {\n   return document.documentElement;\n }\n\n // Here we make sure to give as \"start\" the element that comes first in the DOM\n var order = element1.compareDocumentPosition(element2) & Node.DOCUMENT_POSITION_FOLLOWING;\n var start = order ? element1 : element2;\n var end = order ? element2 : element1;\n\n // Get common ancestor container\n var range = document.createRange();\n range.setStart(start, 0);\n range.setEnd(end, 0);\n var commonAncestorContainer = range.commonAncestorContainer;\n\n // Both nodes are inside #document\n\n if (element1 !== commonAncestorContainer && element2 !== commonAncestorContainer || start.contains(end)) {\n   if (isOffsetContainer(commonAncestorContainer)) {\n   return commonAncestorContainer;\n   }\n\n   return getOffsetParent(commonAncestorContainer);\n }\n\n // one of the nodes is inside shadowDOM, find which one\n var element1root = getRoot(element1);\n if (element1root.host) {\n   return findCommonOffsetParent(element1root.host, element2);\n } else {\n   return findCommonOffsetParent(element1, getRoot(element2).host);\n }\n}\n\n/**\n * Gets the scroll value of the given element in the given side (top and

left)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {String} side `top` or `left`\n * @returns {number} amount of scrolled pixels\n */\nfunction getScroll(element) {\n var side = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'top';\n\n var upperSide = side === 'top' ? 'scrollTop' : 'scrollLeft';\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n   var html = element.ownerDocument.documentElement;\n   var scrollingElement = element.ownerDocument.scrollingElement || html;\n   return scrollingElement[upperSide];\n }\n\n return element[upperSide];\n}\n\n/*\n * Sum or subtract the element scroll values (left and top) from a given rect object\n * @method\n * @memberof Popper.Utils\n * @param {Object} rect - Rect object you want to change\n * @param {HTMLElement} element - The element from the function reads the scroll values\n * @param {Boolean} subtract - set to true if you want to subtract the scroll values\n * @return {Object} rect - The modifier rect object\n */\nfunction includeScroll(rect, element) {\n var subtract = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var scrollTop = getScroll(element, 'top');\n var scrollLeft = getScroll(element, 'left');\n var modifier = subtract ? -1 : 1;\n rect.top += scrollTop * modifier;\n rect.bottom += scrollTop * modifier;\n rect.left += scrollLeft * modifier;\n rect.right += scrollLeft * modifier;\n return rect;\n}\n\n/*\n * Helper to detect borders of a given element\n * @method\n * @memberof Popper.Utils\n * @param {CSSStyleDeclaration} styles\n * Result of `getStyleComputedProperty` on the given element\n * @param {String} axis - `x` or `y`\n * @return {number} borders - The borders size of the given axis\n */\n\nfunction getBordersSize(styles, axis) {\n var sideA = axis === 'x' ? 'Left' : 'Top';\n var sideB = sideA === 'Left' ? 'Right' : 'Bottom';\n\n return parseFloat(styles['border' + sideA + 'Width'], 10) + parseFloat(styles['border' + sideB + 'Width'], 10);\n}\n\nfunction getSize(axis, body, html, computedStyle) {\n return Math.max(body['offset' + axis], body['scroll' + axis], html['client' + axis], html['offset' + axis], html['scroll' + axis], isIE(10) ? parseInt(html['offset' + axis]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Top' : 'Left')]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Bottom' : 'Right')]) : 0);\n}\n\nfunction getWindowSizes(document) {\n var body = document.body;\n var html = document.documentElement;\n var computedStyle = isIE(10) && getComputedStyle(html);\n\n return {\n   height: getSize('Height', body, html, computedStyle),\n   width: getSize('Width', body, html, computedStyle)\n };\n}\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\n\n\n\n\nvar defineProperty = function (obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n};\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n/**\n * Given element offsets, generate an output similar to getBoundingClientRect\n * @method\n * @memberof Popper.Utils\n * @argument {Object} offsets\n * @returns {Object} ClientRect like output\n */\nfunction getClientRect(offsets) {\n return _extends({}, offsets, {\n   right: offsets.left + offsets.width,\n   bottom: offsets.top + offsets.height\n });\n}\n\n/**\n * Get bounding client rect of given element\n * @method\n * @memberof Popper.Utils\n * @param {HTMLElement} element\n * @return {Object} client rect\n */\nfunction getBoundingClientRect(element) {\n var rect = {};\n\n // IE10 10 FIX: Please, don't ask, the element isn't\n // considered in DOM in some circumstances...\n // This isn't reproducible in IE10 compatibility mode of IE11\n try {\n   if (isIE(10)) {\n   rect = element.getBoundingClientRect();\n   var scrollTop = getScroll(element, 'top');\n   var scrollLeft = getScroll(element, 'left');\n   rect.top += scrollTop;\n   rect.left += scrollLeft;\n   rect.bottom += scrollTop;\n   rect.right += scrollLeft;\n   } else {\n   rect = element.getBoundingClientRect();\n   }\n } catch (e) {}\n\n var result = {\n   left: rect.left,\n   top: rect.top,\n

width: rect.right - rect.left,\n   height: rect.bottom - rect.top\n };\n\n // subtract scrollbar size from sizes\n var sizes = element.nodeName === 'HTML' ? getWindowSizes(element.ownerDocument) : {};\n var width = sizes.width || element.clientWidth || result.right - result.left;\n var height = sizes.height || element.clientHeight || result.bottom - result.top;\n\n var horizScrollbar = element.offsetWidth - width;\n var vertScrollbar = element.offsetHeight - height;\n\n // if an hypothetical scrollbar is detected, we must be sure it's not a `border`\n // we make this check conditional for performance reasons\n if (horizScrollbar || vertScrollbar) {\n   var styles = getStyleComputedProperty(element);\n   horizScrollbar -= getBordersSize(styles, 'x');\n   vertScrollbar -= getBordersSize(styles, 'y');\n\n   result.width -= horizScrollbar;\n   result.height -= vertScrollbar;\n }\n\n return getClientRect(result);\n}\n\nfunction getOffsetRectRelativeToArbitraryNode(children, parent) {\n var fixedPosition = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var isIE10 = isIE(10);\n var isHTML = parent.nodeName === 'HTML';\n var childrenRect = getBoundingClientRect(children);\n var parentRect = getBoundingClientRect(parent);\n var scrollParent = getScrollParent(children);\n\n var styles = getStyleComputedProperty(parent);\n var borderTopWidth = parseFloat(styles.borderTopWidth, 10);\n var borderLeftWidth = parseFloat(styles.borderLeftWidth, 10);\n\n // In cases where the parent is fixed, we must ignore negative scroll in offset calc\n if (fixedPosition && isHTML) {\n   parentRect.top = Math.max(parentRect.top, 0);\n   parentRect.left = Math.max(parentRect.left, 0);\n }\n var offsets = getClientRect({\n   top: childrenRect.top - parentRect.top - borderTopWidth,\n   left: childrenRect.left - parentRect.left - borderLeftWidth,\n   width: childrenRect.width,\n   height: childrenRect.height\n });\n offsets.marginTop = 0;\n offsets.marginLeft = 0;\n\n // Subtract margins of documentElement in case it's being used as parent\n // we do this only on HTML because it's the only element that behaves\n // differently when margins are applied to it. The margins are included in\n // the box of the documentElement, in the other cases not.\n if (!isIE10 && isHTML) {\n   var marginTop = parseFloat(styles.marginTop, 10);\n   var marginLeft = parseFloat(styles.marginLeft, 10);\n\n   offsets.top -= borderTopWidth - marginTop;\n   offsets.bottom -= borderTopWidth - marginTop;\n   offsets.left -= borderLeftWidth - marginLeft;\n   offsets.right -= borderLeftWidth - marginLeft;\n\n   // Attach marginTop and marginLeft because in some circumstances we may need them\n   offsets.marginTop = marginTop;\n   offsets.marginLeft = marginLeft;\n }\n\n if (isIE10 && !fixedPosition ? parent.contains(scrollParent) : parent === scrollParent && scrollParent.nodeName !== 'BODY') {\n   offsets = includeScroll(offsets, parent);\n }\n\n return offsets;\n}\n\nfunction getViewportOffsetRectRelativeToArtbitraryNode(element) {\n var excludeScroll = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var html = element.ownerDocument.documentElement;\n var relativeOffset = getOffsetRectRelativeToArbitraryNode(element, html);\n var width = Math.max(html.clientWidth, window.innerWidth || 0);\n var height = Math.max(html.clientHeight, window.innerHeight || 0);\n\n var scrollTop = !excludeScroll ? getScroll(html) : 0;\n var scrollLeft = !excludeScroll ? getScroll(html, 'left') : 0;\n\n var offset = {\n   top: scrollTop - relativeOffset.top + relativeOffset.marginTop,\n   left: scrollLeft - relativeOffset.left + relativeOffset.marginLeft,\n   width: width,\n   height: height\n };\n\n return getClientRect(offset);\n}\n\n/**\n * Check if the given element is fixed or is inside a fixed parent\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {Element} customContainer\n * @returns {Boolean} answer to \"isFixed?\"\n */\nfunction isFixed(element) {\n var nodeName = element.nodeName;\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n   return false;\n }\n if (getStyleComputedProperty(element, 'position') === 'fixed') {\n   return true;\n }\n return isFixed(getParentNode(element));\n}\n\n/**\n * Finds the first parent of an element that has a transformed property defined\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} first transformed parent or documentElement\n */\n\nfunction getFixedPositionOffsetParent(element) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element || !element.parentElement || isIE()) {\n   return document.documentElement;\n }\n var el = element.parentElement;\n while (el && getStyleComputedProperty(el, 'transform') === 'none') {\n   el = el.parentElement;\n }\n return el || document.documentElement;\n}\n\n/**\n * Computed the boundaries limits and return them\n * @method\n * @memberof Popper.Utils\n * @param {HTMLElement} popper\n * @param {HTMLElement} reference\n * @param {number} padding\n * @param {HTMLElement} boundariesElement -

Element used to define the boundaries\n * @param {Boolean} fixedPosition - Is in fixed position mode\n * @returns {Object} Coordinates of the boundaries\n */\nfunction getBoundaries(popper, reference, padding, boundariesElement) {\n var fixedPosition = arguments.length > 4 && arguments[4] !== undefined ? arguments[4] : false;\n\n // NOTE: 1 DOM access here\n\n var boundaries = { top: 0, left: 0 };\n var offsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n\n // Handle viewport case\n if (boundariesElement === 'viewport') {\n   boundaries = getViewportOffsetRectRelativeToArtbitraryNode(offsetParent, fixedPosition);\n } else {\n   // Handle other cases based on DOM element used as boundaries\n   var boundariesNode = void 0;\n   if (boundariesElement === 'scrollParent') {\n   boundariesNode = getScrollParent(getParentNode(reference));\n   if (boundariesNode.nodeName === 'BODY') {\n   boundariesNode = popper.ownerDocument.documentElement;\n   }\n   } else if (boundariesElement === 'window') {\n   boundariesNode = popper.ownerDocument.documentElement;\n   } else {\n   boundariesNode = boundariesElement;\n   }\n\n   var offsets = getOffsetRectRelativeToArbitraryNode(boundariesNode, offsetParent, fixedPosition);\n\n   // In case of HTML, we need a different computation\n   if (boundariesNode.nodeName === 'HTML' && !isFixed(offsetParent)) {\n   var _getWindowSizes = getWindowSizes(popper.ownerDocument),\n   height = _getWindowSizes.height,\n   width = _getWindowSizes.width;\n\n   boundaries.top += offsets.top - offsets.marginTop;\n   boundaries.bottom = height + offsets.top;\n   boundaries.left += offsets.left - offsets.marginLeft;\n   boundaries.right = width + offsets.left;\n   } else {\n   // for all the other DOM elements, this one is good\n   boundaries = offsets;\n   }\n }\n\n // Add paddings\n padding = padding || 0;\n var isPaddingNumber = typeof padding === 'number';\n boundaries.left += isPaddingNumber ? padding : padding.left || 0;\n boundaries.top += isPaddingNumber ? padding : padding.top || 0;\n boundaries.right -= isPaddingNumber ? padding : padding.right || 0;\n boundaries.bottom -= isPaddingNumber ? padding : padding.bottom || 0;\n\n return boundaries;\n}\n\nfunction getArea(_ref) {\n var width = _ref.width,\n   height = _ref.height;\n\n return width * height;\n}\n\n/**\n * Utility used to transform the `auto` placement to the placement with more\n * available space.\n * @method\n * @memberof Popper.Utils\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction computeAutoPlacement(placement, refRect, popper, reference, boundariesElement) {\n var padding = arguments.length > 5 && arguments[5] !== undefined ? arguments[5] : 0;\n\n if (placement.indexOf('auto') === -1) {\n   return placement;\n }\n\n var boundaries = getBoundaries(popper, reference, padding, boundariesElement);\n\n var rects = {\n   top: {\n   width: boundaries.width,\n   height: refRect.top - boundaries.top\n   },\n   right: {\n   width: boundaries.right - refRect.right,\n   height: boundaries.height\n   },\n   bottom: {\n   width: boundaries.width,\n   height: boundaries.bottom - refRect.bottom\n   },\n   left: {\n   width: refRect.left - boundaries.left,\n   height: boundaries.height\n   }\n };\n\n var sortedAreas = Object.keys(rects).map(function (key) {\n   return _extends({\n   key: key\n   }, rects[key], {\n   area: getArea(rects[key])\n   });\n }).sort(function (a, b) {\n   return b.area - a.area;\n });\n\n var filteredAreas = sortedAreas.filter(function (_ref2) {\n   var width = _ref2.width,\n   height = _ref2.height;\n   return width >= popper.clientWidth && height >= popper.clientHeight;\n });\n\n var computedPlacement = filteredAreas.length > 0 ? filteredAreas[0].key : sortedAreas[0].key;\n\n var variation = placement.split('-')[1];\n\n return computedPlacement + (variation ? '-' + variation : '');\n}\n\n/**\n * Get offsets to the reference element\n * @method\n * @memberof Popper.Utils\n * @param {Object} state\n * @param {Element} popper - the popper element\n * @param {Element} reference - the reference element (the popper will be relative to this)\n * @param {Element} fixedPosition - is in fixed position mode\n * @returns {Object} An object containing the offsets which will be applied to the popper\n */\nfunction getReferenceOffsets(state, popper, reference) {\n var fixedPosition = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : null;\n\n var commonOffsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n return getOffsetRectRelativeToArbitraryNode(reference, commonOffsetParent, fixedPosition);\n}\n\n/**\n * Get the outer sizes of the given element (offset size + margins)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Object} object

containing width and height properties\n */\nfunction getOuterSizes(element) {\n var window = element.ownerDocument.defaultView;\n var styles = window.getComputedStyle(element);\n var x = parseFloat(styles.marginTop) + parseFloat(styles.marginBottom);\n var y = parseFloat(styles.marginLeft) + parseFloat(styles.marginRight);\n var result = {\n   width: element.offsetWidth + y,\n   height: element.offsetHeight + x\n };\n return result;\n}\n\n/**\n * Get the opposite placement of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement\n * @returns {String} flipped placement\n */\nfunction getOppositePlacement(placement) {\n var hash = { left: 'right', right: 'left', bottom: 'top', top: 'bottom' };\n return placement.replace(/left|right|bottom|top/g, function (matched) {\n   return hash[matched];\n });\n}\n\n/**\n * Get offsets to the popper\n * @method\n * @memberof Popper.Utils\n * @param {Object} position - CSS position the Popper will get applied\n * @param {HTMLElement} popper - the popper element\n * @param {Object} referenceOffsets - the reference offsets (the popper will be relative to this)\n * @param {String} placement - one of the valid placement options\n * @returns {Object} popperOffsets - An object containing the offsets which will be applied to the popper\n */\nfunction getPopperOffsets(popper, referenceOffsets, placement) {\n placement = placement.split('-')[0];\n\n // Get popper node sizes\n var popperRect = getOuterSizes(popper);\n\n // Add position, width and height to our offsets object\n var popperOffsets = {\n   width: popperRect.width,\n   height: popperRect.height\n };\n\n // depending by the popper placement we have to compute its offsets slightly differently\n var isHoriz = ['right', 'left'].indexOf(placement) !== -1;\n var mainSide = isHoriz ? 'top' : 'left';\n var secondarySide = isHoriz ? 'left' : 'top';\n var measurement = isHoriz ? 'height' : 'width';\n var secondaryMeasurement = !isHoriz ? 'height' : 'width';\n\n popperOffsets[mainSide] = referenceOffsets[mainSide] + referenceOffsets[measurement] / 2 - popperRect[measurement] / 2;\n if (placement === secondarySide) {\n   popperOffsets[secondarySide] = referenceOffsets[secondarySide] - popperRect[secondaryMeasurement];\n } else {\n   popperOffsets[secondarySide] = referenceOffsets[getOppositePlacement(secondarySide)];\n }\n\n return popperOffsets;\n}\n\n/**\n * Mimics the `find` method of Array\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction find(arr, check) {\n // use native find if supported\n if (Array.prototype.find) {\n   return arr.find(check);\n }\n\n // use `filter` to obtain the same behavior of `find`\n return arr.filter(check)[0];\n}\n\n/**\n * Return the index of the matching object\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction findIndex(arr, prop, value) {\n // use native findIndex if supported\n if (Array.prototype.findIndex) {\n   return arr.findIndex(function (cur) {\n   return cur[prop] === value;\n   });\n }\n\n // use `find` + `indexOf` if `findIndex` isn't supported\n var match = find(arr, function (obj) {\n   return obj[prop] === value;\n });\n return arr.indexOf(match);\n}\n\n/**\n * Loop trough the list of modifiers and run them in order,\n * each of them will then edit the data object.\n * @method\n * @memberof Popper.Utils\n * @param {dataObject} data\n * @param {Array} modifiers\n * @param {String} ends - Optional modifier name used as stopper\n * @returns {dataObject}\n */\nfunction runModifiers(modifiers, data, ends) {\n var modifiersToRun = ends === undefined ? modifiers : modifiers.slice(0, findIndex(modifiers, 'name', ends));\n\n modifiersToRun.forEach(function (modifier) {\n   if (modifier['function']) {\n   // eslint-disable-line dot-notation\n   console.warn(`modifier.function` is deprecated, use `modifier.fn`!');\n   }\n   var fn = modifier['function'] || modifier.fn; // eslint-disable-line dot-notation\n   if (modifier.enabled && isFunction(fn)) {\n   // Add properties to offsets to make them a complete clientRect object\n   // we do this before each modifier to make sure the\n   // previous one doesn't\n   // mess with these values\n   data.offsets.popper = getClientRect(data.offsets.popper);\n   data.offsets.reference = getClientRect(data.offsets.reference);\n\n   data = fn(data, modifier);\n   }\n });\n\n return data;\n}\n\n/**\n * Updates the position of the popper, computing the new offsets and applying\n * the new style.
\n * Prefer `scheduleUpdate` over `update` because of performance reasons.\n * @method\n * @memberof Popper\n */\nfunction update() {\n // if popper is destroyed, don't perform any further update\n if (this.state.isDestroyed) {\n   return;\n }\n\n var data = {\n   instance: this,\n   styles: {},\n   arrowStyles: {},\n   attributes: {},\n   flipped: false,\n   offsets: {}\n };\n\n // compute reference element offsets\n data.offsets.reference = getReferenceOffsets(this.state, this.popper, this.reference, this.options.positionFixed);\n\n //

compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n data.placement = computeAutoPlacement(this.options.placement, data.offsets.reference, this.popper, this.reference, this.options.modifiers.flip.boundariesElement, this.options.modifiers.flip.padding);\n\n // store the computed placement inside `originalPlacement`\n data.originalPlacement = data.placement;\n\n data.positionFixed = this.options.positionFixed;\n\n // compute the popper offsets\n data.offsets.popper = getPopperOffsets(this.popper, data.offsets.reference, data.placement);\n\n data.offsets.popper.position = this.options.positionFixed ? 'fixed' : 'absolute';\n\n // run the modifiers\n data = runModifiers(this.modifiers, data);\n\n // the first `update` will call `onCreate` callback\n // the other ones will call `onUpdate` callback\n if (!this.state.isCreated) {\n this.state.isCreated = true;\n this.options.onCreate(data);\n } else {\n this.options.onUpdate(data);\n }\n}\n\n/**\n * Helper used to know if the given modifier is enabled.\n * @method\n * @memberof Popper.Utils\n * @returns {Boolean}\n */\nfunction isModifierEnabled(modifiers, modifierName) {\n return modifiers.some(function (_ref) {\n var name = _ref.name,\n enabled = _ref.enabled;\n return enabled && name === modifierName;\n });\n}\n\n/**\n * Get the prefixed supported property name\n * @method\n * @memberof Popper.Utils\n * @argument {String} property (camelCase)\n * @returns {String} prefixed property (camelCase or PascalCase, depending on the vendor prefix)\n */\nfunction getSupportedPropertyName(property) {\n var prefixes = [false, 'ms', 'Webkit', 'Moz', 'O'];\n var upperProp = property.charAt(0).toUpperCase() + property.slice(1);\n\n for (var i = 0; i < prefixes.length; i++) {\n var prefix = prefixes[i];\n var toCheck = prefix ? '' + prefix + upperProp : property;\n if (typeof document.body.style[toCheck] !== 'undefined') {\n return toCheck;\n }\n }\n return null;\n}\n\n/**\n * Destroys the popper.\n * @method\n * @memberof Popper\n */\nfunction destroy() {\n this.state.isDestroyed = true;\n\n // touch DOM only if `applyStyle` modifier is enabled\n if (isModifierEnabled(this.modifiers, 'applyStyle')) {\n this.popper.removeAttribute('x-placement');\n this.popper.style.position = '';\n this.popper.style.top = '';\n this.popper.style.left = '';\n this.popper.style.right = '';\n this.popper.style.bottom = '';\n this.popper.style.willChange = '';\n this.popper.style[getSupportedPropertyName('transform')] = '';\n }\n\n this.disableEventListeners();\n\n // remove the popper if user explicity asked for the deletion on destroy\n // do not use `remove` because IE11 doesn't support it\n if (this.options.removeOnDestroy) {\n this.popper.parentNode.removeChild(this.popper);\n }\n return this;\n}\n\n/**\n * Get the window associated with the element\n * @argument {Element} element\n * @returns {Window}\n */\nfunction getWindow(element) {\n var ownerDocument = element.ownerDocument;\n return ownerDocument ? ownerDocument.defaultView : window;\n}\n\nfunction attachToScrollParents(scrollParent, event, callback, scrollParents) {\n var isBody = scrollParent.nodeName === 'BODY';\n var target = isBody ? scrollParent.ownerDocument.defaultView : scrollParent;\n target.addEventListener(event, callback, { passive: true });\n\n if (!isBody) {\n attachToScrollParents(getScrollParent(target.parentNode), event, callback, scrollParents);\n }\n scrollParents.push(target);\n}\n\n/**\n * Setup needed event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction setupEventListeners(reference, options, state, updateBound) {\n // Resize event listener on window\n state.updateBound = updateBound;\n getWindow(reference).addEventListener('resize', state.updateBound, { passive: true });\n\n // Scroll event listener on scroll parents\n var scrollElement = getScrollParent(reference);\n attachToScrollParents(scrollElement, 'scroll', state.updateBound, state.scrollParents);\n state.scrollElement = scrollElement;\n state.eventsEnabled = true;\n\n return state;\n}\n\n/**\n * It will add resize/scroll events and start recalculating\n * position of the popper element when they are triggered.\n * @method\n * @memberof Popper\n */\nfunction enableEventListeners() {\n if (!this.state.eventsEnabled) {\n this.state = setupEventListeners(this.reference, this.options, this.state, this.scheduleUpdate);\n }\n}\n\n/**\n * Remove event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction removeEventListeners(reference, state) {\n // Remove resize event listener on window\n getWindow(reference).removeEventListener('resize', state.updateBound);\n\n // Remove scroll event listener on scroll parents\n state.scrollParents.forEach(function (target) {\n target.removeEventListener('scroll', state.updateBound);\n });\n\n // Reset state\n state.updateBound = null;\n state.scrollParents = [];\n

state.scrollElement = null;\n state.eventsEnabled = false;\n return state;\n}\n\n/**\n * It will remove resize/scroll events and won't recalculate popper position\n * when they are triggered. It also won't trigger `onUpdate` callback anymore,\n * unless you call `update` method manually.\n * @method\n * @memberof Popper\n */\nfunction disableEventListeners() {\n if (this.state.eventsEnabled) {\n   cancelAnimationFrame(this.scheduleUpdate);\n   this.state = removeEventListeners(this.reference, this.state);\n }\n}\n\n/**\n * Tells if a given input is a number\n * @method\n * @memberof Popper.Utils\n * @param {*} input to check\n * @return {Boolean}\n */\nfunction isNumeric(n) {\n return n !== '' && !isNaN(parseFloat(n)) && isFinite(n);\n}\n\n/**\n * Set the style to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the style to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setStyles(element, styles) {\n Object.keys(styles).forEach(function (prop) {\n   var unit = '';\n   // add unit if the value is numeric and is one of the following\n   if (['width', 'height', 'top', 'right', 'bottom', 'left'].indexOf(prop) !== -1 && isNumeric(styles[prop])) {\n   unit = 'px';\n   }\n   element.style[prop] = styles[prop] + unit;\n });\n}\n\n/**\n * Set the attributes to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the attributes to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setAttributes(element, attributes) {\n Object.keys(attributes).forEach(function (prop) {\n   var value = attributes[prop];\n   if (value !== false) {\n   element.setAttribute(prop, attributes[prop]);\n   } else {\n   element.removeAttribute(prop);\n   }\n });\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} data.styles - List of style properties - values to apply to popper element\n * @argument {Object} data.attributes - List of attribute properties - values to apply to popper element\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The same data object\n */\nfunction applyStyle(data) {\n // any property present in `data.styles` will be applied to the popper,\n // in this way we can make the 3rd party modifiers add custom styles to it\n // Be aware, modifiers could override the properties defined in the previous\n // lines of this modifier!\n setStyles(data.instance.popper, data.styles);\n\n // any property present in `data.attributes` will be applied to the popper,\n // they will be set as HTML attributes of the element\n setAttributes(data.instance.popper, data.attributes);\n\n // if arrowElement is defined and arrowStyles has some properties\n if (data.arrowElement && Object.keys(data.arrowStyles).length) {\n   setStyles(data.arrowElement, data.arrowStyles);\n }\n\n return data;\n}\n\n/**\n * Set the x-placement attribute before everything else because it could be used\n * to add margins to the popper margins needs to be calculated to get the\n * correct popper offsets.\n * @method\n * @memberof Popper.modifiers\n * @param {HTMLElement} reference - The reference element used to position the popper\n * @param {HTMLElement} popper - The HTML element used as popper\n * @param {Object} options - Popper.js options\n */\nfunction applyStyleOnLoad(reference, popper, options, modifierOptions, state) {\n // compute reference element offsets\n var referenceOffsets = getReferenceOffsets(state, popper, reference, options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n var placement = computeAutoPlacement(options.placement, referenceOffsets, popper, reference, options.modifiers.flip.boundariesElement, options.modifiers.flip.padding);\n\n popper.setAttribute('x-placement', placement);\n\n // Apply `position` to popper before anything else because\n // without the position applied we can't guarantee correct computations\n setStyles(popper, { position: options.positionFixed ? 'fixed' : 'absolute' });\n\n return options;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction computeStyle(data, options) {\n var x = options.x,\n   y = options.y;\n var popper = data.offsets.popper;\n\n // Remove this legacy support in Popper.js v2\n\n var legacyGpuAccelerationOption = find(data.instance.modifiers, function (modifier) {\n   return modifier.name === 'applyStyle';\n }).gpuAcceleration;\n if (legacyGpuAccelerationOption !== undefined) {\n   console.warn('WARNING: `gpuAcceleration` option moved to `computeStyle` modifier and will not be supported in future versions of Popper.js!');\n }\n var gpuAcceleration = legacyGpuAccelerationOption !== undefined ?

legacyGpuAccelerationOption : options.gpuAcceleration;\n\n var offsetParent = getOffsetParent(data.instance.popper);\n var offsetParentRect = getBoundingClientRect(offsetParent);\n\n // Styles\n var styles = {\n   position: popper.position\n };\n\n // Avoid blurry text by using full pixel integers.\n // For pixel-perfect positioning, top/bottom prefers rounded\n // values, while left/right prefers floored values.\n var offsets = {\n   left: Math.floor(popper.left),\n   top: Math.round(popper.top),\n   bottom: Math.round(popper.bottom),\n   right: Math.floor(popper.right)\n };\n\n var sideA = x === 'bottom' ? 'top' : 'bottom';\n var sideB = y === 'right' ? 'left' : 'right';\n\n // if gpuAcceleration is set to `true` and transform is supported,\n // we use `translate3d` to apply the position to the popper we\n // automatically use the supported prefixed version if needed\n var prefixedProperty = getSupportedPropertyName('transform');\n\n // now, let's make a step back and look at this code closely (wtf?)\n // If the content of the popper grows once it's been positioned, it\n // may happen that the popper gets misplaced because of the new content\n // overflowing its reference element\n // To avoid this problem, we provide two options (x and y), which allow\n // the consumer to define the offset origin.\n // If we position a popper on top of a reference element, we can set\n // `x` to `top` to make the popper grow towards its top instead of\n // its bottom.\n var left = void 0,\n   top = void 0;\n if (sideA === 'bottom') {\n   // when offsetParent is <html> the positioning is relative to the bottom of the screen (excluding the scrollbar)\n   // and not the bottom of the html element\n   if (offsetParent.nodeName === 'HTML') {\n   top = -offsetParent.clientHeight + offsets.bottom;\n   } else {\n   top = -offsetParentRect.height + offsets.bottom;\n   }\n } else {\n   top = offsets.top;\n }\n if (sideB === 'right') {\n   if (offsetParent.nodeName === 'HTML') {\n   left = -offsetParent.clientWidth + offsets.right;\n   } else {\n   left = -offsetParentRect.width + offsets.right;\n   }\n } else {\n   left = offsets.left;\n }\n if (gpuAcceleration && prefixedProperty) {\n   styles[prefixedProperty] = 'translate3d(' + left + 'px, ' + top + 'px, 0)';\n   styles[sideA] = 0;\n   styles[sideB] = 0;\n   styles.willChange = 'transform';\n } else {\n   // othwerise, we use the standard `top`, `left`, `bottom` and `right` properties\n   var invertTop = sideA === 'bottom' ? -1 : 1;\n   var invertLeft = sideB === 'right' ? -1 : 1;\n   styles[sideA] = top * invertTop;\n   styles[sideB] = left * invertLeft;\n   styles.willChange = sideA + ', ' + sideB;\n }\n\n // Attributes\n var attributes = {\n   'x-placement': data.placement\n };\n\n // Update `data` attributes, styles and arrowStyles\n data.attributes = _extends({}, attributes, data.attributes);\n data.styles = _extends({}, styles, data.styles);\n data.arrowStyles = _extends({}, data.offsets.arrow, data.arrowStyles);\n\n return data;\n}\n\n/**\n * Helper used to know if the given modifier depends from another one.
\n * It checks if the needed modifier is listed and enabled.\n * @method\n * @memberof Popper.Utils\n * @param {Array} modifiers - list of modifiers\n * @param {String} requestingName - name of requesting modifier\n * @param {String} requestedName - name of requested modifier\n * @returns {Boolean}\n */\nfunction isModifierRequired(modifiers, requestingName, requestedName) {\n var requesting = find(modifiers, function (_ref) {\n   var name = _ref.name;\n   return name === requestingName;\n });\n\n var isRequired = !!requesting && modifiers.some(function (modifier) {\n   return modifier.name === requestedName && modifier.enabled && modifier.order < requesting.order;\n });\n\n if (!isRequired) {\n   var _requesting = '`' + requestingName + '`';\n   var requested = '`' + requestedName + '`';\n   console.warn(requested + ' modifier is required by ' + _requesting + ' modifier in order to work, be sure to include it before ' + _requesting + '!');\n }\n return isRequired;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction arrow(data, options) {\n var _data$offsets$arrow;\n\n // arrow depends on keepTogether in order to work\n if (!isModifierRequired(data.instance.modifiers, 'arrow', 'keepTogether')) {\n   return data;\n }\n\n var arrowElement = options.element;\n\n // if arrowElement is a string, suppose it's a CSS selector\n if (typeof arrowElement === 'string') {\n   arrowElement = data.instance.popper.querySelector(arrowElement);\n\n   // if arrowElement is not found, don't run the modifier\n   if (!arrowElement) {\n   return data;\n   }\n } else {\n   // if the arrowElement isn't a query selector we must check that the\n   // provided DOM node is child of its popper node\n   if (!data.instance.popper.contains(arrowElement)) {\n   console.warn('WARNING: `arrow.element` must be child of its popper element!');\n   return data;\n   }\n }\n\n var placement = data.placement.split('-')[0];\n var _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var

isVertical = ['left', 'right'].indexOf(placement) !== -1;\n\n var len = isVertical ? 'height' : 'width';\n var sideCapitalized = isVertical ? 'Top' : 'Left';\n var side = sideCapitalized.toLowerCase();\n var altSide = isVertical ? 'left' : 'top';\n var opSide = isVertical ? 'bottom' : 'right';\n var arrowElementSize = getOuterSizes(arrowElement)[len];\n\n //\n // extends keepTogether behavior making sure the popper and its\n // reference have enough pixels in conjunction\n //\n\n // top/left side\n if (reference[opSide] - arrowElementSize < popper[side]) {\n   data.offsets.popper[side] -= popper[side] - (reference[opSide] - arrowElementSize);\n }\n // bottom/right side\n if (reference[side] + arrowElementSize > popper[opSide]) {\n   data.offsets.popper[side] += reference[side] + arrowElementSize - popper[opSide];\n }\n data.offsets.popper = getClientRect(data.offsets.popper);\n\n // compute center of the popper\n var center = reference[side] + reference[len] / 2 - arrowElementSize / 2;\n\n // Compute the sideValue using the updated popper offsets\n // take popper margin in account because we don't have this info available\n var css = getStyleComputedProperty(data.instance.popper);\n var popperMarginSide = parseFloat(css['margin' + sideCapitalized], 10);\n var popperBorderSide = parseFloat(css['border' + sideCapitalized + 'Width'], 10);\n var sideValue = center - data.offsets.popper[side] - popperMarginSide - popperBorderSide;\n\n // prevent arrowElement from being placed not contiguously to its popper\n sideValue = Math.max(Math.min(popper[len] - arrowElementSize, sideValue), 0);\n\n data.arrowElement = arrowElement;\n data.offsets.arrow = (_data$offsets$arrow = {}, defineProperty(_data$offsets$arrow, side, Math.round(sideValue)), defineProperty(_data$offsets$arrow, altSide, ''), _data$offsets$arrow);\n\n return data;\n}\n\n/**\n * Get the opposite placement variation of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement variation\n * @returns {String} flipped placement variation\n */\nfunction getOppositeVariation(variation) {\n if (variation === 'end') {\n   return 'start';\n } else if (variation === 'start') {\n   return 'end';\n }\n return variation;\n}\n\n/**\n * List of accepted placements to use as values of the `placement` option.
\n * Valid placements are:\n * - `auto`\n * - `top`\n * - `right`\n * - `bottom`\n * - `left`\n *\n * Each placement can have a variation from this list:\n * - `-start`\n * - `-end`\n *\n * Variations are interpreted easily if you think of them as the left to right\n * written languages. Horizontally (`top` and `bottom`), `start` is left and `end`\n * is right.
\n * Vertically (`left` and `right`), `start` is top and `end` is bottom.\n *\n * Some valid examples are:\n * - `top-end` (on top of reference, right aligned)\n * - `right-start` (on right of reference, top aligned)\n * - `bottom` (on bottom, centered)\n * - `auto-end` (on the side with more space available, alignment depends by placement)\n *\n * @static\n * @type {Array}\n * @enum {String}\n * @readonly\n * @method placements\n * @memberof Popper\n */\nvar placements = ['auto-start', 'auto', 'auto-end', 'top-start', 'top', 'top-end', 'right-start', 'right', 'right-end', 'bottom-end', 'bottom', 'bottom-start', 'left-end', 'left', 'left-start'];\n\n// Get rid of `auto` `auto-start` and `auto-end`\nvar validPlacements = placements.slice(3);\n\n/**\n * Given an initial placement, returns all the subsequent placements\n * clockwise (or counter-clockwise).\n *\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement - A valid placement (it accepts variations)\n * @argument {Boolean} counter - Set to true to walk the placements counterclockwise\n * @returns {Array} placements including their variations\n */\nfunction clockwise(placement) {\n var counter = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var index = validPlacements.indexOf(placement);\n var arr = validPlacements.slice(index + 1).concat(validPlacements.slice(0, index));\n return counter ? arr.reverse() : arr;\n}\n\nvar BEHAVIORS = {\n FLIP: 'flip',\n CLOCKWISE: 'clockwise',\n COUNTERCLOCKWISE: 'counterclockwise'\n};\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction flip(data, options) {\n // if `inner` modifier is enabled, we can't use the `flip` modifier\n if (isModifierEnabled(data.instance.modifiers, 'inner')) {\n   return data;\n }\n\n if (data.flipped && data.placement === data.originalPlacement) {\n   // seems like flip is trying to loop, probably there's not enough space on any of the flippable sides\n   return data;\n }\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, options.boundariesElement, data.positionFixed);\n\n var placement = data.placement.split('-')[0];\n var placementOpposite = getOppositePlacement(placement);\n var variation = data.placement.split('-')[1] || '';\n\n var flipOrder = [];\n\n

switch (options.behavior) {\n   case BEHAVIORS.FLIP:\n   flipOrder = [placement, placementOpposite];\n break;\n   case BEHAVIORS.CLOCKWISE:\n   flipOrder = clockwise(placement);\n   break;\n   case BEHAVIORS.COUNTERCLOCKWISE:\n   flipOrder = clockwise(placement, true);\n   break;\n   default:\n flipOrder = options.behavior;\n }\n\n flipOrder.forEach(function (step, index) {\n   if (placement !== step || flipOrder.length === index + 1) {\n   return data;\n   }\n\n   placement = data.placement.split('-')[0];\n placementOpposite = getOppositePlacement(placement);\n\n   var popperOffsets = data.offsets.popper;\n   var refOffsets = data.offsets.reference;\n\n   // using floor because the reference offsets may contain decimals we are not going to consider here\n   var floor = Math.floor;\n   var overlapsRef = placement === 'left' && floor(popperOffsets.right) > floor(refOffsets.left) || placement === 'right' && floor(popperOffsets.left) < floor(refOffsets.right) || placement === 'top' && floor(popperOffsets.bottom) > floor(refOffsets.top) || placement === 'bottom' && floor(popperOffsets.top) < floor(refOffsets.bottom);\n\n   var overflowsLeft = floor(popperOffsets.left) < floor(boundaries.left);\n   var overflowsRight = floor(popperOffsets.right) > floor(boundaries.right);\n   var overflowsTop = floor(popperOffsets.top) < floor(boundaries.top);\n   var overflowsBottom = floor(popperOffsets.bottom) > floor(boundaries.bottom);\n\n   var overflowsBoundaries = placement === 'left' && overflowsLeft || placement === 'right' && overflowsRight || placement === 'top' && overflowsTop || placement === 'bottom' && overflowsBottom;\n\n   // flip the variation if required\n   var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n   var flippedVariation = !!options.flipVariations && (isVertical && variation === 'start' && overflowsLeft || isVertical && variation === 'end' && overflowsRight || !isVertical && variation === 'start' && overflowsTop || !isVertical && variation === 'end' && overflowsBottom);\n\n   if (overlapsRef || overflowsBoundaries || flippedVariation) {\n   // this boolean to detect any flip loop\n   data.flipped = true;\n\n   if (overlapsRef || overflowsBoundaries) {\n   placement = flipOrder[index + 1];\n   }\n\n   if (flippedVariation) {\n   variation = getOppositeVariation(variation);\n   }\n\n   data.placement = placement + (variation ? '-' + variation : '');\n\n   // this object contains `position`, we want to preserve it along with\n   // any additional property we may add in the future\n   data.offsets.popper = _extends({}, data.offsets.popper, getPopperOffsets(data.instance.popper, data.offsets.reference, data.placement));\n\n   data = runModifiers(data.instance.modifiers, data, 'flip');\n   }\n });\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction keepTogether(data) {\n var _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var placement = data.placement.split('-')[0];\n var floor = Math.floor;\n var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n var side = isVertical ? 'right' : 'bottom';\n var opSide = isVertical ? 'left' : 'top';\n var measurement = isVertical ? 'width' : 'height';\n\n if (popper[side] < floor(reference[opSide])) {\n   data.offsets.popper[opSide] = floor(reference[opSide]) - popper[measurement];\n }\n if (popper[opSide] > floor(reference[side])) {\n   data.offsets.popper[opSide] = floor(reference[side]);\n }\n\n return data;\n}\n\n/**\n * Converts a string containing value + unit into a px value number\n * @function\n * @memberof {modifiers~offset}\n * @private\n * @argument {String} str - Value + unit string\n * @argument {String} measurement - `height` or `width`\n * @argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @returns {Number|String}\n * Value in pixels, or original string if no values were extracted\n */\nfunction toValue(str, measurement, popperOffsets, referenceOffsets) {\n // separate value from unit\n var split = str.match(/((?:\\-\\\\+)?\\d*\\.?\\d*)(.*)/);\n var value = +split[1];\n var unit = split[2];\n\n // If it's not a number it's an operator, I guess\n if (!value) {\n   return str;\n }\n\n if (unit.indexOf('%') === 0) {\n   var element = void 0;\n   switch (unit) {\n   case '%p':\n   element = popperOffsets;\n   break;\n   case '%':\n   case '%r':\n   default:\n   element = referenceOffsets;\n   }\n\n   var rect = getClientRect(element);\n   return rect[measurement] / 100 * value;\n } else if (unit === 'vh' || unit === 'vw') {\n   // if is a vh or vw, we calculate the size based on the viewport\n   var size = void 0;\n   if (unit === 'vh') {\n   size = Math.max(document.documentElement.clientHeight, window.innerHeight || 0);\n   } else {\n   size = Math.max(document.documentElement.clientWidth, window.innerWidth || 0);\n   }\n   return size / 100 * value;\n

} else {\n   // if is an explicit pixel unit, we get rid of the unit and keep the value\n   // if is an implicit unit, it's px, and we return just the value\n   return value;\n }\n}\n\n/**\n * Parse an `offset` string to extrapolate `x` and `y`\n numeric offsets.\n * @function\n * @memberof {modifiers~offset}\n * @private\n * @argument {String} offset\n * @argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @argument {String} basePlacement\n * @returns {Array} a two cells array with x and y offsets in numbers\n */\nfunction parseOffset(offset, popperOffsets, referenceOffsets, basePlacement) {\n var offsets = [0, 0];\n\n // Use height if placement is left or right and index is 0 otherwise use width\n // in this way the first offset will use an axis and the second one\n // will use the other one\n var useHeight = ['right', 'left'].indexOf(basePlacement) !== -1;\n\n // Split the offset string to obtain a list of values and operands\n // The regex addresses values with the plus or minus sign in front (+10, -20, etc)\n var fragments = offset.split(/(\\+|\\-)/).map(function (frag) {\n   return frag.trim();\n });\n\n // Detect if the offset string contains a pair of values or a single one\n // they could be separated by comma or space\n var divider = fragments.indexOf(find(fragments, function (frag) {\n   return frag.search(/,|\\s/) !== -1;\n }));\n\n if (fragments[divider] && fragments[divider].indexOf(',') === -1) {\n   console.warn('Offsets separated by white space(s) are deprecated, use a comma (,) instead.');\n }\n\n // If divider is found, we divide the list of values and operands to divide\n // them by ofset X and Y.\n var splitRegex = /\\s*,\\s*|\\s+/;\n var ops = divider !== -1 ? [fragments.slice(0, divider).concat([fragments[divider].split(splitRegex)[0]]), [fragments[divider].split(splitRegex)[1]].concat(fragments.slice(divider + 1))] : [fragments];\n\n // Convert the values with units to absolute pixels to allow our computations\n ops = ops.map(function (op, index) {\n   // Most of the units rely on the orientation of the popper\n   var measurement = (index === 1 ? !useHeight : useHeight) ? 'height' : 'width';\n   var mergeWithPrevious = false;\n   return op\n   // This aggregates any `+` or `-` sign that aren't considered operators\n   // e.g.: 10 + +5 => [10, +, +5]\n   .reduce(function (a, b) {\n   if (a[a.length - 1] === '' && ['+', '-'].indexOf(b) !== -1) {\n   a[a.length - 1] = b;\n   mergeWithPrevious = true;\n   return a;\n   } else if (mergeWithPrevious) {\n   a[a.length - 1] += b;\n   mergeWithPrevious = false;\n   return a;\n   } else {\n   return a.concat(b);\n   }\n   }, [])\n   // Here we convert the string values into number values (in px)\n   .map(function (str) {\n   return toValue(str, measurement, popperOffsets, referenceOffsets);\n   });\n });\n\n // Loop trough the offsets arrays and execute the operations\n ops.forEach(function (op, index) {\n   op.forEach(function (frag, index2) {\n   if (isNumeric(frag)) {\n   offsets[index] += frag * (op[index2 - 1] === '-' ? -1 : 1);\n   }\n   });\n });\n return offsets;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @argument {Number|String} options.offset=0\n * The offset value as described in the modifier description\n * @returns {Object} The data object, properly modified\n */\nfunction offset(data, _ref) {\n var offset = _ref.offset;\n var placement = data.placement,\n   _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var basePlacement = placement.split('-')[0];\n\n var offsets = void 0;\n if (isNumeric(+offset)) {\n   offsets = [+offset, 0];\n } else {\n   offsets = parseOffset(offset, popper, reference, basePlacement);\n }\n\n if (basePlacement === 'left') {\n   popper.top += offsets[0];\n   popper.left -= offsets[1];\n } else if (basePlacement === 'right') {\n   popper.top += offsets[0];\n   popper.left += offsets[1];\n } else if (basePlacement === 'top') {\n   popper.left += offsets[0];\n   popper.top -= offsets[1];\n } else if (basePlacement === 'bottom') {\n   popper.left += offsets[0];\n   popper.top += offsets[1];\n }\n\n data.popper = popper;\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction preventOverflow(data, options) {\n var boundariesElement = options.boundariesElement || getOffsetParent(data.instance.popper);\n\n // If offsetParent is the reference element, we really want to\n // go one step up and use the next offsetParent as reference to\n // avoid to make this modifier completely useless and look like broken\n if (data.instance.reference === boundariesElement) {\n   boundariesElement = getOffsetParent(boundariesElement);\n }\n\n // NOTE: DOM access here\n // resets the popper's position so that the document size can be calculated excluding\n // the size of the popper element itself\n var transformProp = getSupportedPropertyName('transform');\n var popperStyles = data.instance.popper.style; // assignment to help

minification\n var top = popperStyles.top,\n   left = popperStyles.left,\n   transform = popperStyles[transformProp];\n\n popperStyles.top = '';\n popperStyles.left = '';\n popperStyles[transformProp] = '';\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, boundariesElement, data.positionFixed);\n\n // NOTE: DOM access here\n // restores the original style properties after the offsets have been computed\n popperStyles.top = top;\n popperStyles.left = left;\n popperStyles[transformProp] = transform;\n\n options.boundaries = boundaries;\n\n var order = options.priority;\n var popper = data.offsets.popper;\n\n var check = {\n   primary: function primary(placement) {\n   var value = popper[placement];\n   if (popper[placement] < boundaries[placement] && !options.escapeWithReference) {\n   value = Math.max(popper[placement], boundaries[placement]);\n   }\n   return defineProperty({}, placement, value);\n   },\n   secondary: function secondary(placement) {\n   var mainSide = placement === 'right' ? 'left' : 'top';\n   var value = popper[mainSide];\n   if (popper[placement] > boundaries[placement] && !options.escapeWithReference) {\n   value = Math.min(popper[mainSide], boundaries[placement] - (placement === 'right' ? popper.width : popper.height));\n   }\n   return defineProperty({}, mainSide, value);\n   }\n };\n\n order.forEach(function (placement) {\n   var side = ['left', 'top'].indexOf(placement) !== -1 ? 'primary' : 'secondary';\n   popper = _extends({}, popper, check[side](placement));\n });\n\n data.offsets.popper = popper;\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction shift(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var shiftvariation = placement.split('-')[1];\n\n // if shift shiftvariation is specified, run the modifier\n if (shiftvariation) {\n   var _data$offsets = data.offsets,\n   reference = _data$offsets.reference,\n   popper = _data$offsets.popper;\n\n   var isVertical = ['bottom', 'top'].indexOf(basePlacement) !== -1;\n   var side = isVertical ? 'left' : 'top';\n   var measurement = isVertical ? 'width' : 'height';\n\n   var shiftOffsets = {\n   start: defineProperty({}, side, reference[side]),\n   end: defineProperty({}, side, reference[side] + reference[measurement] - popper[measurement])\n   };\n\n   data.offsets.popper = _extends({}, popper, shiftOffsets[shiftvariation]);\n }\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction hide(data) {\n if (!isModifierRequired(data.instance.modifiers, 'hide', 'preventOverflow')) {\n   return data;\n }\n\n var refRect = data.offsets.reference;\n var bound = find(data.instance.modifiers, function (modifier) {\n   return modifier.name === 'preventOverflow';\n }).boundaries;\n\n if (refRect.bottom < bound.top || refRect.left > bound.right || refRect.top > bound.bottom || refRect.right < bound.left) {\n   // Avoid unnecessary DOM access if visibility hasn't changed\n   if (data.hide === true) {\n   return data;\n   }\n\n   data.hide = true;\n   data.attributes['x-out-of-boundaries'] = '';\n } else {\n   // Avoid unnecessary DOM access if visibility hasn't changed\n   if (data.hide === false) {\n   return data;\n   }\n\n   data.hide = false;\n   data.attributes['x-out-of-boundaries'] = false;\n }\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction inner(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var isHoriz = ['left', 'right'].indexOf(basePlacement) !== -1;\n\n var subtractLength = ['top', 'left'].indexOf(basePlacement) === -1;\n\n popper[isHoriz ? 'left' : 'top'] = reference[basePlacement] - (subtractLength ? popper[isHoriz ? 'width' : 'height'] : 0);\n\n data.placement = getOppositePlacement(placement);\n data.offsets.popper = getClientRect(popper);\n\n return data;\n}\n\n/**\n * Modifier function, each modifier can have a function of this type assigned\n * to its `fn` property.
\n * These functions will be called on each update, this means that you must\n * make sure they are performant enough to avoid performance bottlenecks.\n *\n * @function ModifierFn\n * @argument {dataObject} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {dataObject} The data object, properly modified\n */\n\n/**\n * Modifiers are plugins used to alter the behavior of your poppers.
\n *

Popper.js uses a set of 9 modifiers to provide all the basic functionalities\n * needed by the library.\n *\n * Usually you don't want to override the `order`, `fn` and `onLoad` props.\n * All the other properties are configurations that could be tweaked.\n * @namespace modifiers\n */\nvar modifiers = {\n /**\n * Modifier used to shift the popper on the start or end of its reference\n * element.
\n * It will read the variation of the `placement` property.
\n * It can be one either `-end` or `-start`.\n * @memberof modifiers\n * @inner\n */\n shift: {\n /** @prop {number} order=100 - Index used to define the order of execution */\n order: 100,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n enabled: true,\n /** @prop {ModifierFn} */\n fn: shift\n },\n\n /**\n * The `offset` modifier can shift your popper on both its axis.\n *\n * It accepts the following units:\n * - `px` or unit-less, interpreted as pixels\n * - `%` or `%r`, percentage relative to the length of the reference element\n * - `%p`, percentage relative to the length of the popper element\n * - `vw`, CSS viewport width unit\n * - `vh`, CSS viewport height unit\n *\n * For length is intended the main axis relative to the placement of the popper.
\n * This means that if the placement is `top` or `bottom`, the length will be the\n * `width`. In case of `left` or `right`, it will be the `height`.\n *\n * You can provide a single value (as `Number` or `String`), or a pair of values\n * as `String` divided by a comma or one (or more) white spaces.
\n * The latter is a deprecated method because it leads to confusion and will be\n * removed in v2.
\n * Additionally, it accepts additions and subtractions between different units.\n * Note that multiplications and divisions aren't supported.\n *\n * Valid examples are:\n * ```\n * 10\n * '10%'\n * '10, 10'\n * '10%, 10'\n * '10 + 10%'\n * '10 - 5vh + 3%'\n * '-10px + 5vh, 5px - 6%'\n * ```\n * > **NB**: If you desire to apply offsets to your poppers in a way that may make them overlap\n * > with their reference element, unfortunately, you will have to disable the `flip` modifier.\n * > You can read more on this at this [issue](https://github.com/FezVrasta/popper.js/issues/373).\n *\n * @memberof modifiers\n * @inner\n */\n offset: {\n /** @prop {number} order=200 - Index used to define the order of execution */\n order: 200,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n enabled: true,\n /** @prop {ModifierFn} */\n fn: offset,\n /** @prop {Number|String} offset=0\n * The offset value as described in the modifier description\n */\n offset: 0\n },\n\n /**\n * Modifier used to prevent the popper from being positioned outside the boundary.\n *\n * A scenario exists where the reference itself is not within the boundaries.
\n * We can say it has \"escaped the boundaries\" — or just \"escaped\".
\n * In this case we need to decide whether the popper should either:\n *\n * - detach from the reference and remain \"trapped\" in the boundaries, or\n * - if it should ignore the boundary and \"escape with its reference\"\n *\n * When `escapeWithReference` is set to`true` and reference is completely\n * outside its boundaries, the popper will overflow (or completely leave)\n * the boundaries in order to remain attached to the edge of the reference.\n *\n * @memberof modifiers\n * @inner\n */\n preventOverflow: {\n /** @prop {number} order=300 - Index used to define the order of execution */\n order: 300,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n enabled: true,\n /** @prop {ModifierFn} */\n fn: preventOverflow,\n /**\n * @prop {Array} [priority=['left','right','top','bottom']]\n * Popper will try to prevent overflow following these priorities by default,\n * then, it could overflow on the left and on top of the `boundariesElement`\n */\n priority: ['left', 'right', 'top', 'bottom'],\n /**\n * @prop {number} padding=5\n * Amount of pixel used to define a minimum distance between the boundaries\n * and the popper. This makes sure the popper always has a little padding\n * between the edges of its container\n */\n padding: 5,\n /**\n * @prop {String|HTMLElement} boundariesElement='scrollParent'\n * Boundaries used by the modifier. Can be `scrollParent`, `window`,\n * `viewport` or any DOM element.\n */\n boundariesElement: 'scrollParent'\n },\n\n /**\n * Modifier used to make sure the reference and its popper stay near each other\n * without leaving any gap between the two. Especially useful when the arrow is\n * enabled and you want to ensure that it points to its reference element.\n * It cares only about the first axis. You can still have poppers with margin\n * between the popper and its reference element.\n * @memberof modifiers\n * @inner\n */\n keepTogether: {\n /** @prop {number} order=400 - Index used to define the order of execution */\n order: 400,\n /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n enabled: true,\n /** @prop {ModifierFn} */\n fn: keepTogether\n },\n\n /**\n * This modifier is used to move the `arrowElement` of the popper to make\n * sure it is positioned between the

reference element and its popper element.\n * It will read the outer size of the `arrowElement` node to detect how many\n * pixels of conjunction are needed.\n *\n * It has no effect if no `arrowElement` is provided.\n * @memberof modifiers\n * @inner\n */\n arrow: {\n   /** @prop {number} order=500 - Index used to define the order of execution */\n   order: 500,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: arrow,\n   /** @prop {String|HTMLElement} element='[x-arrow]' - Selector or node used as arrow */\n   element: '[x-arrow]'\n },\n\n /**\n * Modifier used to flip the popper's placement when it starts to overlap its\n * reference element.\n *\n * Requires the `preventOverflow` modifier before it in order to work.\n *\n * **NOTE:** this modifier will interrupt the current update cycle and will\n * restart it if it detects the need to flip the placement.\n * @memberof modifiers\n * @inner\n */\n flip: {\n   /** @prop {number} order=600 - Index used to define the order of execution */\n   order: 600,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: flip,\n   /**\n   * @prop {String|Array} behavior='flip'\n   * The behavior used to change the popper's placement. It can be one of\n   * `flip`, `clockwise`, `counterclockwise` or an array with a list of valid\n   * placements (with optional variations)\n   */\n   behavior: 'flip',\n   /**\n   * @prop {number} padding=5\n   * The popper will flip if it hits the edges of the `boundariesElement`\n   */\n   padding: 5,\n   /**\n   * @prop {String|HTMLElement} boundariesElement='viewport'\n   * The element which will define the boundaries of the popper position.\n   * The popper will never be placed outside of the defined boundaries\n   * (except if `keepTogether` is enabled)\n   */\n   boundariesElement: 'viewport'\n },\n\n /**\n * Modifier used to make the popper flow toward the inner of the reference element.\n * By default, when this modifier is disabled, the popper will be placed outside\n * the reference element.\n * @memberof modifiers\n * @inner\n */\n inner: {\n   /** @prop {number} order=700 - Index used to define the order of execution */\n   order: 700,\n   /** @prop {Boolean} enabled=false - Whether the modifier is enabled or not */\n   enabled: false,\n   /** @prop {ModifierFn} */\n   fn: inner\n },\n\n /**\n * Modifier used to hide the popper when its reference element is outside of the\n * popper boundaries. It will set a `x-out-of-boundaries` attribute which can\n * be used to hide with a CSS selector the popper when its reference is\n * out of boundaries.\n *\n * Requires the `preventOverflow` modifier before it in order to work.\n * @memberof modifiers\n * @inner\n */\n hide: {\n   /** @prop {number} order=800 - Index used to define the order of execution */\n   order: 800,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: hide\n },\n\n /**\n * Computes the style that will be applied to the popper element to gets\n * properly positioned.\n *\n * Note that this modifier will not touch the DOM, it just prepares the styles\n * so that `applyStyle` modifier can apply it. This separation is useful\n * in case you need to replace `applyStyle` with a custom implementation.\n *\n * This modifier has `850` as `order` value to maintain backward compatibility\n * with previous versions of Popper.js. Expect the modifiers ordering method\n * to change in future major versions of the library.\n *\n * @memberof modifiers\n * @inner\n */\n computeStyle: {\n   /** @prop {number} order=850 - Index used to define the order of execution */\n   order: 850,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: computeStyle,\n   /**\n   * @prop {Boolean} gpuAcceleration=true\n   * If true, it uses the CSS 3D transformation to position the popper.\n   * Otherwise, it will use the `top` and `left` properties\n   */\n   gpuAcceleration: true,\n   /**\n   * @prop {string} [x='bottom']\n   * Where to anchor the X axis (`bottom` or `top`). AKA X offset origin.\n   * Change this if your popper should grow in a direction different from `bottom`\n   */\n   x: 'bottom',\n   /**\n   * @prop {string} [x='left']\n   * Where to anchor the Y axis (`left` or `right`). AKA Y offset origin.\n   * Change this if your popper should grow in a direction different from `right`\n   */\n   y: 'right'\n },\n\n /**\n * Applies the computed styles to the popper element.\n *\n * All the DOM manipulations are limited to this modifier. This is useful in case\n * you want to integrate Popper.js inside a framework or view library and you\n * want to delegate all the DOM manipulations to it.\n *\n * Note that if you disable this modifier, you must make sure the popper element\n * has its position set to `absolute` before Popper.js can do its work!\n *\n * Just disable this modifier and define your own to achieve the desired effect.\n *\n * @memberof modifiers\n * @inner\n */\n applyStyle: {\n   /** @prop {number} order=900 - Index used to define the order of execution */\n   order: 900,\n

/** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: applyStyle,\n   /** @prop {Function} */\n   onLoad: applyStyleOnLoad,\n   /**\n   * @deprecated since version 1.10.0, the property moved to `computeStyle` modifier\n   * @prop {Boolean} gpuAcceleration=true\n   * If true, it uses the CSS 3D transformation to position the popper.\n   * Otherwise, it will use the `top` and `left` properties\n   */\n   gpuAcceleration: undefined\n   }\n};\n\n/**\n * The `dataObject` is an object containing all the information used by Popper.js.\n * This object is passed to modifiers and to the `onCreate` and `onUpdate` callbacks.\n * @name dataObject\n * @property {Object} data.instance The Popper.js instance\n * @property {String} data.placement Placement applied to popper\n * @property {String} data.originalPlacement Placement originally defined on init\n * @property {Boolean} data.flipped True if popper has been flipped by flip modifier\n * @property {Boolean} data.hide True if the reference element is out of boundaries, useful to know when to hide the popper\n * @property {HTMLElement} data.arrowElement Node used as arrow by arrow modifier\n * @property {Object} data.styles Any CSS property defined here will be applied to the popper. It expects the JavaScript nomenclature (eg. `marginBottom`)\n * @property {Object} data.arrowStyles Any CSS property defined here will be applied to the popper arrow. It expects the JavaScript nomenclature (eg. `marginBottom`)\n * @property {Object} data.boundaries Offsets of the popper boundaries\n * @property {Object} data.offsets The measurements of popper, reference and arrow elements\n * @property {Object} data.offsets.popper `top`, `left`, `width`, `height` values\n * @property {Object} data.offsets.reference `top`, `left`, `width`, `height` values\n * @property {Object} data.offsets.arrow] `top` and `left` offsets, only one of them will be different from 0\n */\n\n/**\n * Default options provided to Popper.js constructor.
\n * These can be overridden using the `options` argument of Popper.js.
\n * To override an option, simply pass an object with the same\n * structure of the `options` object, as the 3rd argument. For example:\n * ```\n * new Popper(ref, pop, {\n *   modifiers: {\n *   preventOverflow: { enabled: false }\n *   }\n * })\n * ```\n * @type {Object}\n * @static\n * @memberof Popper\n */\nvar Defaults = {\n /**\n   * Popper's placement.\n   * @prop {Popper.placements} placement='bottom'\n   */\n placement: 'bottom',\n\n /**\n   * Set this to true if you want popper to position it self in 'fixed' mode\n   * @prop {Boolean} positionFixed=false\n   */\n positionFixed: false,\n\n /**\n   * Whether events (resize, scroll) are initially enabled.\n   * @prop {Boolean} eventsEnabled=true\n   */\n eventsEnabled: true,\n\n /**\n   * Set to true if you want to automatically remove the popper when\n   * you call the `destroy` method.\n   * @prop {Boolean} removeOnDestroy=false\n   */\n removeOnDestroy: false,\n\n /**\n   * Callback called when the popper is created.
\n   * By default, it is set to no-op.
\n   * Access Popper.js instance with `data.instance`.\n   * @prop {onCreate}\n   */\n onCreate: function onCreate() {},\n\n /**\n   * Callback called when the popper is updated. This callback is not called\n   * on the initialization/creation of the popper, but only on subsequent\n   * updates.
\n   * By default, it is set to no-op.
\n   * Access Popper.js instance with `data.instance`.\n   * @prop {onUpdate}\n   */\n onUpdate: function onUpdate() {},\n\n /**\n   * List of modifiers used to modify the offsets before they are applied to the popper.\n   * They provide most of the functionalities of Popper.js.\n   * @prop {modifiers}\n   */\n modifiers: modifiers\n};\n\n/**\n * @callback onCreate\n * @param {dataObject} data\n */\n\n/**\n * @callback onUpdate\n * @param {dataObject} data\n */\n\n// Utils\n// Methods\nvar Popper = function () {\n /**\n   * Creates a new Popper.js instance.\n   * @class Popper\n   * @param {HTMLElement|referenceObject} reference - The reference element used to position the popper\n   * @param {HTMLElement} popper - The HTML element used as the popper\n   * @param {Object} options - Your custom options to override the ones defined in [Defaults](#defaults)\n   * @return {Object} instance - The generated Popper.js instance\n   */\n function Popper(reference, popper) {\n   var _this = this;\n\n   var options = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n   classCallCheck(this, Popper);\n\n   this.scheduleUpdate = function () {\n   return requestAnimationFrame(_this.update);\n   };\n\n   // make update() debounced, so that it only runs at most once-per-tick\n   this.update = debounce(this.update.bind(this));\n\n   // with {} we create a new object with the options inside it\n   this.options = _extends({}, Popper.Defaults, options);\n\n   // init state\n   this.state = {\n   isDestroyed: false,\n   isCreated: false,\n   scrollParents: []\n   };\n\n   // get reference and popper elements (allow jQuery wrappers)\n   this.reference = reference && reference.jquery ? reference[0] : reference;\n   this.popper = popper && popper.jquery ? popper[0] : popper;\n\n   // Deep merge

modifiers options\n   this.options.modifiers = {};\n   Object.keys(_extends({}, Popper.Defaults.modifiers, options.modifiers)).forEach(function (name) {\n   _this.options.modifiers[name] = _extends({}, Popper.Defaults.modifiers[name] || {}, options.modifiers ? options.modifiers[name] : {});\n   });\n\n   // Refactoring modifiers' list (Object => Array)\n   this.modifiers = Object.keys(this.options.modifiers).map(function (name) {\n   return _extends({\n   name: name\n   }, _this.options.modifiers[name]);\n   })\n   // sort the modifiers by order\n   .sort(function (a, b) {\n   return a.order - b.order;\n   });\n\n   // modifiers have the ability to execute arbitrary code when Popper.js get inited\n   // such code is executed in the same order of its modifier\n   // they could add new properties to their options configuration\n   // BE AWARE: don't add options to `options.modifiers.name` but to `modifierOptions`!\n   this.modifiers.forEach(function (modifierOptions) {\n   if (modifierOptions.enabled && isFunction(modifierOptions.onLoad)) {\n   modifierOptions.onLoad(_this.reference, _this.popper, _this.options, modifierOptions, _this.state);\n   }\n   });\n\n   // fire the first update to position the popper in the right place\n   this.update();\n\n   var eventsEnabled = this.options.eventsEnabled;\n   if (eventsEnabled) {\n   // setup event listeners, they will take care of update the position in specific situations\n   this.enableEventListeners();\n   }\n\n   this.state.eventsEnabled = eventsEnabled;\n }\n\n // We can't use class properties because they don't get listed in the\n // class prototype and break stuff like Sinon stubs\n\n\n createClass(Popper, [{\n   key: 'update',\n   value: function update$$1() {\n   return update.call(this);\n   }\n }, {\n   key: 'destroy',\n   value: function destroy$$1() {\n   return destroy.call(this);\n   }\n }, {\n   key: 'enableEventListeners',\n   value: function enableEventListeners$$1() {\n   return enableEventListeners.call(this);\n   }\n }, {\n   key: 'disableEventListeners',\n   value: function disableEventListeners$$1() {\n   return disableEventListeners.call(this);\n   }\n\n   /**\n   * Schedules an update. It will run on the next UI update available.\n   * @method scheduleUpdate\n   * @memberof Popper\n   */\n\n\n   /**\n   * Collection of utilities useful when writing custom modifiers.\n   * Starting from version 1.7,\n   * this method is available only if you\n   * include `popper-utils.js` before `popper.js`.\n   *\n   * **DEPRECATION**: This way to access PopperUtils is deprecated\n   * and will be removed in v2! Use the\n   * PopperUtils module directly instead.\n   * Due to the high instability of the methods contained in Utils, we can't\n   * guarantee them to follow semver. Use them at your own risk!\n   * @static\n   * @private\n   * @type {Object}\n   * @deprecated since version 1.8\n   * @member Utils\n   * @memberof Popper\n   */\n\n }]);\n return Popper;\n}();\n\n/**\n * The `referenceObject` is an object that provides an interface compatible with Popper.js\n * and lets you use it as replacement of a real DOM node.
\n * You can use this method to position a popper relatively to a set of coordinates\n * in case you don't have a DOM node to use as reference.\n *\n * ```\n * new Popper(referenceObject, popperNode);\n * ```\n *\n * NB: This feature isn't supported in Internet Explorer 10.\n * @name referenceObject\n * @property {Function} data.getBoundingClientRect\n * A function that returns a set of coordinates compatible with the native `getBoundingClientRect` method.\n * @property {number} data.clientWidth\n * An ES6 getter that will return the width of the virtual reference element.\n * @property {number} data.clientHeight\n * An ES6 getter that will return the height of the virtual reference element.\n */\n\n\nPopper.Utils = (typeof window !== 'undefined' ? window : global).PopperUtils;\nPopper.placements = placements;\nPopper.Defaults = Defaults;\n\nexport default Popper;\n//# sourceMappingURL=popper.js.map\n","\"use strict\";\n\nvar isValue = require(\"./is-value\");\n\nvar forEach = Array.prototype.forEach, create = Object.create;\n\nvar process = function (src, obj) {\n\tvar key;\n\tfor (key in src) obj[key] = src[key];\n};\n\n// eslint-disable-next-line no-unused-vars\nmodule.exports = function (opts1 /*, …options*/) {\n\tvar result = create(null);\n\tforEach.call(arguments, function (options) {\n\t\tif (!isValue(options)) return;\n\t\tprocess(Object(options), result);\n\t});\n\treturn result;\n};\n","/** Used to detect hot functions by number of calls within a span of milliseconds. */\nvar HOT_COUNT = 800,\n   HOT_SPAN = 16;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeNow = Date.now;\n\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or more times in `HOT_SPAN`\n * milliseconds.\n *\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\nfunction shortOut(func) {\n var count = 0,\n   lastCalled = 0;\n\n return function() {\n   var stamp = nativeNow(),\n   remaining = HOT_SPAN -

(stamp - lastCalled);\n\n   lastCalled = stamp;\n   if (remaining > 0) {\n   if (++count >= HOT_COUNT) {\n   return arguments[0];\n   }\n   } else {\n   count = 0;\n   }\n   return func.apply(undefined, arguments);\n };\n}\n\nmodule.exports = shortOut;\n","var isSymbol = require('./isSymbol');\n\n/** Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/**\n * Converts `value` to a string key if it's not a string or symbol.\n *\n * @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol} Returns the key.\n */\nfunction toKey(value) {\n if (typeof value == 'string' || isSymbol(value)) {\n   return value;\n }\n var result = (value + '');\n return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;\n}\n\nmodule.exports = toKey;\n","'use strict';\n\nvar assign   = require('es5-ext/object/assign')\n , normalizeOpts = require('es5-ext/object/normalize-options')\n , isCallable   = require('es5-ext/object/is-callable')\n , contains   = require('es5-ext/string/#/contains')\n\n , d;\n\nd = module.exports = function (dscr, value/*, options*/) {\n\tvar c, e, w, options, desc;\n\tif ((arguments.length < 2) || (typeof dscr !== 'string')) {\n\t\toptions = value;\n\t\tvalue = dscr;\n\t\tdscr = null;\n\t} else {\n\t\toptions = arguments[2];\n\t}\n\tif (dscr == null) {\n\t\tc = w = true;\n\t\te = false;\n\t} else {\n\t\tc = contains.call(dscr, 'c');\n\t\te = contains.call(dscr, 'e');\n\t\tw = contains.call(dscr, 'w');\n\t}\n\n\tdesc = { value: value, configurable: c, enumerable: e, writable: w };\n\treturn !options ? desc : assign(normalizeOpts(options), desc);\n};\n\nd.gs = function (dscr, get, set/*, options*/) {\n\tvar c, e, options, desc;\n\tif (typeof dscr !== 'string') {\n\t\toptions = set;\n\t\tset = get;\n\t\tget = dscr;\n\t\tdscr = null;\n\t} else {\n\t\toptions = arguments[3];\n\t}\n\tif (get == null) {\n\t\tget = undefined;\n\t} else if (!isCallable(get)) {\n\t\toptions = get;\n\t\tget = set = undefined;\n\t} else if (set == null) {\n\t\tset = undefined;\n\t} else if (!isCallable(set)) {\n\t\toptions = set;\n\t\tset = undefined;\n\t}\n\tif (dscr == null) {\n\t\tc = true;\n\t\te = false;\n\t} else {\n\t\tc = contains.call(dscr, 'c');\n\t\te = contains.call(dscr, 'e');\n\t}\n\n\tdesc = { get: get, set: set, configurable: c, enumerable: e };\n\treturn !options ? desc : assign(normalizeOpts(options), desc);\n};\n","module.exports = function (it, Constructor, name, forbiddenField) {\n if (!(it instanceof Constructor) || (forbiddenField !== undefined && forbiddenField in it)) {\n   throw TypeError(name + ': incorrect invocation!');\n } return it;\n};\n","var isArray = require('./isArray'),\n   isSymbol = require('./isSymbol');\n\n/** Used to match property names within property paths. */\nvar reIsDeepProp = /\\.|\\[(?:[^[\\]]*|([\"'])(?:(?!\\1)[^\\\\]|\\\\.)*?\\1)\\]/,\n   reIsPlainProp = /^\\w*$/;\n\n/**\n * Checks if `value` is a property name and not a property path.\n *\n * @private\n * @param {*} value The value to check.\n * @param {Object} [object] The object to query keys on.\n * @returns {boolean} Returns `true` if `value` is a property name, else `false`.\n */\nfunction isKey(value, object) {\n if (isArray(value)) {\n   return false;\n }\n var type = typeof value;\n if (type == 'number' || type == 'symbol' || type == 'boolean' ||\n   value == null || isSymbol(value)) {\n   return true;\n }\n return reIsPlainProp.test(value) ||\n   !reIsDeepProp.test(value) ||\n   (object != null && value in Object(object));\n}\n\nmodule.exports = isKey;\n","\"use strict\";\n\nvar keys = require(\"../keys\")\n , value = require(\"../valid-value\")\n , max   = Math.max;\n\nmodule.exports = function (dest, src /*, …srcn*/) {\n\tvar error, i, length = max(arguments.length, 2),\n\t\tassign;\n\tdest = Object(value(dest));\n\tassign = function (key) {\n\t\ttry {\n\t\t\tdest[key] = src[key];\n\t\t} catch (e) {\n\t\t\tif (!error) error = e;\n\t\t}\n\t};\n\tfor (i = 1; i < length; ++i) {\n\t\tsrc = arguments[i];\n\t\tkeys(src).forEach(assign);\n\t}\n\tif (error !== undefined) throw error;\n\treturn dest;\n};\n","// 19.1.3.1 Object.assign(target, source)\nvar $export = require('./_export');\n\n$export($export.S + $export.F, 'Object', { assign: require('./_object-assign') });\n","\"use strict\";\n\nvar indexOf = String.prototype.indexOf;\n\nmodule.exports = function (searchString/*, position*/) {\n\treturn indexOf.call(this, searchString, arguments[1]) > -1;\n};\n","\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")()\n\t? String.prototype.contains\n\t: require(\"./shim\");\n","var baseProperty = require('./_baseProperty'),\n   basePropertyDeep = require('./_basePropertyDeep'),\n   isKey = require('./_isKey'),\n   toKey = require('./_toKey');\n\n/**\n * Creates a function that returns the value at `path` of a given object.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n * @example\n *\n * var objects = [\n *   { 'a': { 'b': 2 } },\n *   { 'a': { 'b': 1 } }\n *];\n *\n * _.map(objects, _.property('a.b'));\n * // => [2, 1]\n *\n * _.map(_.sortBy(objects, _.property(['a', 'b'])), 'a.b');\n * // => [1, 2]\n */\nfunction property(path) {\n return isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);\n}\n\nmodule.exports = property;\n","var

document = require('./_global').document;\nmodule.exports = document && document.documentElement;\n","// This file is imported into lib/wc client bundles.\n\nif (typeof window !== 'undefined') {\n var i\n if ((i = window.document.currentScript) && (i = i.src.match(/(.+\\/)[^/]+\\.js(\\?.*)?$/))) {\n   __webpack_public_path__ = i[1] // eslint-disable-line\n }\n}\n\n\n// Indicate to webpack that this file can be concatenated\nexport default null\n","/*!\n * vue-i18n v8.4.0 \n * (c) 2018 kazuya kawaguchi\n * Released under the MIT License.\n */\n/* */\n\n/**\n * utilities\n */\n\nfunction warn (msg, err) {\n if (typeof console !== 'undefined') {\n   console.warn('[vue-i18n] ' + msg);\n   /* istanbul ignore if */\n   if (err) {\n   console.warn(err.stack);\n   }\n }\n}\n\nfunction isObject (obj) {\n return obj !== null && typeof obj === 'object'\n}\n\nvar toString = Object.prototype.toString;\nvar OBJECT_STRING = '[object Object]';\nfunction isPlainObject (obj) {\n return toString.call(obj) === OBJECT_STRING\n}\n\nfunction isNull (val) {\n return val === null || val === undefined\n}\n\nfunction parseArgs () {\n var args = [], len = arguments.length;\n while (len--) args[len] = arguments[len];\n\n var locale = null;\n var params = null;\n if (args.length === 1) {\n   if (isObject(args[0]) || Array.isArray(args[0])) {\n   params = args[0];\n   } else if (typeof args[0] === 'string') {\n   locale = args[0];\n   }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   locale = args[0];\n   }\n   /* istanbul ignore if */\n   if (isObject(args[1]) || Array.isArray(args[1])) {\n   params = args[1];\n   }\n }\n\n return { locale: locale, params: params }\n}\n\nfunction looseClone (obj) {\n return JSON.parse(JSON.stringify(obj))\n}\n\nfunction remove (arr, item) {\n if (arr.length) {\n   var index = arr.indexOf(item);\n   if (index > -1) {\n   return arr.splice(index, 1)\n   }\n }\n}\n\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nfunction hasOwn (obj, key) {\n return hasOwnProperty.call(obj, key)\n}\n\nfunction merge (target) {\n var arguments$1 = arguments;\n\n var output = Object(target);\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments$1[i];\n   if (source !== undefined && source !== null) {\n   var key = (void 0);\n   for (key in source) {\n   if (hasOwn(source, key)) {\n   if (isObject(source[key])) {\n   output[key] = merge(output[key], source[key]);\n   } else {\n   output[key] = source[key];\n   }\n   }\n   }\n   }\n }\n return output\n}\n\nfunction looseEqual (a, b) {\n if (a === b) { return true }\n var isObjectA = isObject(a);\n var isObjectB = isObject(b);\n if (isObjectA && isObjectB) {\n   try {\n   var isArrayA = Array.isArray(a);\n   var isArrayB = Array.isArray(b);\n   if (isArrayA && isArrayB) {\n   return a.length === b.length && a.every(function (e, i) {\n   return looseEqual(e, b[i])\n   })\n   } else if (!isArrayA && !isArrayB) {\n   var keysA = Object.keys(a);\n   var keysB = Object.keys(b);\n   return keysA.length === keysB.length && keysA.every(function (key) {\n   return looseEqual(a[key], b[key])\n   })\n   } else {\n   /* istanbul ignore next */\n   return false\n   }\n   } catch (e) {\n   /* istanbul ignore next */\n   return false\n   }\n } else if (!isObjectA && !isObjectB) {\n   return String(a) === String(b)\n } else {\n   return false\n }\n}\n\nvar canUseDateTimeFormat =\n typeof Intl !== 'undefined' && typeof Intl.DateTimeFormat !== 'undefined';\n\nvar canUseNumberFormat =\n typeof Intl !== 'undefined' && typeof Intl.NumberFormat !== 'undefined';\n\n/* */\n\nfunction extend (Vue) {\n if (!Vue.prototype.hasOwnProperty('$i18n')) {\n   // $FlowFixMe\n   Object.defineProperty(Vue.prototype, '$i18n', {\n   get: function get () { return this._i18n }\n   });\n }\n\n Vue.prototype.$t = function (key) {\n   var values = [], len = arguments.length - 1;\n   while (len-- > 0) values[len] = arguments[len + 1];\n\n   var i18n = this.$i18n;\n   return i18n._t.apply(i18n, [key, i18n.locale, i18n._getMessages(), this].concat(values))\n };\n\n Vue.prototype.$tc = function (key, choice) {\n   var values = [], len = arguments.length - 2;\n   while (len-- > 0) values[len] = arguments[len + 2];\n\n   var i18n = this.$i18n;\n   return i18n._tc.apply(i18n, [key, i18n.locale, i18n._getMessages(), this, choice].concat(values))\n };\n\n Vue.prototype.$te = function (key, locale) {\n   var i18n = this.$i18n;\n   return i18n._te(key, i18n.locale, i18n._getMessages(), locale)\n };\n\n Vue.prototype.$d = function (value) {\n   var ref;\n\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n   return (ref = this.$i18n).d.apply(ref, [value].concat(args))\n };\n\n Vue.prototype.$n = function (value) {\n   var ref;\n\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n   return (ref = this.$i18n).n.apply(ref, [value].concat(args))\n };\n}\n\n/* */\n\nvar mixin = {\n beforeCreate: function beforeCreate () {\n   var options = this.$options;\n   options.i18n = options.i18n || (options.__i18n ? {} : null);\n\n   if (options.i18n) {\n   if (options.i18n instanceof VueI18n) {\n   // init locale

messages via custom blocks\n   if (options.__i18n) {\n   try {\n   var localeMessages = {};\n   options.__i18n.forEach(function (resource) {\n   localeMessages = merge(localeMessages, JSON.parse(resource));\n   });\n   Object.keys(localeMessages).forEach(function (locale) {\n   options.i18n.mergeLocaleMessage(locale, localeMessages[locale]);\n   });\n   } catch (e) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot parse locale messages via custom blocks.\", e);\n   }\n   }\n   }\n   this._i18n = options.i18n;\n   this._i18nWatcher = this._i18n.watchI18nData();\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   } else if (isPlainObject(options.i18n)) {\n   // component local i18n\n   if (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n   options.i18n.root = this.$root;\n   options.i18n.formatter = this.$root.$i18n.formatter;\n   options.i18n.fallbackLocale = this.$root.$i18n.fallbackLocale;\n   options.i18n.silentTranslationWarn = this.$root.$i18n.silentTranslationWarn;\n   }\n\n   // init locale messages via custom blocks\n   if (options.__i18n) {\n   try {\n   var localeMessages$1 = {};\n   options.__i18n.forEach(function (resource) {\n   localeMessages$1 = merge(localeMessages$1, JSON.parse(resource));\n   });\n   options.i18n.messages = localeMessages$1;\n   } catch (e) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot parse locale messages via custom blocks.\", e);\n   }\n   }\n   }\n\n   this._i18n = new VueI18n(options.i18n);\n   this._i18nWatcher = this._i18n.watchI18nData();\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n\n   if (options.i18n.sync === undefined || !!options.i18n.sync) {\n   this._localeWatcher = this.$i18n.watchLocale();\n   }\n   } else {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot be interpreted 'i18n' option.\");\n   }\n   }\n   } else if (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n   // root i18n\n   this._i18n = this.$root.$i18n;\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   } else if (options.parent && options.parent.$i18n && options.parent.$i18n instanceof VueI18n) {\n   // parent i18n\n   this._i18n = options.parent.$i18n;\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   }\n },\n\n beforeDestroy: function beforeDestroy () {\n   if (!this._i18n) { return }\n\n   if (this._subscribing) {\n   this._i18n.unsubscribeDataChanging(this);\n   delete this._subscribing;\n   }\n\n   if (this._i18nWatcher) {\n   this._i18nWatcher();\n   delete this._i18nWatcher;\n   }\n\n   if (this._localeWatcher) {\n   this._localeWatcher();\n   delete this._localeWatcher;\n   }\n\n   this._i18n = null;\n   }\n};\n\n/* */\n\nvar component = {\n name: 'i18n',\n functional: true,\n props: {\n   tag: {\n   type: String,\n   default: 'span'\n   },\n   path: {\n   type: String,\n   required: true\n   },\n   locale: {\n   type: String\n   },\n   places: {\n   type: [Array, Object]\n   }\n },\n render: function render (h, ref) {\n   var props = ref.props;\n   var data = ref.data;\n   var children = ref.children;\n   var parent = ref.parent;\n\n   var i18n = parent.$i18n;\n\n   children = (children || []).filter(function (child) {\n   return child.tag || (child.text = child.text.trim())\n   });\n\n   if (!i18n) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn('Cannot find VueI18n instance!');\n   }\n   return children\n   }\n\n   var path = props.path;\n   var locale = props.locale;\n\n   var params = {};\n   var places = props.places || {};\n\n   var hasPlaces = Array.isArray(places)\n   ? places.length > 0\n   : Object.keys(places).length > 0;\n\n   var everyPlace = children.every(function (child) {\n   if (child.data && child.data.attrs) {\n   var place = child.data.attrs.place;\n   return (typeof place !== 'undefined') && place !== ''\n   }\n   });\n\n   if (process.env.NODE_ENV !== 'production' && hasPlaces && children.length > 0 && !everyPlace) {\n   warn('If places prop is set, all child elements must have place prop set.');\n   }\n\n   if (Array.isArray(places)) {\n   places.forEach(function (el, i) {\n   params[i] = el;\n   });\n   } else {\n   Object.keys(places).forEach(function (key) {\n   params[key] = places[key];\n   });\n   }\n\n   children.forEach(function (child, i) {\n   var key = everyPlace\n   ? (\"\" + (child.data.attrs.place))\n   : (\"\" + i);\n   params[key] = child;\n   });\n\n   return h(props.tag, data, i18n.i(path, locale, params))\n   }\n};\n\n/* */\n\nfunction bind (el, binding, vnode) {\n if (!assert(el, vnode)) { return }\n\n t(el, binding, vnode);\n}\n\nfunction update (el, binding, vnode, oldVNode) {\n if (!assert(el, vnode)) { return }\n\n var i18n = vnode.context.$i18n;\n if (localeEqual(el, vnode) &&\n   (looseEqual(binding.value, binding.oldValue) &&\n   looseEqual(el._localeMessage, i18n.getLocaleMessage(i18n.locale)))) { return }\n\n t(el, binding,

vnode);\n}\n\nfunction unbind (el, binding, vnode, oldVNode) {\n var vm = vnode.context;\n if (!vm) {\n   warn('Vue instance does not exists in VNode context');\n   return\n }\n\n el.textContent = '';\n el._vt = undefined;\n delete el['_vt'];\n el._locale = undefined;\n delete el['_locale'];\n el._localeMessage = undefined;\n delete el['_localeMessage'];\n}\n\nfunction assert (el, vnode) {\n var vm = vnode.context;\n if (!vm) {\n   warn('Vue instance doest not exists in VNode context');\n   return false\n }\n\n if (!vm.$i18n) {\n   warn('VueI18n instance does not exists in Vue instance');\n   return false\n }\n\n return true\n}\n\nfunction localeEqual (el, vnode) {\n var vm = vnode.context;\n return el._locale === vm.$i18n.locale\n}\n\nfunction t (el, binding, vnode) {\n var ref$1, ref$2;\n\n var value = binding.value;\n\n var ref = parseValue(value);\n var path = ref.path;\n var locale = ref.locale;\n var args = ref.args;\n var choice = ref.choice;\n if (!path && !locale && !args) {\n   warn('value type not supported');\n   return\n }\n\n if (!path) {\n   warn('`path` is required in v-t directive');\n   return\n }\n\n var vm = vnode.context;\n if (choice) {\n   el._vt = el.textContent = (ref$1 = vm.$i18n).tc.apply(ref$1, [path, choice].concat(makeParams(locale, args)));\n } else {\n   el._vt = el.textContent = (ref$2 = vm.$i18n).t.apply(ref$2, [path].concat(makeParams(locale, args)));\n }\n el._locale = vm.$i18n.locale;\n el._localeMessage = vm.$i18n.getLocaleMessage(vm.$i18n.locale);\n}\n\nfunction parseValue (value) {\n var path;\n var locale;\n var args;\n var choice;\n\n if (typeof value === 'string') {\n   path = value;\n } else if (isPlainObject(value)) {\n   path = value.path;\n   locale = value.locale;\n   args = value.args;\n   choice = value.choice;\n }\n\n return { path: path, locale: locale, args: args, choice: choice }\n}\n\nfunction makeParams (locale, args) {\n var params = [];\n\n locale && params.push(locale);\n if (args && (Array.isArray(args) || isPlainObject(args))) {\n   params.push(args);\n }\n\n return params\n}\n\nvar Vue;\n\nfunction install (_Vue) {\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' && install.installed && _Vue === Vue) {\n   warn('already installed.');\n   return\n }\n install.installed = true;\n\n Vue = _Vue;\n\n var version = (Vue.version && Number(Vue.version.split('.')[0])) || -1;\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' && version < 2) {\n   warn(("vue-i18n (" + (install.version) + ") need to use Vue 2.0 or later (Vue: " + (Vue.version) + ").")); \n   return\n }\n\n extend(Vue);\n Vue.mixin(mixin);\n Vue.directive('t', { bind: bind, update: update, unbind: unbind });\n Vue.component(component.name, component);\n\n // use simple mergeStrategies to prevent i18n instance lose '__proto__'\n var strats = Vue.config.optionMergeStrategies;\n strats.i18n = function (parentVal, childVal) {\n   return childVal === undefined\n   ? parentVal\n   : childVal\n };\n}\n\n/* */\n\nvar BaseFormatter = function BaseFormatter () {\n this._caches = Object.create(null);\n};\n\nBaseFormatter.prototype.interpolate = function interpolate (message, values) {\n if (!values) {\n   return [message]\n }\n var tokens = this._caches[message];\n if (!tokens) {\n   tokens = parse(message);\n   this._caches[message] = tokens;\n }\n return compile(tokens, values)\n};\n\n\n\nvar RE_TOKEN_LIST_VALUE = /^(?:\\d)+/;\nvar RE_TOKEN_NAMED_VALUE = /^(?:\\w)+/;\n\nfunction parse (format) {\n var tokens = [];\n var position = 0;\n\n var text = '';\n while (position < format.length) {\n   var char = format[position++];\n   if (char === '{') {\n   if (text) {\n   tokens.push({ type: 'text', value: text });\n   }\n\n   text = '';\n   var sub = '';\n   char = format[position++];\n   while (char !== undefined && char !== '}') {\n   sub += char;\n   char = format[position++];\n   }\n   var isClosed = char === '}';\n\n   var type = RE_TOKEN_LIST_VALUE.test(sub)\n   ? 'list'\n   : isClosed &&\n   RE_TOKEN_NAMED_VALUE.test(sub)\n   ? 'named'\n   : 'unknown';\n   tokens.push({ value: sub, type: type });\n   } else if (char === '%') {\n   // when found rails i18n syntax, skip text capture\n   if (format[(position)] !== '{') {\n   text += char;\n   }\n   } else {\n   text += char;\n   }\n }\n\n text && tokens.push({ type: 'text', value: text });\n\n return tokens\n}\n\nfunction compile (tokens, values) {\n var compiled = [];\n var index = 0;\n\n var mode = Array.isArray(values)\n   ? 'list'\n   : isObject(values)\n   ? 'named'\n   : 'unknown';\n if (mode === 'unknown') { return compiled }\n\n while (index < tokens.length) {\n   var token = tokens[index];\n   switch (token.type) {\n   case 'text':\n   compiled.push(token.value);\n   break\n   case 'list':\n   compiled.push(values[parseInt(token.value, 10)]);\n   break\n   case 'named':\n   if (mode === 'named') {\n   compiled.push((values)[token.value]);\n   } else {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(("Type of token '" + (token.type) + "' and format of value '" + mode + "' don't match!"));\n   }\n   }\n   break\n   case 'unknown':\n   if (process.env.NODE_ENV !== 'production')

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{\n      warn(\"Detect 'unknown' type of token!\");\n      }\n      break\n    }\n    index++;\n  }\n\n  return
compiled\n}\n\n/* */\n\n/**\n * Path parser\n * - Inspired:\n *    Vue.js Path parser\n */\n\n// actions\nvar
APPEND = 0;\nvar PUSH = 1;\nvar INC_SUB_PATH_DEPTH = 2;\nvar PUSH_SUB_PATH = 3;\n\n// states\nvar
BEFORE_PATH = 0;\nvar IN_PATH = 1;\nvar BEFORE_IDENT = 2;\nvar IN_IDENT = 3;\nvar IN_SUB_PATH
= 4;\nvar IN_SINGLE_QUOTE = 5;\nvar IN_DOUBLE_QUOTE = 6;\nvar AFTER_PATH = 7;\nvar ERROR =
8;\n\nvar pathStateMachine = [];\n\npathStateMachine[BEFORE_PATH] = {\n  'ws': [BEFORE_PATH],\n  'ident':
[IN_IDENT, APPEND],\n  '[': [IN_SUB_PATH],\n  'eof': [AFTER_PATH]\n};\n\npathStateMachine[IN_PATH] =
{\n  'ws': [IN_PATH],\n  '.': [BEFORE_IDENT],\n  '[': [IN_SUB_PATH],\n  'eof':
[AFTER_PATH]\n};\n\npathStateMachine[BEFORE_IDENT] = {\n  'ws': [BEFORE_IDENT],\n  'ident':
[IN_IDENT, APPEND],\n  '0': [IN_IDENT, APPEND],\n  'number': [IN_IDENT,
APPEND]\n};\n\npathStateMachine[IN_IDENT] = {\n  'ident': [IN_IDENT, APPEND],\n  '0': [IN_IDENT,
APPEND],\n  'number': [IN_IDENT, APPEND],\n  'ws': [IN_PATH, PUSH],\n  '.': [BEFORE_IDENT, PUSH],\n
'[': [IN_SUB_PATH, PUSH],\n  'eof': [AFTER_PATH, PUSH]\n};\n\npathStateMachine[IN_SUB_PATH] = {\n
\"'\": [IN_SINGLE_QUOTE, APPEND],\n  '\"': [IN_DOUBLE_QUOTE, APPEND],\n  '[': [IN_SUB_PATH,
INC_SUB_PATH_DEPTH],\n  ']': [IN_PATH, PUSH_SUB_PATH],\n  'eof': ERROR,\n  'else': [IN_SUB_PATH,
APPEND]\n};\n\npathStateMachine[IN_SINGLE_QUOTE] = {\n  \"'\": [IN_SUB_PATH, APPEND],\n  'eof':
ERROR,\n  'else': [IN_SINGLE_QUOTE, APPEND]\n};\n\npathStateMachine[IN_DOUBLE_QUOTE] = {\n  '\"':
[IN_SUB_PATH, APPEND],\n  'eof': ERROR,\n  'else': [IN_DOUBLE_QUOTE, APPEND]\n};\n\n/**\n * Check if
an expression is a literal value.\n */\n\nvar literalValueRE = /^\\s?(?:true|false|-
?[\\d.]+|'[^']*'|\"[^\"]*\")\\s?$/;\nfunction isLiteral (exp) {\n  return literalValueRE.test(exp)\n}\n\n/**\n * Strip
quotes from a string\n */\n\nfunction stripQuotes (str) {\n  var a = str.charCodeAt(0);\n  var b =
str.charCodeAt(str.length - 1);\n  return a === b && (a === 0x22 || a === 0x27)\n    ? str.slice(1, -1)\n    :
str\n}\n\n/**\n * Determine the type of a character in a keypath.\n */\n\nfunction getPathCharType (ch) {\n  if (ch
=== undefined || ch === null) { return 'eof' }\n\n  var code = ch.charCodeAt(0);\n\n  switch (code) {\n    case 0x5B:
// [\n    case 0x5D: // ]\n    case 0x2E: // .\n    case 0x22: // \"\n    case 0x27: // '\n      return ch\n\n    case 0x5F: // _\n
 case 0x24: // $\n    case 0x2D: // -\n      return 'ident'\n\n    case 0x20: // Space\n    case 0x09: // Tab\n    case 0x0A:
// Newline\n    case 0x0D: // Return\n    case 0xA0:  // No-break space\n    case 0xFEFF:  // Byte Order Mark\n
case 0x2028:  // Line Separator\n    case 0x2029:  // Paragraph Separator\n      return 'ws'\n  }\n\n  return
'ident'\n}\n\n/**\n * Format a subPath, return its plain form if it is\n * a literal string or number. Otherwise prepend
the\n * dynamic indicator (*).\n */\n\nfunction formatSubPath (path) {\n  var trimmed = path.trim();\n  // invalid
leading 0\n  if (path.charAt(0) === '0' && isNaN(path)) { return false }\n\n  return isLiteral(trimmed) ?
stripQuotes(trimmed) : '*' + trimmed\n}\n\n/**\n * Parse a string path into an array of segments\n */\n\nfunction
parse$1 (path) {\n  var keys = [];\n  var index = -1;\n  var mode = BEFORE_PATH;\n  var subPathDepth = 0;\n  var
c;\n  var key;\n  var newChar;\n  var type;\n  var transition;\n  var action;\n  var typeMap;\n  var actions = [];\n\n
actions[PUSH] = function () {\n    if (key !== undefined) {\n      keys.push(key);\n      key = undefined;\n    }\n
};\n\n  actions[APPEND] = function () {\n    if (key === undefined) {\n      key = newChar;\n    } else {\n      key +=
newChar;\n    }\n  };\n\n  actions[INC_SUB_PATH_DEPTH] = function () {\n    actions[APPEND]();\n
subPathDepth++;\n  };\n\n  actions[PUSH_SUB_PATH] = function () {\n    if (subPathDepth > 0) {\n
subPathDepth--;\n      mode = IN_SUB_PATH;\n      actions[APPEND]();\n    } else {\n      subPathDepth = 0;\n
key = formatSubPath(key);\n      if (key === false) {\n        return false\n      } else {\n        actions[PUSH]();\n
}\n    }\n  };\n\n  function maybeUnescapeQuote () {\n    var nextChar = path[index + 1];\n    if ((mode ===
IN_SINGLE_QUOTE && nextChar === \"'\") ||\n      (mode === IN_DOUBLE_QUOTE && nextChar === '\"'))
{\n      index++;\n      newChar = '\\\\' + nextChar;\n      actions[APPEND]();\n      return true\n    }\n  }\n\n  while
(mode !== null) {\n    index++;\n    c = path[index];\n\n    if (c === '\\\\' && maybeUnescapeQuote()) {\n
continue\n    }\n\n    type = getPathCharType(c);\n    typeMap = pathStateMachine[mode];\n    transition =
typeMap[type] || typeMap['else'] || ERROR;\n\n    if (transition === ERROR) {\n      return // parse error\n    }\n\n
mode = transition[0];\n    action = actions[transition[1]];\n    if (action) {\n      newChar = transition[2];\n
newChar = newChar === undefined\n        ? c\n        : newChar;\n      if (action() === false) {\n        return\n      }\n
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}\n\n   if (mode === AFTER_PATH) {\n   return keys\n   }\n }\n}\n\n\n\n\nvar I18nPath = function I18nPath () {\n this._cache = Object.create(null);\n};\n\n/**\n * External parse that check for a cache hit first\n */\nI18nPath.prototype.parsePath = function parsePath (path) {\n var hit = this._cache[path];\n if (!hit) {\n   hit = parse$1(path);\n   if (hit) {\n   this._cache[path] = hit;\n   }\n }\n return hit || []\n};\n\n/**\n * Get path value from path string\n */\nI18nPath.prototype.getPathValue = function getPathValue (obj, path) {\n if (!isObject(obj)) { return null }\n\n var paths = this.parsePath(path);\n if (paths.length === 0) {\n   return null\n } else {\n   var length = paths.length;\n   var last = obj;\n   var i = 0;\n   while (i < length) {\n   var value = last[paths[i]];\n   if (value === undefined) {\n   return null\n   }\n   last = value;\n   i++;\n   }\n\n   return last\n }\n};\n\n/* */\n\n\nvar numberFormatKeys = [\n 'style',\n 'currency',\n 'currencyDisplay',\n 'useGrouping',\n 'minimumIntegerDigits',\n 'minimumFractionDigits',\n 'maximumFractionDigits',\n 'minimumSignificantDigits',\n 'maximumSignificantDigits',\n 'localeMatcher',\n 'formatMatcher'\n];\nvar linkKeyMatcher = /(?:@(?:\\.[a-z]+)?:(?:[\\w\\-_|.]+|\\(([\\w\\-_|.]+|\\)))/g;\nvar linkKeyPrefixMatcher = /^@(?:\\.([a-z]+))?:/;\nvar bracketsMatcher = /[()]/g;\nvar formatters = {\n 'upper': function (str) { return str.toLocaleUpperCase(); },\n 'lower': function (str) { return str.toLocaleLowerCase(); }\n};\n\nvar VueI18n = function VueI18n (options) {\n var this$1 = this;\n if (options === void 0) options = {};\n\n // Auto install if it is not done yet and `window` has `Vue`.\n // To allow users to avoid auto-installation in some cases,\n // this code should be placed here. See #290\n /* istanbul ignore if */\n if (!Vue && typeof window !== 'undefined' && window.Vue) {\n   install(window.Vue);\n }\n\n var locale = options.locale || 'en-US';\n var fallbackLocale = options.fallbackLocale || 'en-US';\n var messages = options.messages || {};\n var dateTimeFormats = options.dateTimeFormats || {};\n var numberFormats = options.numberFormats || {};\n\n this._vm = null;\n this._formatter = options.formatter || new BaseFormatter();\n this._missing = options.missing || null;\n this._root = options.root || null;\n this._sync = options.sync === undefined ? true : !!options.sync;\n this._fallbackRoot = options.fallbackRoot === undefined\n   ? true\n   : !!options.fallbackRoot;\n this._silentTranslationWarn = options.silentTranslationWarn === undefined\n   ? false\n   : !!options.silentTranslationWarn;\n this._dateTimeFormatters = {};\n this._numberFormatters = {};\n this._path = new I18nPath();\n this._dataListeners = [];\n\n this._exist = function (message, key) {\n   if (!message || !key) { return false }\n   return !isNull(this$1._path.getPathValue(message, key))\n };\n\n this._initVM({\n   locale: locale,\n   fallbackLocale: fallbackLocale,\n   messages: messages,\n   dateTimeFormats: dateTimeFormats,\n   numberFormats: numberFormats\n });\n};\n\nvar prototypeAccessors = { vm: { configurable: true },messages: { configurable: true },dateTimeFormats: { configurable: true },numberFormats: { configurable: true },locale: { configurable: true },fallbackLocale: { configurable: true },missing: { configurable: true },formatter: { configurable: true },silentTranslationWarn: { configurable: true } };\n\nVueI18n.prototype._initVM = function _initVM (data) {\n var silent = Vue.config.silent;\n Vue.config.silent = true;\n this._vm = new Vue({ data: data });\n Vue.config.silent = silent;\n};\n\nVueI18n.prototype.subscribeDataChanging = function subscribeDataChanging (vm) {\n this._dataListeners.push(vm);\n};\n\nVueI18n.prototype.unsubscribeDataChanging = function unsubscribeDataChanging (vm) {\n remove(this._dataListeners, vm);\n};\n\nVueI18n.prototype.watchI18nData = function watchI18nData () {\n var self = this;\n return this._vm.$watch('$data', function () {\n   var i = self._dataListeners.length;\n   while (i--) {\n   Vue.nextTick(function () {\n   self._dataListeners[i] && self._dataListeners[i].$forceUpdate();\n   });\n   }\n }, { deep: true })\n};\n\nVueI18n.prototype.watchLocale = function watchLocale () {\n /* istanbul ignore if */\n if (!this._sync || !this._root) { return null }\n var target = this._vm;\n return this._root.$i18n.vm.$watch('locale', function (val) {\n   target.$set(target, 'locale', val);\n   target.$forceUpdate();\n }, { immediate: true })\n};\n\nprototypeAccessors.vm.get = function () { return this._vm };\n\nprototypeAccessors.messages.get = function () { return looseClone(this._getMessages()) };\nprototypeAccessors.dateTimeFormats.get = function () { return looseClone(this._getDateTimeFormats()) };\nprototypeAccessors.numberFormats.get = function () { return looseClone(this._getNumberFormats()) };\nprototypeAccessors.locale.get = function () { return this._vm.locale };\nprototypeAccessors.locale.set = function (locale) {\n this._vm.$set(this._vm, 'locale', locale);\n};\n\nprototypeAccessors.fallbackLocale.get = function () { return this._vm.fallbackLocale };\nprototypeAccessors.fallbackLocale.set = function (locale) {\n this._vm.$set(this._vm, 'fallbackLocale', locale);\n};\n\nprototypeAccessors.missing.get = function () { return

this._missing };\nprototypeAccessors.missing.set = function (handler) { this._missing = handler; };\n\nprototypeAccessors.formatter.get = function () { return this._formatter };\nprototypeAccessors.formatter.set = function (formatter) { this._formatter = formatter; };\n\nprototypeAccessors.silentTranslationWarn.get = function () { return this._silentTranslationWarn };\nprototypeAccessors.silentTranslationWarn.set = function (silent) { this._silentTranslationWarn = silent; };\n\nVueI18n.prototype._getMessages = function _getMessages () { return this._vm.messages };\nVueI18n.prototype._getDateTimeFormats = function _getDateTimeFormats () { return this._vm.dateTimeFormats };\nVueI18n.prototype._getNumberFormats = function _getNumberFormats () { return this._vm.numberFormats };\n\nVueI18n.prototype._warnDefault = function _warnDefault (locale, key, result, vm, values) {\n if (!isNull(result)) { return result }\n if (this._missing) {\n var missingRet = this._missing.apply(null, [locale, key, vm, values]);\n if (typeof missingRet === 'string') {\n return missingRet\n }\n } else {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn(\n \"Cannot translate the value of keypath '\" + key + \"'. \" +\n 'Use the value of keypath as default.'\n);\n }\n }\n return key\n};\n\nVueI18n.prototype._isFallbackRoot = function _isFallbackRoot (val) {\n return !val && !isNull(this._root) && this._fallbackRoot\n};\n\nVueI18n.prototype._interpolate = function _interpolate (\n locale,\n message,\n key,\n host,\n interpolateMode,\n values,\n visitedLinkStack) {\n if (!message) { return null }\n\n var pathRet = this._path.getPathValue(message, key);\n if (Array.isArray(pathRet) || isPlainObject(pathRet)) { return pathRet }\n\n var ret;\n if (isNull(pathRet)) {\n /* istanbul ignore else */\n if (isPlainObject(message)) {\n ret = message[key];\n if (typeof ret !== 'string') {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn((\"Value of key '\" + key + \"' is not a string!\"));\n }\n return null\n }\n } else {\n return null\n }\n } else {\n /* istanbul ignore else */\n if (typeof pathRet === 'string') {\n ret = pathRet;\n } else {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn((\"Value of key '\" + key + \"' is not a string!\"));\n }\n return null\n }\n }\n\n // Check for the existence of links within the translated string\n if (ret.indexOf('@:') >= 0 || ret.indexOf('@.') >= 0) {\n ret = this._link(locale, message, ret, host, interpolateMode, values, visitedLinkStack);\n }\n\n return this._render(ret, interpolateMode, values)\n};\n\nVueI18n.prototype._link = function _link (\n locale,\n message,\n str,\n host,\n interpolateMode,\n values,\n visitedLinkStack) {\n var this$1 = this;\n\n var ret = str;\n\n // Match all the links within the local\n // We are going to replace each of\n // them with its translation\n var matches = ret.match(linkKeyMatcher);\n for (var idx in matches) {\n // ie compatible: filter custom array\n // prototype method\n if (!matches.hasOwnProperty(idx)) {\n continue\n }\n var link = matches[idx];\n var linkKeyPrefixMatches = link.match(linkKeyPrefixMatcher);\n var linkPrefix = linkKeyPrefixMatches[0];\n var formatterName = linkKeyPrefixMatches[1];\n\n // Remove the leading @:, @.case: and the brackets\n var linkPlaceholder = link.replace(linkPrefix, ").replace(bracketsMatcher, ");\n\n if (visitedLinkStack.includes(linkPlaceholder)) {\n if (process.env.NODE_ENV !== 'production') {\n warn((\"Circular reference found. \\\"\" + link + \"\\\" is already visited in the chain of \" + (visitedLinkStack.reverse().join(' <- '))));\n }\n return ret\n }\n visitedLinkStack.push(linkPlaceholder);\n\n // Translate the link\n var translated = this$1._interpolate(\n locale, message, linkPlaceholder, host,\n interpolateMode === 'raw' ? 'string' : interpolateMode,\n interpolateMode === 'raw' ? undefined : values,\n visitedLinkStack\n);\n\n if (this$1._isFallbackRoot(translated)) {\n if (process.env.NODE_ENV !== 'production' && !this$1._silentTranslationWarn) {\n warn((\"Fall back to translate the link placeholder '\" + linkPlaceholder + \"' with root locale.\"));\n }\n /* istanbul ignore if */\n if (!this$1._root) { throw Error('unexpected error') }\n var root = this$1._root.$i18n;\n translated = root._translate(\n root._getMessages(), root.locale,\n root.fallbackLocale,\n linkPlaceholder, host, interpolateMode, values\n);\n }\n translated = this$1._warnDefault(\n locale, linkPlaceholder, translated, host,\n Array.isArray(values) ? values : [values]\n);\n if (formatters.hasOwnProperty(formatterName)) {\n translated = formatters[formatterName](translated);\n }\n\n visitedLinkStack.pop();\n\n // Replace the link with the translated\n ret = !translated ? ret : ret.replace(link, translated);\n }\n\n return ret\n};\n\nVueI18n.prototype._render = function _render (message, interpolateMode, values) {\n var ret = this._formatter.interpolate(message, values);\n // if interpolateMode is

not 'string' ('row'),\n // return the compiled data (e.g. ['foo', VNode, 'bar']) with formatter\n return interpolateMode === 'string' ? ret.join('') : ret\n};\n\nVueI18n.prototype._translate = function _translate (\n messages,\n locale,\n fallback,\n key,\n host,\n interpolateMode,\n args\n) {\n var res =\n this._interpolate(locale, messages[locale], key, host, interpolateMode, args, [key]);\n if (!isNull(res)) { return res }\n\n res = this._interpolate(fallback, messages[fallback], key, host, interpolateMode, args, [key]);\n if (!isNull(res)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Fall back to translate the keypath \'" + key + "\' with \'" + fallback + "\' locale.\"));\n   }\n   return res\n } else {\n   return null\n }\n};\n\nVueI18n.prototype._t = function _t (key, _locale, messages, host) {\n   var ref;\n\n   var values = [], len = arguments.length - 4;\n   while (len-- > 0) values[len] = arguments[len + 4];\n if (!key) { return '' }\n\n var parsedArgs = parseArgs.apply(void 0, values);\n var locale = parsedArgs.locale || _locale;\n\n var ret = this._translate(\n   messages, locale, this.fallbackLocale, key,\n   host, 'string', parsedArgs.params\n);\n if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Fall back to translate the keypath \'" + key + "\' with root locale.\"));\n   }\n   /* istanbul ignore if */\n   if (!this._root) { throw Error('unexpected error') }\n   return (ref = this._root).$t.apply(ref, [key].concat(values))\n } else {\n   return this._warnDefault(locale, key, ret, host, values)\n }\n};\n\nVueI18n.prototype.t = function t (key) {\n   var ref;\n\n   var values = [], len = arguments.length - 1;\n   while (len-- > 0) values[len] = arguments[len + 1];\n return (ref = this)._t.apply(ref, [key, this.locale, this._getMessages(), null].concat(values))\n};\n\nVueI18n.prototype._i = function _i (key, locale, messages, host, values) {\n var ret =\n this._translate(messages, locale, this.fallbackLocale, key, host, 'raw', values);\n if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Fall back to interpolate the keypath \'" + key + "\' with root locale.\"));\n   }\n   if (!this._root) { throw Error('unexpected error') }\n   return this._root.$i18n.i(key, locale, values)\n } else {\n   return this._warnDefault(locale, key, ret, host, [values])\n }\n};\n\nVueI18n.prototype.i = function i (key, locale, values) {\n /* istanbul ignore if */\n if (!key) { return '' }\n\n if (typeof locale !== 'string') {\n   locale = this.locale;\n }\n\n return this._i(key, locale, this._getMessages(), null, values)\n};\n\nVueI18n.prototype._tc = function _tc (\n key,\n _locale,\n messages,\n host,\n choice\n) {\n   var ref;\n\n   var values = [], len = arguments.length - 5;\n   while (len-- > 0) values[len] = arguments[len + 5];\n if (!key) { return '' }\n if (choice === undefined) {\n   choice = 1;\n }\n\n var predefined = { 'count': choice, 'n': choice };\n var parsedArgs = parseArgs.apply(void 0, values);\n parsedArgs.params = Object.assign(predefined, parsedArgs.params);\n values = parsedArgs.locale === null ? [parsedArgs.params] : [parsedArgs.locale, parsedArgs.params];\n return this.fetchChoice((ref = this)._t.apply(ref, [key, _locale, messages, host].concat(values)), choice)\n};\n\nVueI18n.prototype.fetchChoice = function fetchChoice (message, choice) {\n /* istanbul ignore if */\n if (!message && typeof message !== 'string') { return null }\n var choices = message.split('|');\n\n choice = this.getChoiceIndex(choice, choices.length);\n if (!choices[choice]) { return message }\n return choices[choice].trim()\n};\n\n/**\n * @param choice {number} a choice index given by the input to $tc: `$tc('path.to.rule', choiceIndex)`\n * @param choicesLength {number} an overall amount of available choices\n * @returns a final choice index\n*/\nVueI18n.prototype.getChoiceIndex = function getChoiceIndex (choice, choicesLength) {\n choice = Math.abs(choice);\n\n if (choicesLength === 2) {\n   return choice\n   ? choice > 1\n   ? 1\n   : 0\n   : 1\n }\n\n return choice ? Math.min(choice, 2) : 0\n};\n\nVueI18n.prototype.tc = function tc (key, choice) {\n   var ref;\n\n   var values = [], len = arguments.length - 2;\n   while (len-- > 0) values[len] = arguments[len + 2];\n return (ref = this)._tc.apply(ref, [key, this.locale, this._getMessages(), null, choice].concat(values))\n};\n\nVueI18n.prototype._te = function _te (key, locale, messages) {\n   var args = [], len = arguments.length - 3;\n   while (len-- > 0) args[len] = arguments[len + 3];\n var _locale = parseArgs.apply(void 0, args).locale || locale;\n return this._exist(messages[_locale], key)\n};\n\nVueI18n.prototype.te = function te (key, locale) {\n return this._te(key, this.locale, this._getMessages(), locale)\n};\n\nVueI18n.prototype.getLocaleMessage = function getLocaleMessage (locale) {\n return looseClone(this._vm.messages[locale] || {})\n};\n\nVueI18n.prototype.setLocaleMessage = function setLocaleMessage (locale, message) {\n this._vm.$set(this._vm.messages, locale, message);\n};\n\nVueI18n.prototype.mergeLocaleMessage = function mergeLocaleMessage (locale, message) {\n

this._vm.$set(this._vm.messages, locale, merge(this._vm.messages[locale] || { }, message));\n};\n\nVueI18n.prototype.getDateTimeFormat = function getDateTimeFormat (locale) {\n return looseClone(this._vm.dateTimeFormats[locale] || { })\n};\n\nVueI18n.prototype.setDateTimeFormat = function setDateTimeFormat (locale, format) {\n this._vm.$set(this._vm.dateTimeFormats, locale, format);\n};\n\nVueI18n.prototype.mergeDateTimeFormat = function mergeDateTimeFormat (locale, format) {\n this._vm.$set(this._vm.dateTimeFormats, locale, merge(this._vm.dateTimeFormats[locale] || { }, format));\n};\n\nVueI18n.prototype._localizeDateTime = function _localizeDateTime (\n value,\n locale,\n fallback,\n dateTimeFormats,\n key\n) {\n var _locale = locale;\n var formats = dateTimeFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to '\" + fallback + \"' datetime formats from '\" + locale + \"' datetime formats.\"));\n   }\n   _locale = fallback;\n   formats = dateTimeFormats[_locale];\n }\n\n if (isNull(formats) || isNull(formats[key])) {\n   return null\n } else {\n   var format = formats[key];\n   var id = _locale + \"__\" + key;\n   var formatter = this._dateTimeFormatters[id];\n   if (!formatter) {\n   formatter = this._dateTimeFormatters[id] = new Intl.DateTimeFormat(_locale, format);\n   }\n   return formatter.format(value)\n }\n};\n\nVueI18n.prototype._d = function _d (value, locale, key) {\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' && !VueI18n.availabilities.dateTimeFormat) {\n   warn('Cannot format a Date value due to not supported Intl.DateTimeFormat.');\n   return ''\n }\n\n if (!key) {\n   return new Intl.DateTimeFormat(locale).format(value)\n }\n\n var ret =\n   this._localizeDateTime(value, locale, this.fallbackLocale, this._getDateTimeFormats(), key);\n if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to datetime localization of root: key '\" + key + \"' .\"));\n   }\n   /* istanbul ignore if */\n   if (!this._root) { throw Error('unexpected error') }\n   return this._root.$i18n.d(value, key, locale)\n } else {\n   return ret || ''\n }\n};\n\nVueI18n.prototype.d = function d (value) {\n var args = [], len = arguments.length - 1;\n while (len-- > 0) args[len] = arguments[len + 1];\n\n var locale = this.locale;\n var key = null;\n\n if (args.length === 1) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   } else if (isObject(args[0])) {\n   if (args[0].locale) {\n   locale = args[0].locale;\n   }\n   if (args[0].key) {\n   key = args[0].key;\n   }\n   }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   }\n   if (typeof args[1] === 'string') {\n   locale = args[1];\n   }\n }\n\n return this._d(value, locale, key)\n};\n\nVueI18n.prototype.getNumberFormat = function getNumberFormat (locale) {\n return looseClone(this._vm.numberFormats[locale] || { })\n};\n\nVueI18n.prototype.setNumberFormat = function setNumberFormat (locale, format) {\n this._vm.$set(this._vm.numberFormats, locale, format);\n};\n\nVueI18n.prototype.mergeNumberFormat = function mergeNumberFormat (locale, format) {\n this._vm.$set(this._vm.numberFormats, locale, merge(this._vm.numberFormats[locale] || { }, format));\n};\n\nVueI18n.prototype._localizeNumber = function _localizeNumber (\n value,\n locale,\n fallback,\n numberFormats,\n key,\n options\n) {\n var _locale = locale;\n var formats = numberFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to '\" + fallback + \"' number formats from '\" + locale + \"' number formats.\"));\n   }\n   _locale = fallback;\n   formats = numberFormats[_locale];\n }\n\n if (isNull(formats) || isNull(formats[key])) {\n   return null\n } else {\n   var format = formats[key];\n\n   var formatter;\n   if (options) {\n   // If options specified - create one time number formatter\n   formatter = new Intl.NumberFormat(_locale, Object.assign({}, format, options));\n   } else {\n   var id = _locale + \"__\" + key;\n   formatter = this._numberFormatters[id];\n   if (!formatter) {\n   formatter = this._numberFormatters[id] = new Intl.NumberFormat(_locale, format);\n   }\n   }\n   return formatter.format(value)\n }\n};\n\nVueI18n.prototype._n = function _n (value, locale, key, options) {\n /* istanbul ignore if */\n if (!VueI18n.availabilities.numberFormat) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn('Cannot format a Number value due to not supported Intl.NumberFormat.');\n   }\n   return ''\n }\n\n if (!key) {\n   var nf =\n   !options ? new Intl.NumberFormat(locale) : new Intl.NumberFormat(locale, options);\n   return nf.format(value)\n }\n\n var ret =\n   this._localizeNumber(value, locale, this.fallbackLocale, this._getNumberFormats(), key, options);\n if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to number localization of root: key '\" + key + \"' .\"));\n   }\n   /* istanbul ignore if */\n   if (!this._root) {

throw Error('unexpected error') }\n   return this._root.$i18n.n(value, Object.assign({}, { key: key, locale: locale }, options))\n } else {\n   return ret || ''\n }\n};\n\nVueI18n.prototype.n = function n (value) {\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n\n var locale = this.locale;\n var key = null;\n var options = null;\n\n if (args.length === 1) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   } else if (isObject(args[0])) {\n   if (args[0].locale) {\n   locale = args[0].locale;\n   }\n   if (args[0].key) {\n   key = args[0].key;\n   }\n\n   // Filter out number format options only\n   options = Object.keys(args[0]).reduce(function (acc, key) {\n   var obj;\n\n   if (numberFormatKeys.includes(key)) {\n   return Object.assign({}, acc, (obj = {}, obj[key] = args[0][key], obj))\n   }\n   return acc\n   }, null);\n }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   }\n   if (typeof args[1] === 'string') {\n   locale = args[1];\n   }\n }\n\n return this._n(value, locale, key, options)\n};\n\nObject.defineProperties(VueI18n.prototype, prototypeAccessors);\n\nVueI18n.availabilities = {\n dateTimeFormat: canUseDateTimeFormat,\n numberFormat: canUseNumberFormat\n};\nVueI18n.install = install;\nVueI18n.version = '8.4.0';\n\nexport default VueI18n;\n","import Vue from 'vue'\nimport VueI18n from 'vue-i18n'\n\nVue.use(VueI18n)\n\nfunction loadLocaleMessages () {\n const locales = require.context('./locales', true, /[A-Za-z0-9-_,\\s]+\\.json$/i)\n const messages = {}\n locales.keys().forEach(key => {\n   const matched = key.match(/([A-Za-z0-9-_]+)\\./i)\n   if (matched && matched.length > 1) {\n   const locale = matched[1]\n   messages[locale] = locales(key)\n   }\n })\n return messages\n}\n\nexport default new VueI18n({\n locale: process.env.VUE_APP_I18N_LOCALE || 'en',\n fallbackLocale: process.env.VUE_APP_I18N_FALLBACK_LOCALE || 'en',\n messages: loadLocaleMessages()\n})\n","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _vm._m(0)}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"content-placeholder\"},[_c('div',{staticClass:\"content-placeholder__wrapper\",style:({ backgroundSize: _vm.size })},_vm._l((_vm.formattedRows),function(row,r){return _c('div',{key:r,staticClass:\"content-placeholder__wrapper__row\",style:({height: row.height})},_vm._l((row.boxes),function(box,b){return _c('div',{key:b,style:(box.style)},[(box.subClass)?_c('div',{class:box.subClass}):_vm._e()])}))}))])}]\n\nexport { render, staticRenderFns }","const DEFAULT_ROWS = [\n {\n   height: '1em',\n   boxes: [[0, '50%'], ['5%', '30%'], ['5%', '10%']]\n }\n]\n\nexport function isFlexBasis (str) {\n return Number(str).toString() === str.toString()\n}\n\nexport function isWidth (str) {\n const cssSuffix = ['px', '%', 'em', 'rem']\n let checkState = false\n cssSuffix.forEach(suffix => {\n   if (Number(str.split(suffix)[0]) &&\n   str.split(suffix)[1] === '' &&\n   str.split(suffix).length === 2) {\n   checkState = true\n   }\n })\n return checkState\n}\n\nexport function getBoxStyle (left, width, isLast, subClass = 'box') {\n const arr = []\n if (left !== 0) {\n   if (isFlexBasis(left)) {\n   arr.push({style: `flex-grow: ${left}; flex-shrink: 0; flex-basis: 0;`, subClass})\n   } else if (isWidth(left)) {\n   arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${left};`, subClass})\n   }\n }\n if (isFlexBasis(width)) {\n   arr.push({style: `flex-grow: ${width}; flex-shrink: 0; flex-basis: 0;`})\n } else if (isWidth(width)) {\n   arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${width};`})\n }\n if (isLast) {\n   arr.push({style: 'flex-grow: 1; flex-shrink: 0; flex-basis: 0;', subClass})\n }\n return arr\n}\n\nexport function formatRows (rows = DEFAULT_ROWS, subClass = 'box') {\n const rowArr = []\n rows.forEach(row => {\n   let boxArr = []\n   const rowObj = {}\n   // Add height\n   rowObj.height = row.height\n   // Add style\n   row.boxes.forEach((box, index) => {\n   const isLast = index === row.boxes.length - 1\n   boxArr = boxArr.concat(getBoxStyle(box[0], box[1], isLast, subClass))\n   })\n   rowObj.boxes = boxArr\n   rowArr.push(rowObj)\n })\n\n return rowArr\n}\n\nexport default {\n isFlexBasis,\n isWidth,\n getBoxStyle,\n formatRows\n}","<template>\n <div class=\"content-placeholder\" v-once>\n   <div class=\"content-placeholder__wrapper\" :style=\"{ backgroundSize: size }\">\n   <div class=\"content-placeholder__wrapper__row\" :style=\"{height: row.height}\" v-for=\"(row, r) in formattedRows\" :key=\"r\">\n   <div :style=\"box.style\" v-for=\"(box, b) in row.boxes\" :key=\"b\">\n   <div v-if=\"box.subClass\" :class=\"box.subClass\"></div>\n   </div>\n   </div>\n   </div>\n </div>\n</template>\n\n<script>\nimport { formatRows } from '../utils/placeholder.js'\n\n/**\n * A component to fill empty spaces with animated placeholders until content is loaded.\n */\nexport default {\n name:

'ContentPlaceholder',\n props: {\n /**\n * An array of lines describing a series of cell sizes and margin sizes.\n */\n rows: {\n type: Array\n },\n /**\n * The size of the background gradient with the elapsing effect.\n */\n size: {\n type: String,\n default: '250%'\n }\n },\n computed: {\n formattedRows () {\n return formatRows(this.rows, 'content-placeholder__wrapper__row__box')\n }\n }\n}\n</script>\n\n<style scoped lang=\"scss\">\n@import '../styles/lib';\n\n@keyframes placeHolderShimmer{\n 0%{\n background-position: 100% 0\n }\n 100%{\n background-position: -100% 0\n }\n}\n\n.content-placeholder {\n overflow: hidden;\n\n &__wrapper {\n animation-duration: 1s;\n animation-fill-mode: forwards;\n animation-iteration-count: infinite;\n animation-name: placeHolderShimmer;\n animation-timing-function: linear;\n background: #f6f7f8;\n background: linear-gradient(to right, #eeeeee 8%, #dddddd 18%, #eeeeee 33%);\n position: relative;\n\n &__row {\n width: 100%;\n box-sizing: border-box;\n display: flex;\n flex: 0 1 auto;\n flex-direction: row;\n flex-wrap: wrap;\n\n &__box {\n box-sizing: border-box;\n position: relative;\n height: 100%;\n margin-bottom: 0;\n background-color: white;\n overflow: hidden;\n }\n }\n }\n}\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"","/* globals __VUE_SSR_CONTEXT__ */\n\n// IMPORTANT: Do NOT use ES2015 features in this file (except for modules).\n// This module is a runtime utility for cleaner component module output and will\n// be included in the final webpack user bundle.\n\nexport default function normalizeComponent (\n scriptExports,\n render,\n staticRenderFns,\n functionalTemplate,\n injectStyles,\n scopeId,\n moduleIdentifier, /* server only */\n shadowMode /* vue-cli only */) {\n // Vue.extend constructor export interop\n var options = typeof scriptExports === 'function'\n ? scriptExports.options\n : scriptExports\n\n // render functions\n if (render) {\n options.render = render\n options.staticRenderFns = staticRenderFns\n options._compiled = true\n }\n\n // functional template\n if (functionalTemplate) {\n options.functional = true\n }\n\n // scopedId\n if (scopeId) {\n options._scopeId = 'data-v-' + scopeId\n }\n\n var hook\n if (moduleIdentifier) { // server build\n hook = function (context) {\n // 2.3 injection\n context =\n context || // cached call\n (this.$vnode && this.$vnode.ssrContext) || // stateful\n (this.parent && this.parent.$vnode && this.parent.$vnode.ssrContext) // functional\n // 2.2 with runInNewContext: true\n if (!context && typeof __VUE_SSR_CONTEXT__ !== 'undefined') {\n context = __VUE_SSR_CONTEXT__\n }\n // inject component styles\n if (injectStyles) {\n injectStyles.call(this, context)\n }\n // register component module identifier for async chunk inferrence\n if (context && context._registeredComponents) {\n context._registeredComponents.add(moduleIdentifier)\n }\n }\n // used by ssr in case component is cached and beforeCreate\n // never gets called\n options._ssrRegister = hook\n } else if (injectStyles) {\n hook = shadowMode\n ? function () {\n injectStyles.call(this, this.$root.$options.shadowRoot)\n }\n : injectStyles\n }\n\n if (hook) {\n if (options.functional) {\n // for template-only hot-reload because in that case the render fn doesn't\n // go through the normalizer\n options._injectStyles = hook\n // register for functioal component in vue file\n var originalRender = options.render\n options.render = function renderWithStyleInjection (h, context) {\n hook.call(context)\n return originalRender(h, context)\n }\n } else {\n // inject component registration as beforeCreate hook\n var existing = options.beforeCreate\n options.beforeCreate = existing\n ? [].concat(existing, hook)\n : [hook]\n }\n }\n\n return {\n exports: scriptExports,\n options: options\n }\n}\n","import { render, staticRenderFns } from \"./ContentPlaceholder.vue?vue&type=template&id=40e3a912&scoped=true&\"\nimport script from \"./ContentPlaceholder.vue?vue&type=script&lang=js&\"\nexport * from \"./ContentPlaceholder.vue?vue&type=script&lang=js&\"\nimport style0 from

\"./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"40e3a912\",\n null\n \n)\n\ncomponent.options.__file = \"ContentPlaceholder.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"donate-form container-fluid py-2\"},[(!_vm.noTitle)?_c('h2',{staticClass:\"text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.support'))+\"\\n \")]):_vm._e(),_vm._t(\"introduction\",[_c('p',{domProps:{\"innerHTML\":_vm._s(_vm.$t('donate-form.introduction'))}})]),_c('div',{staticClass:\"donate-form__payment mb-4\"},[_c('form',{staticClass:\"donate-form__payment__form bg-light p-4\",attrs:{\"action\":\"//checkout.fundjournalism.org/memberform\",\"method\":\"get\",\"target\":\"_blank\"}},[_c('h3',{staticClass:\"donate-form__payment__title h5 mb-4\"},[_c('strong',[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.join-heading'))+\"\\n   \")])]),_c('div',[_c('span',[_vm._v(_vm._s(_vm.$t('donate-form.label'))+\" \")]),_c('label',{staticClass:\"donate-form__payment__unit input-group input-group-sm d-inline-flex\"},[_vm._m(0),_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.amount),expression:\"amount\"}],staticClass:\"donate-form__payment__input form-control\",attrs:{\"name\":\"amount\",\"type\":\"number\",\"min\":\"0\"},domProps:{\"value\":(_vm.amount)},on:{\"change\":function($event){_vm.amountIsPristine = false},\"input\":function($event){if($event.target.composing){return; }_vm.amount=$event.target.value}}})]),_c('span',{staticClass:\"donate-form__payment__buttons\"},[_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === 'monthly' },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = 'monthly'}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.frequency.monthly'))+\"\\n \")]),_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === 'yearly' },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = 'yearly'}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.frequency.yearly'))+\"\\n   \")]),_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === null },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = null}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.frequency.onetime'))+\"\\n \")])])]),(_vm.changeThe)?_c('p',{staticClass:\"mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.$t('donate-form.result.sentence', { target: _vm.changeThe }))}}):_vm._e(),_c('div',{staticClass:\"mt-4\"},[_c('input',{attrs:{\"name\":\"org_id\",\"value\":\"icij\",\"type\":\"hidden\"}}),_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.installmentPeriod),expression:\"installmentPeriod\"}],attrs:{\"name\":\"installmentPeriod\",\"type\":\"hidden\"},domProps:{\"value\":(_vm.installmentPeriod)},on:{\"input\":function($event){if($event.target.composing){ return; }_vm.installmentPeriod=$event.target.value}}}),_c('button',{staticClass:\"btn btn-primary rounded-pill text-uppercase font-weight-bold\",attrs:{\"type\":\"submit\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.submit'))+\"\\n   \")]),_c('a',{staticClass:\"donate-form__payment__image\",attrs:{\"target\":\"_blank\",\"href\":\"https://icij.org/donate\"}})])])]),_c('div',{staticClass:\"donate-form__insider\"},[_c('h2',{staticClass:\"donate-form__insider__title\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.heading'))+\"\\n \")]),_c('p',[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.introduction'))+\"\\n \")]),_c('div',{staticClass:\"donate-form__insider__modal__container row\"},[_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.heading'))+\"\\n \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.highlight'))+\"\\n   \")]),_c('ul',{staticClass:\"donate-

form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.conversation.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n   \"+_vm._s(t)+\"\\n   \")])}))])])]),_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.heading'))+\"\\n   \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.highlight'))+\"\\n   \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.rules.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n   \"+_vm._s(t)+\"\\n   \")])}))])])]),_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.heading'))+\"\\n   \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.highlight'))+\"\\n   \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.world.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n   \"+_vm._s(t)+\"\\n   \")])}))])])])]),_c('hr',{staticClass:\"donate-form__insider__separator\"}),_c('div',{staticClass:\"donate-form__insider__more text-center\"},[_c('a',{staticClass:\"btn btn-primary rounded-pill text-uppercase font-weight-bold py-2\",attrs:{\"target\":\"_blank\",\"href\":\"https://icij.org/donate\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.more'))+\"\\n   \")])])])],2)}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('span',{staticClass:\"input-group-prepend\"},[_c('span',{staticClass:\"input-group-text\"},[_vm._v(\"$\")])])}]\n\nexport { render, staticRenderFns }","<template>\n <div class=\"donate-form container-fluid py-2\">\n   <h2 class=\"text-uppercase font-weight-bold text-primary h5\" v-if=\"!noTitle\">\n   {{ $t('donate-form.support') }}\n   </h2>\n   <!-- @slot Description of the form (bellow the title). -->\n   <slot name=\"introduction\">\n   <p v-html=\"$t('donate-form.introduction')\"></p>\n   </slot>\n   <div class=\"donate-form__payment mb-4\">\n   <form action=\"//checkout.fundjournalism.org/memberform\" method=\"get\" target=\"_blank\" class=\"donate-form__payment__form bg-light p-4\">\n   <h3 class=\"donate-form__payment__title h5 mb-4\">\n   \n   {{ $t('donate-form.join-heading') }}\n   \n   </h3>\n   <div>\n   {{ $t('donate-form.label') }} \n   <label class=\"donate-form__payment__unit input-group input-group-sm d-inline-flex\">\n   \n $\n   \n   <input class=\"donate-form__payment__input form-control\" name=\"amount\" v-model=\"amount\" @change=\"amountIsPristine = false\" type=\"number\" min=\"0\">\n   </label>\n   \n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod === 'monthly' }\" @click=\"installmentPeriod = 'monthly'\">\n   {{ $t('donate-form.frequency.monthly') }}\n   </button>\n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod === 'yearly' }\" @click=\"installmentPeriod = 'yearly'\">\n   {{ $t('donate-form.frequency.yearly') }}\n   </button>\n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod === null }\" @click=\"installmentPeriod = null\">\n   {{ $t('donate-form.frequency.onetime') }}\n   </button>\n   \n   </div>\n   <p v-if=\"changeThe\" class=\"mt-2\" v-html=\"$t('donate-form.result.sentence', { target: changeThe })\"></p>\n   <div class=\"mt-4\">\n   <input name=\"org_id\" value=\"icij\" type=\"hidden\">\n   <input name=\"installmentPeriod\" v-model=\"installmentPeriod\" type=\"hidden\">\n   <button type=\"submit\" class=\"btn btn-primary rounded-pill text-uppercase font-weight-bold\">\n   {{ $t('donate-form.submit') }}\n   </button>\n   \n   </div>\n   </form>\n

</div>\n <div class=\"donate-form__insider\">\n   <h2 class=\"donate-form__insider__title\">\n   {{ $t('donate-form.benefits.heading') }}\n   </h2>\n   <p>\n   {{ $t('donate-form.benefits.introduction') }}\n   </p>\n   <div class=\"donate-form__insider__modal__container row\">\n   <div class=\"col\">\n   <h3 class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-form.benefits.impacts.conversation.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n   <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n{{ $t('donate-form.benefits.impacts.conversation.highlight') }}\n   </p>\n   <ul class=\"donate-form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-form.benefits.impacts.conversation.list')\">\n   {{ t }}\n   \n \n   </div>\n   </div>\n   </div>\n   <div class=\"col\">\n   <h3 class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-form.benefits.impacts.rules.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n   <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n   {{ $t('donate-form.benefits.impacts.rules.highlight') }}\n   </p>\n   <ul class=\"donate-form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-form.benefits.impacts.rules.list')\">\n   {{ t }}\n   \n   \n   </div>\n   </div>\n   </div>\n   <div class=\"col\">\n   <h3 class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-form.benefits.impacts.world.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n   <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n   {{ $t('donate-form.benefits.impacts.world.highlight') }}\n   </p>\n   <ul class=\"donate-form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-form.benefits.impacts.world.list')\">\n   {{ t }}\n   \n   \n   </div>\n   </div>\n   </div>\n   </div>\n   <hr class=\"donate-form__insider__separator\">\n   <div class=\"donate-form__insider__more text-center\">\n   \n   {{ $t('donate-form.benefits.more') }}\n   \n   </div>\n </div>\n</div>\n</template>\n\n<script>\n import i18n from '@/i18n'\n import keys from 'lodash/keys'\n import map from 'lodash/map'\n import sortBy from 'lodash/sortBy'\n import forEach from 'lodash/forEach'\n import config from '../config'\n\n /**\n   * A form to encourage donations. We usualy put this form inside a modal\n   */\n export default {\n   i18n,\n   name: 'DonateForm',\n   props: {\n   /**\n   * Title of the form.\n   */\n   noTitle: {\n   type: Boolean\n   },\n   /**\n   * Description of the form (bellow the title).\n   */\n   introduction: {\n   type: String,\n   default: () => config.get('donate-form.introduction')\n   }\n   },\n   data() {\n   return {\n   amount: 15,\n   // True if the amount wasn't changed by the user yet\n   amountIsPristine: true,\n   installmentPeriod: 'monthly',\n   labelForChange: {\n   'monthly': {\n   3: this.$t('donate-form.result.conversation'),\n   15: this.$t('donate-form.result.rules'),\n   50: this.$t('donate-form.result.world')\n   },\n   'yearly': {\n   35: this.$t('donate-form.result.conversation'),\n   180: this.$t('donate-form.result.rules'),\n   600: this.$t('donate-form.result.world')\n   }\n   }\n   }\n   },\n   watch: {\n   installmentPeriod (installmentPeriod) {\n   if (!this.amountIsPristine) {\n   return\n   }\n   if (installmentPeriod === 'monthly') {\n   this.$set(this, 'amount', 15)\n   } else {\n   this.$set(this, 'amount', 100)\n   }\n   }\n   },\n   computed: {\n   changeThe () {\n   const ranges = this.labelForChange[this.installmentPeriod || 'yearly'];\n   // Final label\n   let label = null;\n   forEach(sortBy(map(keys(ranges), Number)), amount => {\n   label = this.amount >= amount ? ranges[amount] : label;\n   });\n   return label;\n   }\n   }\n }\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib.scss';\n\n .donate-form {\n   font-size: 0.9rem;\n\n   &__payment {\n\n   & &__unit {\n   width: 120px;\n   margin-right: $spacer;\n\n   @media screen and (max-width: $modal-lg) {\n   width: 100%;\n   flex: 0 0 100%;\n   }\n   }\n   }\n\n   &__insider {\n\n   &__list {\n   padding-left: 20px;\n\n   &-item {\n   position: relative;\n   margin: 3px 0;\n   list-style: none;\n\n   &:before {\n   content: \"\\2713\";\n   position: absolute;\n   left: -16px;\n

font-size: 14px;\n   font-weight: 700;\n   color: #333;\n   font-family: $font-family-sans-serif;\n   }\n   }\n   }\n\n   &__modal__container .col {\n   @media screen and (max-width: $modal-lg) {\n   width: 100%;\n   flex: 0 0 100%;\n   }\n   }\n }\n\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./DonateForm.vue?vue&type=template&id=4fe5468d&\"\nimport script from \"./DonateForm.vue?vue&type=script&lang=js&\"\nexport * from \"./DonateForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./DonateForm.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"DonateForm.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"embeddable-footer p-2 text-nowrap\"},[_c('a',{staticClass:\"text-white embeddable-footer__brand\",attrs:{\"href\":_vm.homeUrl,\"target\":\"_blank\"}},[_c('img',{staticClass:\"mr-2\",attrs:{\"src\":require(\"../assets/images/icij-white@2x.png\"),\"height\":\"20\"}}),_vm._v(\"\\n \"+_vm._s(_vm.title)+\"\\n \")]),_c('div',{staticClass:\"embeddable-footer__lead small text-truncate\",domProps:{\"innerHTML\":_vm._s(_vm.lead)}}),_c('button',{staticClass:\"btn btn-link text-white btn-sm py-0 embeddable-footer__share-btn\",class:{ active: _vm.showShareOptions },on:{\"click\":function($event){_vm.showShareOptions = !_vm.showShareOptions}}},[_c('fa',{attrs:{\"icon\":\"share-alt\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(_vm._s(_vm.$t('embeddable-footer.share')))])]),1),(_vm.showShareOptions)?_c('sharing-options',{attrs:{\"values\":_vm.sharingOptionsValues,\"direction\":\"column-reverse\",\"iframe-min-height\":_vm.iframeMinHeight,\"iframe-min-width\":_vm.iframeMinWidth}}):_vm._e()],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","/**\n * @this {Promise}\n */\nfunction finallyConstructor(callback) {\n var constructor = this.constructor;\n return this.then(\n   function(value) {\n   return constructor.resolve(callback()).then(function() {\n   return value;\n   });\n   },\n   function(reason) {\n   return constructor.resolve(callback()).then(function() {\n   return constructor.reject(reason);\n   });\n   }\n);\n}\n\nexport default finallyConstructor;\n","import promiseFinally from './finally';\n\n// Store setTimeout reference so promise-polyfill will be unaffected by\n// other code modifying setTimeout (like sinon.useFakeTimers())\nvar setTimeoutFunc = setTimeout;\n\nfunction noop() { }\n\n// Polyfill for Function.prototype.bind\nfunction bind(fn, thisArg) {\n return function() {\n   fn.apply(thisArg, arguments);\n };\n}\n\n/**\n * @constructor\n * @param {Function} fn\n */\nfunction Promise(fn) {\n if (!(this instanceof Promise))\n   throw new TypeError('Promises must be constructed via new');\n if (typeof fn !== 'function') throw new TypeError('not a function');\n /** @type {!number} */\n this._state = 0;\n /** @type {!boolean} */\n this._handled = false;\n /** @type {Promise|undefined} */\n this._value = undefined;\n /** @type {!Array<!Function>} */\n this._deferreds = [];\n\n doResolve(fn, this);\n}\n\nfunction handle(self, deferred) {\n while (self._state === 3) {\n   self = self._value;\n }\n if (self._state === 0) {\n   self._deferreds.push(deferred);\n   return;\n }\n self._handled = true;\n Promise._immediateFn(function() {\n   var cb = self._state === 1 ? deferred.onFulfilled : deferred.onRejected;\n   if (cb === null) {\n   (self._state === 1 ? resolve : reject)(deferred.promise, self._value);\n   return;\n   }\n   var ret;\n   try {\n   ret = cb(self._value);\n   } catch (e) {\n   reject(deferred.promise, e);\n   return;\n   }\n   resolve(deferred.promise, ret);\n });\n}\n\nfunction resolve(self, newValue) {\n try {\n   // Promise Resolution Procedure: https://github.com/promises-aplus/promises-

spec#the-promise-resolution-procedure\n   if (newValue === self)\n   throw new TypeError('A promise cannot be resolved with itself.');\n   if (\n   newValue &&\n   (typeof newValue === 'object' || typeof newValue === 'function')\n   ) {\n   var then = newValue.then;\n   if (newValue instanceof Promise) {\n   self._state = 3;\n   self._value = newValue;\n   finale(self);\n   return;\n   } else if (typeof then === 'function') {\n   doResolve(bind(then, newValue), self);\n   return;\n   }\n   }\n   self._state = 1;\n   self._value = newValue;\n   finale(self);\n } catch (e) {\n   reject(self, e);\n }\n}\n\nfunction reject(self, newValue) {\n self._state = 2;\n self._value = newValue;\n finale(self);\n}\n\nfunction finale(self) {\n if (self._state === 2 && self._deferreds.length === 0) {\n   Promise._immediateFn(function() {\n   if (!self._handled) {\n   Promise._unhandledRejectionFn(self._value);\n   }\n   });\n }\n\n for (var i = 0, len = self._deferreds.length; i < len; i++) {\n   handle(self, self._deferreds[i]);\n }\n self._deferreds = null;\n}\n\n/**\n * @constructor\n */\nfunction Handler(onFulfilled, onRejected, promise) {\n this.onFulfilled = typeof onFulfilled === 'function' ? onFulfilled : null;\n this.onRejected = typeof onRejected === 'function' ? onRejected : null;\n this.promise = promise;\n}\n\n/**\n * Take a potentially misbehaving resolver function and make sure\n * onFulfilled and onRejected are only called once.\n *\n * Makes no guarantees about asynchrony.\n */\nfunction doResolve(fn, self) {\n var done = false;\n try {\n   fn(\n   function(value) {\n   if (done) return;\n   done = true;\n   resolve(self, value);\n   },\n   function(reason) {\n   if (done) return;\n   done = true;\n   reject(self, reason);\n   }\n   );\n } catch (ex) {\n   if (done) return;\n   done = true;\n   reject(self, ex);\n }\n}\n\nPromise.prototype['catch'] = function(onRejected) {\n return this.then(null, onRejected);\n};\n\nPromise.prototype.then = function(onFulfilled, onRejected) {\n // @ts-ignore\n var prom = new this.constructor(noop);\n\n handle(this, new Handler(onFulfilled, onRejected, prom));\n return prom;\n};\n\nPromise.prototype['finally'] = promiseFinally;\n\nPromise.all = function(arr) {\n return new Promise(function(resolve, reject) {\n   if (!arr || typeof arr.length === 'undefined')\n   throw new TypeError('Promise.all accepts an array');\n   var args = Array.prototype.slice.call(arr);\n   if (args.length === 0) return resolve([]);\n   var remaining = args.length;\n\n   function res(i, val) {\n   try {\n   if (val && (typeof val === 'object' || typeof val === 'function')) {\n   var then = val.then;\n   if (typeof then === 'function') {\n   then.call(\n   val,\n   function(val) {\n   res(i, val);\n   },\n   reject\n   );\n   return;\n   }\n   }\n   args[i] = val;\n   if (--remaining === 0) {\n   resolve(args);\n   }\n   } catch (ex) {\n   reject(ex);\n   }\n   }\n\n   for (var i = 0; i < args.length; i++) {\n   res(i, args[i]);\n   }\n });\n};\n\nPromise.resolve = function(value) {\n if (value && typeof value === 'object' && value.constructor === Promise) {\n   return value;\n }\n\n return new Promise(function(resolve) {\n   resolve(value);\n });\n};\n\nPromise.reject = function(value) {\n return new Promise(function(resolve, reject) {\n   reject(value);\n });\n};\n\nPromise.race = function(values) {\n return new Promise(function(resolve, reject) {\n   for (var i = 0, len = values.length; i < len; i++) {\n   values[i].then(resolve, reject);\n   }\n });\n};\n\n// Use polyfill for setImmediate for performance gains\nPromise._immediateFn =\n (typeof setImmediate === 'function' &&\n   function(fn) {\n   setImmediate(fn);\n   }) ||\n function(fn) {\n   setTimeoutFunc(fn, 0);\n };\n\nPromise._unhandledRejectionFn = function _unhandledRejectionFn(err) {\n if (typeof console !== 'undefined' && console) {\n   console.warn('Possible Unhandled Promise Rejection:', err); // eslint-disable-line no-console\n }\n};\n\nexport default Promise;\n","import memoize from 'lodash/memoize'\nimport flatten from 'lodash/flatten'\nimport Promise from 'promise-polyfill';\n\nexport const injectAsset = memoize(function(file) {\n return new Promise(resolve => {\n   const parent = document.querySelector(\"body\") || document.querySelector(\"head\");\n   const parts = file.split(\".\");\n   const ext = parts[parts.length-1].toLowerCase();\n   switch(ext) {\n   case \"js\":\n   var script = document.createElement('script');\n   script.setAttribute(\"type\", \"text/javascript\");\n   script.onload = resolve\n   parent.appendChild(script);\n   script.setAttribute(\"src\", file);\n   break;\n   case \"css\":\n   var css = document.createElement('link');\n   css.setAttribute(\"rel\", \"stylesheet\");\n   css.setAttribute(\"type\", \"text/css\");\n   css.onload = resolve\n   parent.appendChild(css);\n   css.setAttribute(\"href\", file);\n   break;\n   }\n })\n})\n\nexport const injectAssets = function() {\n const files = flatten(arguments)\n return new Promise(resolve => {\n   var filesLoaded = 0;\n   var allFilesLoaded = function() {\n   if(++filesLoaded == files.length) {\n   resolve();\n

}\n   }\n   for(var i=0; i < files.length ; i++) {\n   injectAsset(files[i]).then(allFilesLoaded)\n   }\n })\n}\n","import every from 'lodash/every'\nimport { injectAssets } from './assets'\n// Will hold the pym instance once\nvar pymChild = null\n// URL parameters generated by Pym\nconst pymParams = ['initialWidth', 'childId', 'parentUrl', 'parentTitle']\n\nexport default class IframeResizer {\n constructor () {\n   this.initializer = injectAssets('//pym.nprapps.org/pym.v1.min.js').then(() => {\n   pymChild = pymChild || new window.pym.Child({ polling: 300 })\n   return pymChild\n   })\n   return this.initializer\n }\n sendHeight () {\n   this.initializer.then(pymChild => pymChild.sendHeight())\n }\n static create () {\n   return new IframeResizer()\n }\n static template(url, id = 'icij-' + Date.now().toString(32)) {\n   return [\n   `<script type=\"text/javascript\" src=\"https://pym.nprapps.org/pym.v1.min.js\"></script>`,\n   `<div id=\"${id}\"></div>`,\n   `<script>`,\n   `var icijIframe = new pym.Parent(\"${id}\", \"${IframeResizer.deletePymParams(url)}\", {})`,\n   `</script>`,\n   ].join('\\n')\n }\n static deletePymParams(href = window.location.href) {\n   const url = new URL(href);\n   // Remove all unwanted param\n   for (let param of pymParams) url.searchParams.delete(param);\n   // Rebuild the URL\n   return url.href\n }\n static isEmbedded (href = window.location.href) {\n   const url = new URL(href);\n   return every(pymParams, param => url.searchParams.has(param))\n }\n}\n","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"sharing-options\",style:(_vm.style)},[_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"twitter\"}},[_c('fa',{attrs:{\"icon\":['fab', 'twitter']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Twitter\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('twitter'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"facebook\"}},[_c('fa',{attrs:{\"icon\":['fab', 'facebook']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Facebook\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('facebook'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"linkedin\"}},[_c('fa',{attrs:{\"icon\":['fab', 'linkedin']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Linkedin\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('linkedin'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"email\"}},[_c('fa',{attrs:{\"icon\":\"envelope\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share by email\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('email'),false)),_c('div',{directives:[{name:\"show\",rawName:\"v-show\",value:(!_vm.noEmbed),expression:\"!noEmbed\"}],staticClass:\"sharing-options__link\"},[_c('a',{on:{\"click\":_vm.showEmbedForm}},[_c('fa',{attrs:{\"icon\":\"code\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Embed\")])],1)]),_c('b-modal',{ref:\"embedForm\",staticClass:\"text-dark\",attrs:{\"hide-footer\":\"\",\"title\":\"Embed on your website\"}},[_c('embed-form',{attrs:{\"no-title\":\"\",\"no-preview\":\"\",\"min-height\":_vm.iframeMinHeight,\"min-width\":_vm.iframeMinWidth}})],1)],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","var __assign=function(){return(__assign=Object.assign||function(e){for(var a,s=1,t=arguments.length;s<t;s++)for(var r in a=arguments[s])Object.prototype.hasOwnProperty.call(a,r)&&(e[r]=a[r]);return e}).apply(this,arguments)};function mergeData(){for(var e,a,s={},t=arguments.length;t--;)for(var r=0,c=Object.keys(arguments[t]);r<c.length;r++)switch(e=c[r]){case\"class\":case\"style\":case\"directives\":Array.isArray(s[e])||(s[e]=[]),s[e]=s[e].concat(arguments[t][e]);break;case\"staticClass\":if(!arguments[t][e])break;void 0===s[e]&&(s[e]=\"\"),s[e]&&(s[e]+=\" \"),s[e]+=arguments[t][e].trim();break;case\"on\":case\"nativeOn\":s[e]||(s[e]={});for(var n=0,o=Object.keys(arguments[t][e]||{});n<o.length;n++)a=o[n],s[e][a]?s[e][a]=[].concat(s[e][a],arguments[t][e][a]):s[e][a]=arguments[t][e][a];break;case\"attrs\":case\"props\":case\"domProps\":case\"scopedSlots\":case\"staticStyle\\

":case\"hook\":case\"transition\":s[e]||(s[e]={}),s[e]=__assign({},arguments[t][e],s[e]);break;case\"slot\":case\"key\":case\"ref\":case\"tag\":case\"show\":case\"keepAlive\":default:s[e]||(s[e]=arguments[t][e])}return s}export{mergeData};\n//# sourceMappingURL=lib.esm.js.map\n","/**\n * Aliasing Object[method] allows the minifier to shorten methods to a single character variable,\n * as well as giving BV a chance to inject polyfills.\n * As long as we avoid\n * - import * as Object from \"utils/object\"\n * all unused exports should be removed by tree-shaking.\n */\n\n// @link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/assign\nif (typeof Object.assign !== 'function') {\n Object.assign = function (target, varArgs) {\n   // .length of function is 2\n\n   if (target == null) {\n   // TypeError if undefined or null\n   throw new TypeError('Cannot convert undefined or null to object');\n   }\n\n   var to = Object(target);\n\n   for (var index = 1; index < arguments.length; index++) {\n   var nextSource = arguments[index];\n\n   if (nextSource != null) {\n   // Skip over if undefined or null\n   for (var nextKey in nextSource) {\n   // Avoid bugs when hasOwnProperty is shadowed\n   if (Object.prototype.hasOwnProperty.call(nextSource, nextKey)) {\n   to[nextKey] = nextSource[nextKey];\n   }\n   }\n   }\n   }\n   return to;\n };\n}\n\n// @link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is#Polyfill\nif (!Object.is) {\n Object.is = function (x, y) {\n   // SameValue algorithm\n   if (x === y) {\n   // Steps 1-5, 7-10\n   // Steps 6.b-6.e: +0 != -0\n   return x !== 0 || 1 / x === 1 / y;\n   } else {\n   // Step 6.a: NaN == NaN\n   // eslint-disable-next-line no-self-compare\n   return x !== x && y !== y;\n   }\n };\n}\n\nexport var assign = Object.assign;\nexport var getOwnPropertyNames = Object.getOwnPropertyNames;\nexport var keys = Object.keys;\nexport var defineProperties = Object.defineProperties;\nexport var defineProperty = Object.defineProperty;\nexport var freeze = Object.freeze;\nexport var getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nexport var getOwnPropertySymbols = Object.getOwnPropertySymbols;\nexport var getPrototypeOf = Object.getPrototypeOf;\nexport var create = Object.create;\nexport var isFrozen = Object.isFrozen;\nexport var is = Object.is;\n\nexport function readonlyDescriptor() {\n return { enumerable: true, configurable: false, writable: false };\n}","// Production steps of ECMA-262, Edition 6, 22.1.2.1\n// es6-ified by @alexsasharegan\nif (!Array.from) {\n Array.from = function () {\n   var toStr = Object.prototype.toString;\n   var isCallable = function isCallable(fn) {\n   return typeof fn === 'function' || toStr.call(fn) === '[object Function]';\n   };\n   var toInteger = function toInteger(value) {\n   var number = Number(value);\n   if (isNaN(number)) {\n   return 0;\n   }\n   if (number === 0 || !isFinite(number)) {\n   return number;\n   }\n   return (number > 0 ? 1 : -1) * Math.floor(Math.abs(number));\n   };\n   var maxSafeInteger = Math.pow(2, 53) - 1;\n   var toLength = function toLength(value) {\n   return Math.min(Math.max(toInteger(value), 0), maxSafeInteger);\n   };\n\n   // The length property of the from method is 1.\n   return function from(arrayLike /*, mapFn, thisArg */) {\n   // 1. Let C be the this value.\n   var C = this;\n\n   // 2. Let items be ToObject(arrayLike).\n   var items = Object(arrayLike);\n\n   // 3. ReturnIfAbrupt(items).\n   if (arrayLike == null) {\n   throw new TypeError('Array.from requires an array-like object - not null or undefined');\n   }\n\n   // 4. If mapfn is undefined, then let mapping be false.\n   var mapFn = arguments.length > 1 ? arguments[1] : void undefined;\n   var T = void 0;\n\n   if (typeof mapFn !== 'undefined') {\n   // 5. else\n   // 5. a If IsCallable(mapfn) is false, throw a TypeError exception.\n   if (!isCallable(mapFn)) {\n   throw new TypeError('Array.from: when provided, the second argument must be a function');\n   }\n\n   // 5. b. If thisArg was supplied, let T be thisArg; else let T be undefined.\n   if (arguments.length > 2) {\n   T = arguments[2];\n   }\n   }\n\n   // 10. Let lenValue be Get(items, \"length\").\n   // 11. Let len be ToLength(lenValue).\n   var len = toLength(items.length);\n\n   // 13. If IsConstructor(C) is true, then\n   // 13. a. Let A be the result of calling the [[Construct]] internal method\n   // of C with an argument list containing the single item len.\n   // 14. a. Else, Let A be ArrayCreate(len).\n   var A = isCallable(C) ? Object(new C(len)) : new Array(len);\n\n   // 16. Let k be 0.\n   var k = 0;\n   // 17. Repeat, while k < len… (also steps a - h)\n   var kValue = void 0;\n   while (k < len) {\n   kValue = items[k];\n   if (mapFn) {\n   A[k] = typeof T === 'undefined' ? mapFn(kValue, k) : mapFn.call(T, kValue, k);\n   } else {\n   A[k] = kValue;\n   }\n   k += 1;\n   }\n   // 18. Let putStatus be Put(A, \"length\", len, true).\n   A.length = len;\n   // 20. Return A.\n   return A;\n   };\n }();\n}\n\n// https://tc39.github.io/ecma262/#sec-

array.prototype.find\n// Needed for IE support\nif (!Array.prototype.find) {\n // eslint-disable-next-line no-extend-native\n Object.defineProperty(Array.prototype, 'find', {\n value: function value(predicate) {\n // 1. Let O be ? ToObject(this value).\n if (this == null) {\n throw new TypeError('\"this\" is null or not defined');\n }\n\n var o = Object(this);\n\n // 2. Let len be ? ToLength(? Get(O, \"length\")).\n var len = o.length >>> 0;\n\n // 3. If IsCallable(predicate) is false, throw a TypeError exception.\n if (typeof predicate !== 'function') {\n throw new TypeError('predicate must be a function');\n }\n\n // 4. If thisArg was supplied, let T be thisArg; else let T be undefined.\n var thisArg = arguments[1];\n\n // 5. Let k be 0.\n var k = 0;\n\n // 6. Repeat, while k < len\n while (k < len) {\n // a. Let Pk be ! ToString(k).\n // b. Let kValue be ? Get(O, Pk).\n // c. Let testResult be ToBoolean(? Call(predicate, T, « kValue, k, O »)).\n // d. If testResult is true, return kValue.\n var kValue = o[k];\n if (predicate.call(thisArg, kValue, k, o)) {\n return kValue;\n }\n // e. Increase k by 1.\n k++;\n }\n\n // 7. Return undefined.\n return undefined;\n } });\n}\n\nif (!Array.isArray) {\n Array.isArray = function (arg) {\n return Object.prototype.toString.call(arg) === '[object Array]';\n };\n}\n\n// Static\nexport var from = Array.from;\nexport var isArray = Array.isArray;\n\n// Instance\nexport var arrayIncludes = function arrayIncludes(array, value) {\n return array.indexOf(value) !== -1;\n};\nexport var arrayFind = function arrayFind(array, fn, thisArg) {\n return array.find(fn, thisArg);\n};\nexport function concat() {\n return Array.prototype.concat.apply([], arguments);\n}","export default function identity(x) {\n return x;\n}","import { keys } from './object';\nimport { isArray } from './array';\nimport identity from './identity';\n\n/**\n * Given an array of properties or an object of property keys,\n * plucks all the values off the target object.\n * @param {{}|string[]} keysToPluck\n * @param {{}} objToPluck\n * @param {Function} transformFn\n * @return {{}}\n */\nexport default function pluckProps(keysToPluck, objToPluck) {\n var transformFn = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : identity;\n\n return (isArray(keysToPluck) ? keysToPluck.slice() : keys(keysToPluck)).reduce(function (memo, prop) {\n // eslint-disable-next-line no-sequences\n return memo[transformFn(prop)] = objToPluck[prop], memo;\n }, {});\n}","import { from as arrayFrom } from './array';\n\n// Determine if an element is an HTML Element\nexport var isElement = function isElement(el) {\n return el && el.nodeType === Node.ELEMENT_NODE;\n};\n\n// Determine if an HTML element is visible - Faster than CSS check\nexport var isVisible = function isVisible(el) {\n return isElement(el) && document.body.contains(el) && el.getBoundingClientRect().height > 0 && el.getBoundingClientRect().width > 0;\n};\n\n// Determine if an element is disabled\nexport var isDisabled = function isDisabled(el) {\n return !isElement(el) || el.disabled || el.classList.contains('disabled') || Boolean(el.getAttribute('disabled'));\n};\n\n// Cause/wait-for an element to reflow it's content (adjusting it's height/width)\nexport var reflow = function reflow(el) {\n // requsting an elements offsetHight will trigger a reflow of the element content\n return isElement(el) && el.offsetHeight;\n};\n\n// Select all elements matching selector. Returns [] if none found\nexport var selectAll = function selectAll(selector, root) {\n if (!isElement(root)) {\n root = document;\n }\n return arrayFrom(root.querySelectorAll(selector));\n};\n\n// Select a single element, returns null if not found\nexport var select = function select(selector, root) {\n if (!isElement(root)) {\n root = document;\n }\n return root.querySelector(selector) || null;\n};\n\n// Determine if an element matches a selector\nexport var matches = function matches(el, selector) {\n if (!isElement(el)) {\n return false;\n }\n\n // https://developer.mozilla.org/en-US/docs/Web/API/Element/matches#Polyfill\n // Prefer native implementations over polyfill function\n var proto = Element.prototype;\n var Matches = proto.matches || proto.matchesSelector || proto.mozMatchesSelector || proto.msMatchesSelector || proto.oMatchesSelector || proto.webkitMatchesSelector ||\n /* istanbul ignore next */\n function (sel) {\n var element = this;\n var m = selectAll(sel, element.document || element.ownerDocument);\n var i = m.length;\n // eslint-disable-next-line no-empty\n while (--i >= 0 && m.item(i) !== element) {}\n return i > -1;\n };\n\n return Matches.call(el, selector);\n};\n\n// Finds closest element matching selector. Returns null if not found\nexport var closest = function closest(selector, root) {\n if (!isElement(root)) {\n return null;\n }\n\n // https://developer.mozilla.org/en-US/docs/Web/API/Element/closest\n // Since we dont support IE < 10, we can use the \"Matches\" version of the polyfill for speed\n // Prefer native implementation over polyfill function\n var Closest = Element.prototype.closest ||\n /* istanbul ignore next */\n function (sel) {\n var element = this;\n if

(!document.documentElement.contains(element)) {\n return null;\n }\n do {\n // Use our \"patched\" matches function\n if (matches(element, sel)) {\n return element;\n }\n element = element.parentElement;\n } while (element !== null);\n return null;\n };\n\n var el = Closest.call(root, selector);\n // Emulate jQuery closest and return null if match is the passed in element (root)\n return el === root ? null : el;\n};\n\n\n// Get an element given an ID\nexport var getById = function getById(id) {\n return document.getElementById(/^#/.test(id) ? id.slice(1) : id) || null;\n};\n\n\n// Add a class to an element\nexport var addClass = function addClass(el, className) {\n if (className && isElement(el)) {\n el.classList.add(className);\n }\n};\n\n\n// Remove a class from an element\nexport var removeClass = function removeClass(el, className) {\n if (className && isElement(el)) {\n el.classList.remove(className);\n }\n};\n\n\n// Test if an element has a class\nexport var hasClass = function hasClass(el, className) {\n if (className && isElement(el)) {\n return el.classList.contains(className);\n }\n return false;\n};\n\n\n// Set an attribute on an element\nexport var setAttr = function setAttr(el, attr, value) {\n if (attr && isElement(el)) {\n el.setAttribute(attr, value);\n }\n};\n\n\n// Remove an attribute from an element\nexport var removeAttr = function removeAttr(el, attr) {\n if (attr && isElement(el)) {\n el.removeAttribute(attr);\n }\n};\n\n\n// Get an attribute value from an element (returns null if not found)\nexport var getAttr = function getAttr(el, attr) {\n if (attr && isElement(el)) {\n return el.getAttribute(attr);\n }\n return null;\n};\n\n\n// Determine if an attribute exists on an element (returns true or false, or null if element not found)\nexport var hasAttr = function hasAttr(el, attr) {\n if (attr && isElement(el)) {\n return el.hasAttribute(attr);\n }\n return null;\n};\n\n\n// Return the Bounding Client Rec of an element. Retruns null if not an element\nexport var getBCR = function getBCR(el) {\n return isElement(el) ? el.getBoundingClientRect() : null;\n};\n\n\n// Get computed style object for an element\nexport var getCS = function getCS(el) {\n return isElement(el) ? window.getComputedStyle(el) : {};\n};\n\n\n// Return an element's offset wrt document element\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.offset\nexport var offset = function offset(el) {\n if (isElement(el)) {\n if (!el.getClientRects().length) {\n return { top: 0, left: 0 };\n }\n var bcr = getBCR(el);\n var win = el.ownerDocument.defaultView;\n return {\n top: bcr.top + win.pageYOffset,\n left: bcr.left + win.pageXOffset\n };\n }\n};\n\n\n// Return an element's offset wrt to it's offsetParent\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.position\nexport var position = function position(el) {\n if (!isElement(el)) {\n return;\n }\n var parentOffset = { top: 0, left: 0 };\n var offsetSelf = void 0;\n var offsetParent = void 0;\n if (getCS(el).position === 'fixed') {\n offsetSelf = getBCR(el);\n } else {\n offsetSelf = offset(el);\n var doc = el.ownerDocument;\n offsetParent = el.offsetParent || doc.documentElement;\n while (offsetParent && (offsetParent === doc.body || offsetParent === doc.documentElement) && getCS(offsetParent).position === 'static') {\n offsetParent = offsetParent.parentNode;\n }\n if (offsetParent && offsetParent !== el && offsetParent.nodeType === Node.ELEMENT_NODE) {\n parentOffset = offset(offsetParent);\n parentOffset.top += parseFloat(getCS(offsetParent).borderTopWidth);\n parentOffset.left += parseFloat(getCS(offsetParent).borderLeftWidth);\n }\n }\n return {\n top: offsetSelf.top - parentOffset.top - parseFloat(getCS(el).marginTop),\n left: offsetSelf.left - parentOffset.left - parseFloat(getCS(el).marginLeft)\n };\n};\n\n\n// Attach an event listener to an element\nexport var eventOn = function eventOn(el, evtName, handler) {\n if (el && el.addEventListener) {\n el.addEventListener(evtName, handler);\n }\n};\n\n\n// Remove an event listener from an element\nexport var eventOff = function eventOff(el, evtName, handler) {\n if (el && el.removeEventListener) {\n el.removeEventListener(evtName, handler);\n }\n};","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nimport { assign, keys } from '../../utils/object';\nimport { arrayIncludes, concat } from '../../utils/array';\nimport { mergeData } from 'vue-functional-data-merge';\n\n/**\n * The Link component is used in many other BV components.\n * As such, sharing its props makes supporting all its features easier.\n * However, some components need to modify the defaults for their own purpose.\n * Prefer sharing a fresh copy of the props to ensure mutations\n * do not affect other component references to the props.\n *\n * https://github.com/vuejs/vue-router/blob/dev/src/components/link.js\n * @return {{}}\n */\nexport function propsFactory() {\n return {\n href: {\n type: String,\n default: null\n

},\n rel: {\n   type: String,\n   default: null\n },\n target: {\n   type: String,\n   default: '_self'\n },\n active: {\n   type: Boolean,\n   default: false\n },\n activeClass: {\n   type: String,\n   default: 'active'\n },\n append: {\n   type: Boolean,\n   default: false\n },\n disabled: {\n   type: Boolean,\n   default: false\n },\n event: {\n   type: [String, Array],\n   default: 'click'\n },\n exact: {\n   type: Boolean,\n   default: false\n },\n exactActiveClass: {\n   type: String,\n   default: 'active'\n },\n replace: {\n   type: Boolean,\n   default: false\n },\n routerTag: {\n   type: String,\n   default: 'a'\n },\n to: {\n   type: [String, Object],\n   default: null\n }\n };\n}\n\nexport var props = propsFactory();\n\nexport function pickLinkProps(propsToPick) {\n var freshLinkProps = propsFactory();\n // Normalize everything to array.\n propsToPick = concat(propsToPick);\n\n return keys(freshLinkProps).reduce(function (memo, prop) {\n   if (arrayIncludes(propsToPick, prop)) {\n   memo[prop] = freshLinkProps[prop];\n   }\n\n   return memo;\n }, {});\n}\n\nexport function omitLinkProps(propsToOmit) {\n var freshLinkProps = propsFactory();\n // Normalize everything to array.\n propsToOmit = concat(propsToOmit);\n\n return keys(props).reduce(function (memo, prop) {\n   if (!arrayIncludes(propsToOmit, prop)) {\n   memo[prop] = freshLinkProps[prop];\n   }\n\n   return memo;\n }, {});\n}\n\nexport var computed = {\n linkProps: function linkProps() {\n   var linkProps = {};\n   var propKeys = keys(props);\n\n   for (var i = 0; i < propKeys.length; i++) {\n   var prop = propKeys[i];\n   // Computed Vue getters are bound to the instance.\n   linkProps[prop] = this[prop];\n   }\n\n   return linkProps;\n }\n};\n\nfunction computeTag(props, parent) {\n return Boolean(parent.$router) && props.to && !props.disabled ? 'router-link' : 'a';\n}\n\nfunction computeHref(_ref, tag) {\n var disabled = _ref.disabled,\n   href = _ref.href,\n   to = _ref.to;\n\n // We've already checked the parent.$router in computeTag,\n // so router-link means live router.\n // When deferring to Vue Router's router-link,\n // don't use the href attr at all.\n // Must return undefined for router-link to populate href.\n if (tag === 'router-link') return void 0;\n // If href explicitly provided\n if (href) return href;\n // Reconstruct href when `to` used, but no router\n if (to) {\n   // Fallback to `to` prop (if `to` is a string)\n   if (typeof to === 'string') return to;\n   // Fallback to `to.path` prop (if `to` is an object)\n   if ((typeof to === 'undefined' ? 'undefined' : _typeof(to)) === 'object' && typeof to.path === 'string') return to.path;\n }\n // If nothing is provided use '#'\n return '#';\n}\n\nfunction computeRel(_ref2) {\n var target = _ref2.target,\n   rel = _ref2.rel;\n\n if (target === '_blank' && rel === null) {\n   return 'noopener';\n }\n return rel || null;\n}\n\nfunction clickHandlerFactory(_ref3) {\n var disabled = _ref3.disabled,\n   tag = _ref3.tag,\n   href = _ref3.href,\n   suppliedHandler = _ref3.suppliedHandler,\n   parent = _ref3.parent;\n\n var isRouterLink = tag === 'router-link';\n\n return function onClick(e) {\n   if (disabled && e instanceof Event) {\n   // Stop event from bubbling up.\n   e.stopPropagation();\n   // Kill the event loop attached to this specific EventTarget.\n   e.stopImmediatePropagation();\n   } else {\n   parent.$root.$emit('clicked::link', e);\n\n   if (isRouterLink && e.target.__vue__) {\n   e.target.__vue__.$emit('click', e);\n   }\n   if (typeof suppliedHandler === 'function') {\n   suppliedHandler.apply(undefined, arguments);\n   }\n   }\n\n   if (!isRouterLink && href === '#' || disabled) {\n   // Stop scroll-to-top behavior or navigation.\n   e.preventDefault();\n   }\n };\n}\n\nexport default {\n functional: true,\n props: propsFactory(),\n render: function render(h, _ref4) {\n   var props = _ref4.props,\n   data = _ref4.data,\n   parent = _ref4.parent,\n   children = _ref4.children;\n\n   var tag = computeTag(props, parent);\n   var rel = computeRel(props);\n   var href = computeHref(props, tag);\n   var eventType = tag === 'router-link' ? 'nativeOn' : 'on';\n   var suppliedHandler = (data[eventType] || {}).click;\n   var handlers = { click: clickHandlerFactory({ tag: tag, href: href, disabled: props.disabled, suppliedHandler: suppliedHandler, parent: parent }) };\n\n   var componentData = mergeData(data, {\n   class: [props.active ? props.exact ? props.exactActiveClass : props.activeClass : null, { disabled: props.disabled }],\n   attrs: {\n   rel: rel,\n   href: href,\n   target: props.target,\n   tabindex: props.disabled ? '-1' : data.attrs ? data.attrs.tabindex : null,\n   'aria-disabled': tag === 'a' && props.disabled ? 'true' : null\n   },\n   props: assign(props, { tag: props.routerTag })\n   });\n\n   // If href prop exists on router-link (even undefined or null) it fails working on SSR\n   if (!componentData.attrs.href) {\n   delete componentData.attrs.href;\n   }\n\n   // We want to overwrite any click handler since our callback\n   // will invoke the supplied handler if !props.disabled\n   componentData[eventType] = assign(componentData[eventType] || {}, handlers);\n\n   return h(tag, componentData, children);\n }\n};",
"function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value,

enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\nimport pluckProps from '../../utils/pluck-props';\nimport { concat } from '../../utils/array';\nimport { assign, keys } from '../../utils/object';\nimport { addClass, removeClass } from '../../utils/dom';\nimport Link, { propsFactory as linkPropsFactory } from '../link/link';\n\nvar btnProps = {\n block: {\n type: Boolean,\n default: false\n },\n disabled: {\n type: Boolean,\n default: false\n },\n size: {\n type: String,\n default: null\n },\n variant: {\n type: String,\n default: null\n },\n type: {\n type: String,\n default: 'button'\n },\n pressed: {\n // tri-state prop: true, false or null\n // => on, off, not a toggle\n type: Boolean,\n default: null\n }\n};\n\nvar linkProps = linkPropsFactory();\ndelete linkProps.href.default;\ndelete linkProps.to.default;\nvar linkPropKeys = keys(linkProps);\nexport var props = assign(linkProps, btnProps);\n\nfunction handleFocus(evt) {\n if (evt.type === 'focusin') {\n addClass(evt.target, 'focus');\n } else if (evt.type === 'focusout') {\n removeClass(evt.target, 'focus');\n }\n}\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n var _ref2;\n\n var props = _ref.props,\n data = _ref.data,\n listeners = _ref.listeners,\n children = _ref.children;\n\n var isLink = Boolean(props.href || props.to);\n var isToggle = typeof props.pressed === 'boolean';\n var on = {\n click: function click(e) {\n if (props.disabled && e instanceof Event) {\n e.stopPropagation();\n e.preventDefault();\n } else if (isToggle) {\n // Concat will normalize the value to an array\n // without double wrapping an array value in an array.\n concat(listeners['update:pressed']).forEach(function (fn) {\n if (typeof fn === 'function') {\n fn(!props.pressed);\n }\n });\n }\n }\n };\n\n if (isToggle) {\n on.focusin = handleFocus;\n on.focusout = handleFocus;\n }\n\n var componentData = {\n staticClass: 'btn',\n class: [props.variant ? 'btn-' + props.variant : 'btn-secondary', (_ref2 = {}, _defineProperty(_ref2, 'btn-' + props.size, Boolean(props.size)), _defineProperty(_ref2, 'btn-block', props.block), _defineProperty(_ref2, 'disabled', props.disabled), _defineProperty(_ref2, 'active', props.pressed), _ref2)],\n props: isLink ? pluckProps(linkPropKeys, props) : null,\n attrs: {\n type: isLink ? null : props.type,\n disabled: isLink ? null : props.disabled,\n // Data attribute not used for js logic,\n // but only for BS4 style selectors.\n 'data-toggle': isToggle ? 'button' : null,\n 'aria-pressed': isToggle ? String(props.pressed) : null,\n // Tab index is used when the component becomes a link.\n // Links are tabable, but don't allow disabled,\n // so we mimic that functionality by disabling tabbing.\n tabindex: props.disabled && isLink ? '-1' : data.attrs ? data.attrs['tabindex'] : null\n },\n on: on\n };\n\n return h(isLink ? Link : 'button', mergeData(data, componentData), children);\n }\n};","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\n\nvar props = {\n disabled: {\n type: Boolean,\n default: false\n },\n ariaLabel: {\n type: String,\n default: 'Close'\n },\n textVariant: {\n type: String,\n default: null\n }\n};\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n var props = _ref.props,\n data = _ref.data,\n listeners = _ref.listeners,\n slots = _ref.slots;\n\n var componentData = {\n staticClass: 'close',\n class: _defineProperty({}, 'text-' + props.textVariant, props.textVariant),\n attrs: {\n type: 'button',\n disabled: props.disabled,\n 'aria-label': props.ariaLabel ? String(props.ariaLabel) : null\n },\n on: {\n click: function click(e) {\n // Ensure click on button HTML content is also disabled\n if (props.disabled && e instanceof Event) {\n e.stopPropagation();\n e.preventDefault();\n }\n }\n }\n // Careful not to override the slot with innerHTML\n };if (!slots().default) {\n componentData.domProps = { innerHTML: '×' };\n }\n return h('button', mergeData(data, componentData), slots().default);\n }\n};","/*\n * SSR Safe Client Side ID attribute generation\n *\n */\nexport default {\n props: {\n id: {\n type: String,\n default: null\n }\n },\n methods: {\n safeId: function safeId() {\n var suffix = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';\n\n var id = this.id || this.localId_ || null;\n if (!id) {\n return null;\n }\n suffix = String(suffix).replace(/\\s+/g, '_');\n return suffix ? id + '_' + suffix : id;\n }\n },\n computed: {\n localId_: function localId_() {\n if (!this.$isServer && !this.id && typeof this._uid !== 'undefined') {\n return '__BVID__' + this._uid;\n }\n }\n }\n};","function _toConsumableArray(arr) { if (Array.isArray(arr)) { for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) {

arr2[i] = arr[i]; } return arr2; } else { return Array.from(arr); } }\n\nimport { isArray } from '../utils/array';\n/**\n * Issue #569: collapse::toggle::state triggered too many times\n * @link https://github.com/bootstrap-vue/bootstrap-vue/issues/569 */\n\nvar BVRL = '__BV_root_listeners__';\n\nexport default {\n methods: {\n /**\n * Safely register event listeners on the root Vue node.\n * While Vue automatically removes listeners for individual components,\n * when a component registers a listener on root and is destroyed,\n * this orphans a callback because the node is gone,\n * but the root does not clear the callback.\n *\n * This adds a non-reactive prop to a vm on the fly\n * in order to avoid object observation and its performance costs\n * to something that needs no reactivity.\n * It should be highly unlikely there are any naming collisions.\n * @param {string} event\n * @param {function} callback\n * @chainable\n */\n listenOnRoot: function listenOnRoot(event, callback) {\n if (!this[BVRL] || !isArray(this[BVRL])) {\n this[BVRL] = [];\n }\n this[BVRL].push({ event: event, callback: callback });\n this.$root.$on(event, callback);\n return this;\n },\n\n\n /**\n * Convenience method for calling vm.$emit on vm.$root.\n * @param {string} event\n * @param {*} args\n * @chainable\n */\n emitOnRoot: function emitOnRoot(event) {\n var _$root;\n\n for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n args[_key - 1] = arguments[_key];\n }\n\n (_$root = this.$root).$emit.apply(_$root, [event].concat(_toConsumableArray(args)));\n return this;\n }\n },\n\n beforeDestroy: function beforeDestroy() {\n if (this[BVRL] && isArray(this[BVRL])) {\n while (this[BVRL].length > 0) {\n // shift to process in order\n var _BVRL$shift = this[BVRL].shift(),\n event = _BVRL$shift.event,\n callback = _BVRL$shift.callback;\n\n this.$root.$off(event, callback);\n }\n }\n }\n};","import { assign } from './object';\nimport { isElement } from '../utils/dom';\n\n/**\n * Observe a DOM element changes, falls back to eventListener mode\n * @param {Element} el The DOM element to observe\n * @param {Function} callback callback to be called on change\n * @param {object} [opts={childList: true, subtree: true}] observe options\n * @see http://stackoverflow.com/questions/3219758\n */\nexport default function observeDOM(el, callback, opts) {\n var MutationObserver = window.MutationObserver || window.WebKitMutationObserver || window.MozMutationObserver;\n var eventListenerSupported = window.addEventListener;\n\n // Handle case where we might be passed a vue instance\n el = el ? el.$el || el : null;\n /* istanbul ignore next: dificult to test in JSDOM */\n if (!isElement(el)) {\n // We can't observe somthing that isn't an element\n return null;\n }\n\n var obs = null;\n\n /* istanbul ignore next: dificult to test in JSDOM */\n if (MutationObserver) {\n // Define a new observer\n obs = new MutationObserver(function (mutations) {\n var changed = false;\n // A Mutation can contain several change records, so we loop through them to see what has changed.\n // We break out of the loop early if any \"significant\" change has been detected\n for (var i = 0; i < mutations.length && !changed; i++) {\n // The muttion record\n var mutation = mutations[i];\n // Mutation Type\n var type = mutation.type;\n // DOM Node (could be any DOM Node type - HTMLElement, Text, comment, etc)\n var target = mutation.target;\n if (type === 'characterData' && target.nodeType === Node.TEXT_NODE) {\n // We ignore nodes that are not TEXt (i.e. comments, etc) as they don't change layout\n changed = true;\n } else if (type === 'attributes') {\n changed = true;\n } else if (type === 'childList' && (mutation.addedNodes.length > 0 || mutation.removedNodes.length > 0)) {\n // This includes HTMLElement and Text Nodes being added/removed/re-arranged\n changed = true;\n }\n }\n if (changed) {\n // We only call the callback if a change that could affect layout/size truely happened.\n callback();\n }\n });\n\n // Have the observer observe foo for changes in children, etc\n obs.observe(el, assign({ childList: true, subtree: true }, opts));\n } else if (eventListenerSupported) {\n // Legacy interface. most likely not used in modern browsers\n el.addEventListener('DOMNodeInserted', callback, false);\n el.addEventListener('DOMNodeRemoved', callback, false);\n }\n\n // We return a reference to the observer so that obs.disconnect() can be called if necessary\n // To reduce overhead when the root element is hiiden\n return obs;\n}","/**\n * Log a warning message to the console with bootstrap-vue formatting sugar.\n * @param {string} message */\n/* istanbul ignore next */\nfunction warn(message) {\n console.warn(\"[Bootstrap-Vue warn]: \" + message);\n}\n\nexport default warn;","/*\n * Key Codes (events)\n */\nexport default {\n SPACE: 32,\n ENTER: 13,\n ESC: 27,\n LEFT: 37,\n UP: 38,\n RIGHT: 39,\n DOWN: 40,\n PAGEUP: 33,\n PAGEDOWN:

34,\n HOME: 36,\n END: 35\n};","var _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nimport { assign, defineProperty, defineProperties, readonlyDescriptor } from '../utils/object';\n\nvar BvEvent = function () {\n function BvEvent(type) {\n   var eventInit = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n\n   _classCallCheck(this, BvEvent);\n\n   // Start by emulating native Event constructor.\n   if (!type) {\n   throw new TypeError('Failed to construct \\" + this.constructor.name + '\\'. 1 argument required, ' + arguments.length + ' given.');\n   }\n   // Assign defaults first, the eventInit,\n   // and the type last so it can't be overwritten.\n   assign(this, BvEvent.defaults(), eventInit, { type: type });\n   // Freeze some props as readonly, but leave them enumerable.\n   defineProperties(this, {\n   type: readonlyDescriptor(),\n   cancelable: readonlyDescriptor(),\n   nativeEvent: readonlyDescriptor(),\n   target: readonlyDescriptor(),\n   relatedTarget: readonlyDescriptor(),\n   vueTarget: readonlyDescriptor()\n   });\n   // Create a private variable using closure scoping.\n   var defaultPrevented = false;\n   // Recreate preventDefault method. One way setter.\n   this.preventDefault = function preventDefault() {\n   if (this.cancelable) {\n   defaultPrevented = true;\n   }\n   };\n   // Create 'defaultPrevented' publicly accessible prop\n   // that can only be altered by the preventDefault method.\n   defineProperty(this, 'defaultPrevented', {\n   enumerable: true,\n   get: function get() {\n   return defaultPrevented;\n   }\n   });\n }\n\n _createClass(BvEvent, null, [{\n   key: 'defaults',\n   value: function defaults() {\n   return {\n   type: ",\n   cancelable: true,\n   nativeEvent: null,\n   target: null,\n   relatedTarget: null,\n   vueTarget: null\n   };\n   }\n }]);\n\n return BvEvent;\n}();\n\nexport default BvEvent;","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport bBtn from '../button/button';\nimport bBtnClose from '../button/button-close';\nimport idMixin from '../../mixins/id';\nimport listenOnRootMixin from '../../mixins/listen-on-root';\nimport observeDom from '../../utils/observe-dom';\nimport warn from '../../utils/warn';\nimport KeyCodes from '../../utils/key-codes';\nimport BvEvent from '../../utils/bv-event.class';\nimport { isVisible, selectAll, select, getBCR, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, hasAttr, eventOn, eventOff } from '../../utils/dom';\n\n// Selectors for padding/margin adjustments\nvar Selector = {\n FIXED_CONTENT: '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top',\n STICKY_CONTENT: '.sticky-top',\n NAVBAR_TOGGLER: '.navbar-toggler'\n\n // ObserveDom config\n};var OBSERVER_CONFIG = {\n subtree: true,\n childList: true,\n characterData: true,\n attributes: true,\n attributeFilter: ['style', 'class']\n};\n\nexport default {\n mixins: [idMixin, listenOnRootMixin],\n components: { bBtn: bBtn, bBtnClose: bBtnClose },\n render: function render(h) {\n   var _this = this;\n\n   var $slots = this.$slots;\n   // Modal Header\n   var header = h(false);\n   if (!this.hideHeader) {\n   var modalHeader = $slots['modal-header'];\n   if (!modalHeader) {\n   var closeButton = h(false);\n   if (!this.hideHeaderClose) {\n   closeButton = h('b-btn-close', {\n   props: {\n   disabled: this.is_transitioning,\n   ariaLabel: this.headerCloseLabel,\n   textVariant: this.headerTextVariant\n   },\n   on: {\n   click: function click(evt) {\n   _this.hide('header-close');\n   }\n   }\n   }, [$slots['modal-header-close']]);\n   }\n   modalHeader = [h(this.titleTag, { class: ['modal-title'] }, [$slots['modal-title'] || this.title]), closeButton];\n   }\n   header = h('header', {\n   ref: 'header',\n   class: this.headerClasses,\n   attrs: { id: this.safeId('__BV_modal_header_') }\n   }, [modalHeader]);\n   }\n   // Modal Body\n   var body = h('div', {\n   ref: 'body',\n   class: this.bodyClasses,\n   attrs: { id: this.safeId('__BV_modal_body_') }\n   }, [$slots.default]);\n   // Modal Footer\n   var footer = h(false);\n   if (!this.hideFooter) {\n   var modalFooter = $slots['modal-footer'];\n   if (!modalFooter) {\n   var cancelButton = h(false);\n   if (!this.okOnly) {\n   cancelButton = h('b-btn', {\n   props: {\n   variant: this.cancelVariant,\n   size: this.buttonSize,\n   disabled: this.cancelDisabled || this.busy ||

this.is_transitioning\n   },\n   on: {\n   click: function click(evt) {\n   _this.hide('cancel');\n
}\n   }\n   }, [$slots['modal-cancel'] || this.cancelTitle]);\n   }\n   var okButton = h('b-btn', {\n
props: {\n   variant: this.okVariant,\n   size: this.buttonSize,\n   disabled: this.okDisabled ||
this.busy || this.is_transitioning\n   },\n   on: {\n   click: function click(evt) {\n
_this.hide('ok');\n   }\n   }\n   }, [$slots['modal-ok'] || this.okTitle]);\n   modalFooter = [cancelButton,
okButton];\n   }\n   footer = h('footer', {\n   ref: 'footer',\n   class: this.footerClasses,\n   attrs: { id:
this.safeId('__BV_modal_footer_') }\n   }, [modalFooter]);\n   }\n   // Assemble Modal Content\n   var
modalContent = h('div', {\n   ref: 'content',\n   class: ['modal-content'],\n   attrs: {\n   tabindex: '-1',\n
role: 'document',\n   'aria-labelledby': this.hideHeader ? null : this.safeId('__BV_modal_header_'),\n   'aria-
describedby': this.safeId('__BV_modal_body_')\n   },\n   on: {\n   focusout: this.onFocusout,\n   click:
function click(evt) {\n   evt.stopPropagation();\n   // https://github.com/bootstrap-vue/bootstrap-
vue/issues/1528\n   _this.$root.$emit('bv::dropdown::shown');\n   }\n   }\n   }, [header, body, footer]);\n
// Modal Dialog wrapper\n   var modalDialog = h('div', { class: this.dialogClasses }, [modalContent]);\n   //
Modal\n   var modal = h('div', {\n   ref: 'modal',\n   class: this.modalClasses,\n   directives: [{\n   name:
'show',\n   rawName: 'v-show',\n   value: this.is_visible,\n   expression: 'is_visible'\n   }],\n   attrs: {\n
id: this.safeId(),\n   role: 'dialog',\n   'aria-hidden': this.is_visible ? null : 'true'\n   },\n   on: {\n   click:
this.onClickOut,\n   keydown: this.onEsc\n   }\n   }, [modalDialog]);\n   // Wrap modal in transition\n   modal
= h('transition', {\n   props: {\n   enterClass: '',\n   enterToClass: '',\n   enterActiveClass: '',\n
leaveClass: '',\n   leaveActiveClass: '',\n   leaveToClass: ''\n   },\n   on: {\n   'before-enter':
this.onBeforeEnter,\n   enter: this.onEnter,\n   'after-enter': this.onAfterEnter,\n   'before-leave':
this.onBeforeLeave,\n   leave: this.onLeave,\n   'after-leave': this.onAfterLeave\n   }\n   }, [modal]);\n   //
Modal Backdrop\n   var backdrop = h(false);\n   if (!this.hideBackdrop && (this.is_visible || this.is_transitioning))
{\n   backdrop = h('div', {\n   class: this.backdropClasses,\n   attrs: { id:
this.safeId('__BV_modal_backdrop_') }\n   });\n   }\n   // Assemble modal and backdrop\n   var outer =
h(false);\n   if (!this.is_hidden) {\n   outer = h('div', { attrs: { id: this.safeId('__BV_modal_outer_') } }, [modal,
backdrop]);\n   }\n   // Wrap in DIV to maintain thi.$el reference for hide/show method aceess\n   return h('div', {},
[outer]);\n   },\n   data: function data() {\n   return {\n   is_hidden: this.lazy || false,\n   is_visible: false,\n
is_transitioning: false,\n   is_show: false,\n   is_block: false,\n   scrollbarWidth: 0,\n   isBodyOverflowing:
false,\n   return_focus: this.returnFocus || null\n   };\n   },\n\n   model: {\n   prop: 'visible',\n   event: 'change'\n
},\n   props: {\n   title: {\n   type: String,\n   default: ''\n   },\n   titleTag: {\n   type: String,\n   default: 'h5'\n
},\n   size: {\n   type: String,\n   default: 'md'\n   },\n   centered: {\n   type: Boolean,\n   default: false\n
},\n   buttonSize: {\n   type: String,\n   default: ''\n   },\n   noFade: {\n   type: Boolean,\n   default: false\n
},\n   noCloseOnBackdrop: {\n   type: Boolean,\n   default: false\n   },\n   noCloseOnEsc: {\n   type:
Boolean,\n   default: false\n   },\n   noEnforceFocus: {\n   type: Boolean,\n   default: false\n   },\n
headerBgVariant: {\n   type: String,\n   default: null\n   },\n   headerBorderVariant: {\n   type: String,\n
default: null\n   },\n   headerTextVariant: {\n   type: String,\n   default: null\n   },\n   headerClass: {\n   type:
[String, Array],\n   default: null\n   },\n   bodyBgVariant: {\n   type: String,\n   default: null\n   },\n
bodyTextVariant: {\n   type: String,\n   default: null\n   },\n   modalClass: {\n   type: [String, Array],\n
default: null\n   },\n   bodyClass: {\n   type: [String, Array],\n   default: null\n   },\n   footerBgVariant: {\n
type: String,\n   default: null\n   },\n   footerBorderVariant: {\n   type: String,\n   default: null\n   },\n
footerTextVariant: {\n   type: String,\n   default: null\n   },\n   footerClass: {\n   type: [String, Array],\n
default: null\n   },\n   hideHeader: {\n   type: Boolean,\n   default: false\n   },\n   hideFooter: {\n   type:
Boolean,\n   default: false\n   },\n   hideHeaderClose: {\n   type: Boolean,\n   default: false\n   },\n
hideBackdrop: {\n   type: Boolean,\n   default: false\n   },\n   okOnly: {\n   type: Boolean,\n   default:
false\n   },\n   okDisabled: {\n   type: Boolean,\n   default: false\n   },\n   cancelDisabled: {\n   type:
Boolean,\n   default: false\n   },\n   visible: {\n   type: Boolean,\n   default: false\n   },\n   returnFocus: {\n
default: null\n   },\n   headerCloseLabel: {\n   type: String,\n   default: 'Close'\n   },\n   cancelTitle: {\n
type: String,\n   default: 'Cancel'\n   },\n   okTitle: {\n   type: String,\n   default: 'OK'\n   },\n   cancelVariant:

{\n   type: String,\n   default: 'secondary'\n },\n okVariant: {\n   type: String,\n   default: 'primary'\n },\n lazy: {\n   type: Boolean,\n   default: false\n },\n busy: {\n   type: Boolean,\n   default: false\n }\n },\n computed: {\n modalClasses: function modalClasses() {\n   return ['modal', {\n   fade: !this.noFade,\n   show: this.is_show,\n   'd-block': this.is_block\n   }, this.modalClass];\n },\n dialogClasses: function dialogClasses() {\n   var _ref;\n\n   return ['modal-dialog', (_ref = {}, _defineProperty(_ref, 'modal-' + this.size, Boolean(this.size)), _defineProperty(_ref, 'modal-dialog-centered', this.centered), _ref)];\n },\n backdropClasses: function backdropClasses() {\n   return ['modal-backdrop', {\n   fade: !this.noFade,\n   show: this.is_show || this.noFade\n   }];\n },\n headerClasses: function headerClasses() {\n   var _ref2;\n\n   return ['modal-header', (_ref2 = {}, _defineProperty(_ref2, 'bg-' + this.headerBgVariant, Boolean(this.headerBgVariant)), _defineProperty(_ref2, 'text-' + this.headerTextVariant, Boolean(this.headerTextVariant)), _defineProperty(_ref2, 'border-' + this.headerBorderVariant, Boolean(this.headerBorderVariant)), _ref2), this.headerClass];\n },\n bodyClasses: function bodyClasses() {\n   var _ref3;\n\n   return ['modal-body', (_ref3 = {}, _defineProperty(_ref3, 'bg-' + this.bodyBgVariant, Boolean(this.bodyBgVariant)), _defineProperty(_ref3, 'text-' + this.bodyTextVariant, Boolean(this.bodyTextVariant)), _ref3), this.bodyClass];\n },\n footerClasses: function footerClasses() {\n   var _ref4;\n\n   return ['modal-footer', (_ref4 = {}, _defineProperty(_ref4, 'bg-' + this.footerBgVariant, Boolean(this.footerBgVariant)), _defineProperty(_ref4, 'text-' + this.footerTextVariant, Boolean(this.footerTextVariant)), _defineProperty(_ref4, 'border-' + this.footerBorderVariant, Boolean(this.footerBorderVariant)), _ref4), this.footerClass];\n }\n },\n watch: {\n visible: function visible(newVal, oldVal) {\n   if (newVal === oldVal) {\n   return;\n   }\n   this[newVal ? 'show' : 'hide']();\n }\n },\n methods: {\n // Public Methods\n show: function show() {\n   if (this.is_visible) {\n   return;\n   }\n   var showEvt = new BvEvent('show', {\n   cancelable: true,\n   vueTarget: this,\n   target: this.$refs.modal,\n   relatedTarget: null\n   });\n   this.emitEvent(showEvt);\n   if (showEvt.defaultPrevented || this.is_visible) {\n   // Don't show if canceled\n   return;\n   }\n   if (hasClass(document.body, 'modal-open')) {\n   // If another modal is already open, wait for it to close\n   this.$root.$once('bv::modal::hidden', this.doShow);\n   } else {\n   // Show the modal\n   this.doShow();\n   }\n },\n hide: function hide(trigger) {\n   if (!this.is_visible) {\n   return;\n   }\n   var hideEvt = new BvEvent('hide', {\n   cancelable: true,\n   vueTarget: this,\n   target: this.$refs.modal,\n   // this could be the trigger element/component reference\n   relatedTarget: null,\n   isOK: trigger || null,\n   trigger: trigger || null,\n   cancel: function cancel() {\n   // Backwards compatibility\n   warn('b-modal: evt.cancel() is deprecated. Please use evt.preventDefault().');\n   this.preventDefault();\n   }\n   });\n   if (trigger === 'ok') {\n   this.$emit('ok', hideEvt);\n   } else if (trigger === 'cancel') {\n   this.$emit('cancel', hideEvt);\n   }\n   this.emitEvent(hideEvt);\n   // Hide if not canceled\n   if (hideEvt.defaultPrevented || !this.is_visible) {\n   return;\n   }\n   // stop observing for content changes\n   if (this._observer) {\n   this._observer.disconnect();\n   this._observer = null;\n   }\n   this.is_visible = false;\n   this.$emit('change', false);\n },\n\n // Private method to finish showing modal\n doShow: function doShow() {\n   var _this2 = this;\n\n   // Plce modal in DOM if lazy\n   this.is_hidden = false;\n   this.$nextTick(function () {\n   // We do this in nextTick to ensure the modal is in DOM first before we show it\n   _this2.is_visible = true;\n   _this2.$emit('change', true);\n   // Observe changes in modal content and adjust if necessary\n   _this2._observer = observeDom(_this2.$refs.content, _this2.adjustDialog.bind(_this2), OBSERVER_CONFIG);\n   });\n },\n\n // Transition Handlers\n onBeforeEnter: function onBeforeEnter() {\n   this.is_transitioning = true;\n   this.checkScrollbar();\n   this.setScrollbar();\n   this.adjustDialog();\n   addClass(document.body, 'modal-open');\n   this.setResizeEvent(true);\n },\n onEnter: function onEnter() {\n   this.is_block = true;\n   this.$refs.modal.scrollTop = 0;\n },\n onAfterEnter: function onAfterEnter() {\n   var _this3 = this;\n\n   this.is_show = true;\n   this.is_transitioning = false;\n   this.$nextTick(function () {\n   _this3.focusFirst();\n   var shownEvt = new BvEvent('shown', {\n   cancelable: false,\n   vueTarget: _this3,\n   target: _this3.$refs.modal,\n   relatedTarget: null\n   });\n   _this3.emitEvent(shownEvt);\n   });\n },\n onBeforeLeave: function onBeforeLeave() {\n   this.is_transitioning = true;\n   this.setResizeEvent(false);\n },\n onLeave: function onLeave() {\n   // Remove the 'show' class\n   this.is_show = false;\n },\n

onAfterLeave: function onAfterLeave() {\n   var _this4 = this;\n\n   this.is_block = false;\n this.resetAdjustments();\n   this.resetScrollbar();\n   this.is_transitioning = false;\n removeClass(document.body, 'modal-open');\n   this.$nextTick(function () {\n   _this4.is_hidden = _this4.lazy || false;\n   _this4.returnFocusTo();\n   var hiddenEvt = new BvEvent('hidden', {\n   cancelable: false,\n vueTarget: _this4,\n   target: _this4.lazy ? null : _this4.$refs.modal,\n   relatedTarget: null\n   });\n _this4.emitEvent(hiddenEvt);\n   });\n   },\n\n   // Event emitter\n   emitEvent: function emitEvent(bvEvt) {\n var type = bvEvt.type;\n   this.$emit(type, bvEvt);\n   this.$root.$emit('bv::modal::' + type, bvEvt);\n   },\n\n   // UI Event Handlers\n   onClickOut: function onClickOut(evt) {\n   // If backdrop clicked, hide modal\n   if (this.is_visible && !this.noCloseOnBackdrop) {\n   this.hide('backdrop');\n   }\n   },\n   onEsc: function onEsc(evt) {\n   // If ESC pressed, hide modal\n   if (evt.keyCode === KeyCodes.ESC && this.is_visible && !this.noCloseOnEsc) {\n   this.hide('esc');\n   }\n   },\n   onFocusout: function onFocusout(evt) {\n   // If focus leaves modal, bring it back\n   // 'focusout' Event Listener bound on content\n   var content = this.$refs.content;\n   if (!this.noEnforceFocus && this.is_visible && content && !content.contains(evt.relatedTarget)) {\n   content.focus();\n   }\n   },\n\n   // Resize Listener\n setResizeEvent: function setResizeEvent(on) {\n   var _this5 = this;\n\n   ;['resize', 'orientationchange'].forEach(function (evtName) {\n   if (on) {\n   eventOn(window, evtName, _this5.adjustDialog);\n   } else {\n   eventOff(window, evtName, _this5.adjustDialog);\n   }\n   });\n },\n\n   // Root Listener handlers\n   showHandler: function showHandler(id, triggerEl) {\n   if (id === this.id) {\n   this.return_focus = triggerEl || null;\n   this.show();\n   }\n   },\n   hideHandler: function hideHandler(id) {\n   if (id === this.id) {\n   this.hide();\n   }\n   },\n   modalListener: function modalListener(bvEvt) {\n // If another modal opens, close this one\n   if (bvEvt.vueTarget !== this) {\n   this.hide();\n   }\n   },\n\n   // Focus control handlers\n   focusFirst: function focusFirst() {\n   // Don't try and focus if we are SSR\n   if (typeof document === 'undefined') {\n   return;\n   }\n   var content = this.$refs.content;\n   var modal = this.$refs.modal;\n   var activeElement = document.activeElement;\n   if (activeElement && content && content.contains(activeElement)) {\n   // If activeElement is child of content, no need to change focus\n   } else if (content) {\n   if (modal) {\n   modal.scrollTop = 0;\n   }\n   // Focus the modal content wrapper\n   content.focus();\n   }\n   },\n   returnFocusTo: function returnFocusTo() {\n   // Prefer returnFocus prop over event specified return_focus value\n   var el = this.returnFocus || this.return_focus || null;\n   if (typeof el === 'string') {\n   // CSS Selector\n   el = select(el);\n   }\n   if (el) {\n   el = el.$el || el;\n   if (isVisible(el)) {\n   el.focus();\n   }\n   }\n   },\n\n   // Utility methods\n   getScrollbarWidth: function getScrollbarWidth() {\n   var scrollDiv = document.createElement('div');\n   scrollDiv.className = 'modal-scrollbar-measure';\n   document.body.appendChild(scrollDiv);\n   this.scrollbarWidth = scrollDiv.getBoundingClientRect().width - scrollDiv.clientWidth;\n   document.body.removeChild(scrollDiv);\n   },\n   adjustDialog: function adjustDialog() {\n   if (!this.is_visible) {\n   return;\n   }\n   var modal = this.$refs.modal;\n   var isModalOverflowing = modal.scrollHeight > document.documentElement.clientHeight;\n   if (!this.isBodyOverflowing && isModalOverflowing) {\n   modal.style.paddingLeft = this.scrollbarWidth + 'px';\n   }\n   if (this.isBodyOverflowing && !isModalOverflowing) {\n   modal.style.paddingRight = this.scrollbarWidth + 'px';\n   }\n   },\n   resetAdjustments: function resetAdjustments() {\n   var modal = this.$refs.modal;\n   if (modal) {\n   modal.style.paddingLeft = '';\n   modal.style.paddingRight = '';\n   }\n   },\n   checkScrollbar: function checkScrollbar() {\n   var rect = getBCR(document.body);\n this.isBodyOverflowing = rect.left + rect.right < window.innerWidth;\n   },\n   setScrollbar: function setScrollbar() {\n   if (this.isBodyOverflowing) {\n   // Note: DOMNode.style.paddingRight returns the actual value or '' if not set\n   // while $(DOMNode).css('padding-right') returns the calculated value or 0 if not set\n   var computedStyle = window.getComputedStyle;\n   var body = document.body;\n   var scrollbarWidth = this.scrollbarWidth;\n   // Adjust fixed content padding\n selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n   var actualPadding = el.style.paddingRight;\n   var calculatedPadding = computedStyle(el).paddingRight || 0;\n   setAttr(el, 'data-padding-right', actualPadding);\n   el.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n   });\n

// Adjust sticky content margin\n   selectAll(Selector.STICKY_CONTENT).forEach(function (el) {\n   var actualMargin = el.style.marginRight;\n   var calculatedMargin = computedStyle(el).marginRight || 0;\n setAttr(el, 'data-margin-right', actualMargin);\n   el.style.marginRight = parseFloat(calculatedMargin) - scrollbarWidth + 'px';\n   });\n   // Adjust navbar-toggler margin\n selectAll(Selector.NAVBAR_TOGGLER).forEach(function (el) {\n   var actualMargin = el.style.marginRight;\n   var calculatedMargin = computedStyle(el).marginRight || 0;\n   setAttr(el, 'data-margin-right', actualMargin);\n   el.style.marginRight = parseFloat(calculatedMargin) + scrollbarWidth + 'px';\n   });\n   // Adjust body padding\n   var actualPadding = body.style.paddingRight;\n   var calculatedPadding = computedStyle(body).paddingRight;\n   setAttr(body, 'data-padding-right', actualPadding);\n body.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n   }\n },\n resetScrollbar: function resetScrollbar() {\n   // Restore fixed content padding\n selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n   if (hasAttr(el, 'data-padding-right')) {\n el.style.paddingRight = getAttr(el, 'data-padding-right') || '';\n   removeAttr(el, 'data-padding-right');\n   }\n });\n   // Restore sticky content and navbar-toggler margin\n   selectAll(Selector.STICKY_CONTENT + ', ' + Selector.NAVBAR_TOGGLER).forEach(function (el) {\n   if (hasAttr(el, 'data-margin-right')) {\n el.style.marginRight = getAttr(el, 'data-margin-right') || '';\n   removeAttr(el, 'data-margin-right');\n   }\n });\n   // Restore body padding\n   var body = document.body;\n   if (hasAttr(body, 'data-padding-right')) {\n body.style.paddingRight = getAttr(body, 'data-padding-right') || '';\n   removeAttr(body, 'data-padding-right');\n }\n   }\n },\n created: function created() {\n   // create non-reactive property\n   this._observer = null;\n },\n mounted: function mounted() {\n   // Measure scrollbar\n   this.getScrollbarWidth();\n   // Listen for events from others to either open or close ourselves\n   this.listenOnRoot('bv::show::modal', this.showHandler);\n this.listenOnRoot('bv::hide::modal', this.hideHandler);\n   // Listen for bv:modal::show events, and close ourselves if the opening modal not us\n   this.listenOnRoot('bv::modal::show', this.modalListener);\n   // Initially show modal?\n   if (this.visible === true) {\n   this.show();\n   }\n },\n beforeDestroy: function beforeDestroy() {\n // Ensure everything is back to normal\n   if (this._observer) {\n   this._observer.disconnect();\n   this._observer = null;\n   }\n   this.setResizeEvent(false);\n   // Re-adjust body/navbar/fixed padding/margins (if needed)\n removeClass(document.body, 'modal-open');\n   this.resetAdjustments();\n   this.resetScrollbar();\n }\n};","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"embed-form\"},[_c('div',{staticClass:\"container-fluid\"},[(!_vm.noTitle)?_c('h4',{staticClass:\"embed-form__heading\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('embed-form.heading'))+\"\\n \")]):_vm._e(),_c('div',{staticClass:\"row\"},[_c('div',{staticClass:\"col\"},[_c('p',[_vm._v(\"\\n \"+_vm._s(_vm.$t('embed-form.introduction'))+\"\\n   \")]),_c('textarea',{staticClass:\"form-control embed-form__code mb-2\",attrs:{\"readonly\":\"\"},domProps:{\"value\":_vm.embedCode()},on:{\"click\":_vm.selectCode}}),_c('label',{staticClass:\"custom-control custom-checkbox btn btn-sm float-left\"},[_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.responsiveCheck),expression:\"responsiveCheck\"}],staticClass:\"custom-control-input\",attrs:{\"type\":\"checkbox\"},domProps:{\"checked\":Array.isArray(_vm.responsiveCheck)?_vm._i(_vm.responsiveCheck,null)>-1:(_vm.responsiveCheck)},on:{\"change\":function($event){var $$a=_vm.responsiveCheck,$$el=$event.target,$$c=$$el.checked?(true):(false);if(Array.isArray($$a)){var $$v=null,$$i=_vm._i($$a,$$v);if($$el.checked){$$i<0&&(_vm.responsiveCheck=$$a.concat([$$v]))}else{$$i>-1&&(_vm.responsiveCheck=$$a.slice(0,$$i).concat($$a.slice($$i+1)))}}else{_vm.responsiveCheck=$$c}}}}),_c('span',{staticClass:\"custom-control-label font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('embed-form.responsive-optin'))+\"\\n   \")])]),_c('div',{staticClass:\"text-right\"},[_c('button',{staticClass:\"btn btn-link btn-sm text-uppercase font-weight-bold\",on:{\"click\":_vm.copyEmbedCode}},[_c('fa',{attrs:{\"icon\":\"clipboard\"}}),_vm._v(\"\\n \"+_vm._s(_vm.$t('embed-form.copy'))+\"\\n   \")],1)])]),(!_vm.noPreview)?_c('div',{staticClass:\"col-7 d-none

d-lg-block embed-form\"},[_c('span',{domProps:{\"innerHTML\":_vm._s(_vm.embedCode(false))}})]):_vm._e()])]])}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","function _typeof2(obj) { if (typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\") { _typeof2 = function _typeof2(obj) { return typeof obj; }; } else { _typeof2 = function _typeof2(obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; }; } return _typeof2(obj); }\n\nexport default function _typeof(obj) {\n if (typeof Symbol === \"function\" && _typeof2(Symbol.iterator) === \"symbol\") {\n   _typeof = function _typeof(obj) {\n   return _typeof2(obj);\n   };\n } else {\n   _typeof = function _typeof(obj)\n{\n   return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !==
Symbol.prototype ? \"symbol\" : _typeof2(obj);\n   };\n }\n\n return _typeof(obj);\n}","import Clipboard from 'clipboard'\n\n\nexport function copyText (text, container) {\n return new Promise(function (resolve, reject) {\n   var fakeElement = document.createElement('button')\n\n   var clipboard = new Clipboard(fakeElement, {\n   text:
() => (text),\n   action: () => ('copy'),\n   container: typeof container === 'object' ? container : document.body\n   })\n\n   clipboard.on('success', error => {\n   clipboard.destroy()\n   resolve(error)\n   })\n\n
clipboard.on('error', error => {\n   clipboard.destroy()\n   reject(error)\n   })\n\n   fakeElement.click()\n })\n}\n","<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .embed-form {\n   font-size: 0.9rem;\n
overflow: auto;\n\n   .custom-control.btn {\n   .custom-control-label:before, .custom-control-label:after {\n
top: 50%;\n   transform: translateY(-50%);\n   }\n   }\n\n   &__heading {\n   font-size: 1.1em;\n   text-transform: uppercase;\n   }\n\n   &__code {\n   height: 80px;\n   }\n\n   &__preview {\n   border-left: 1px
$gray-400 dashed;\n   }\n }\n</style>\n\n<template>\n <div class=\"embed-form\">\n   <div class=\"container-fluid\">\n   <h4 class=\"embed-form__heading\" v-if=\"!noTitle\">\n   {{ $t('embed-form.heading') }}\n
</h4>\n   <div class=\"row\">\n   <div class=\"col\">\n   <p>\n   {{ $t('embed-form.introduction')
}}\n   </p>\n   <textarea class=\"form-control embed-form__code mb-2\" readonly @click=\"selectCode\"
:value=\"embedCode()\"></textarea>\n\n   <label class=\"custom-control custom-checkbox btn btn-sm float-left\">\n   <input type=\"checkbox\" class=\"custom-control-input\" v-model=\"responsiveCheck\">\n
\n   {{ $t('embed-form.responsive-optin') }}\n
\n   </label>\n\n   <div class=\"text-right\">\n   <button class=\"btn btn-link btn-sm text-uppercase font-weight-bold\" @click=\"copyEmbedCode\">\n   <fa icon=\"clipboard\" />\n   {{
$t('embed-form.copy') }}\n   </button>\n   </div>\n   </div>\n   <div class=\"col-7 d-none d-lg-block embed-form__preview\" v-if=\"!noPreview\">\n   \n
</div>\n   </div>\n   </div>\n </div>\n</template>\n\n<script>\n import { faClipboard } from
'@fortawesome/free-solid-svg-icons/faClipboard'\n import Vue from 'vue'\n\n import i18n from '@/i18n'\n import
IframeResizer from '@/utils/iframe-resizer'\n import { copyText } from '@/utils/clipboard'\n import { library }
from './Fa'\n\n /**\n   * Embed Form\n   */\n export default {\n   i18n,\n   name: 'EmbedForm',\n   data () {\n
return {\n   responsiveCheck: false\n   }\n   },\n   beforeMount() {\n   library.add(faClipboard)\n   },\n
components: {\n   /** Prevent a bug with vue-docgen-api\n   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default\n   },\n   props: {\n   /**\n   * Hide the form title\n
*/\n   noTitle: {\n   type: Boolean\n   },\n   /**\n   * Hide the preview panel\n   */\n   noPreview:
{\n   type: Boolean\n   },\n   /**\n   * Default width of the iframe code\n   */\n   width: {\n   type:
[Number, String],\n   default: '100%'\n   },\n   /**\n   * Default height of the iframe code\n   */\n
height: {\n   type: Number,\n   default: () => (window.innerHeight)\n   },\n   /**\n   * Default minimal
width of the iframe code (if extract from window\\'s size)\n   */\n   minWidth: {\n   type: Number,\n
default: 0\n   },\n   /**\n   * Default minimal height of the iframe code (if extract from window\\'s size)\n
*/\n   minHeight: {\n   type: Number,\n   default: 0\n   },\n   /**\n   * URL of the iframe code\n
*/\n   url: {\n   type: String\n   }\n   },\n   methods: {\n   iframeCodeFor (url, width, height) {\n   return
`<iframe width=\"${width}\" height=\"${height}\" src=\"${IframeResizer.deletePymParams(url)}\"
frameborder=\"0\" allowfullscreen></iframe>`\n   },\n   pymCodeFor (url) {\n   return
IframeResizer.template(url)\n   },\n   copyEmbedCode () {\n   return copyText(this.embedCode(),

this.$el).then(() => {\n   this.selectCode()\n   })\n   },\n   selectCode () {\n
this.$el.querySelector('.embed-form__code').select()\n   },\n   embedCode (withPym = this.responsiveCheck) {\n
    const width = isNaN(this.width) ? this.width : Math.max(this.width, this.minWidth)\n   const height =
Math.max(this.height, this.minHeight)\n   return withPym ? this.pymCodeFor(this.currentUrl) :
this.iframeCodeFor(this.currentUrl, width, height)\n   }\n   },\n   computed: {\n   currentUrl () {\n   return
this.url || window.location.href\n   }\n   }\n }\n</script>\n","import mod from \"-!../../node_modules/cache-
loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-
loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-
loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=script&lang=js&\"; export default mod;
export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-
loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from
\"./EmbedForm.vue?vue&type=template&id=502aea85&scoped=true&\"\nimport script from
\"./EmbedForm.vue?vue&type=script&lang=js&\"\nexport * from
\"./EmbedForm.vue?vue&type=script&lang=js&\"\nimport style0 from
\"./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"\n\n\n/* normalize
component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar
component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"502aea85\",\n null\n
\n)\n\ncomponent.options.__file = \"EmbedForm.vue\"\nexport default component.exports","<template>\n <div
class=\"sharing-options\" :style=\"style\">\n   <social-sharing v-bind=\"valuesFor('twitter')\" inline-template>\n
<network network=\"twitter\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab', 'twitter']\" />\n   Share on Twitter\n   </network>\n   </social-sharing>\n   <social-sharing v-
bind=\"valuesFor('facebook')\" inline-template>\n   <network network=\"facebook\" class=\"sharing-
options__link\">\n   <fa :icon=\"['fab', 'facebook']\" />\n   Share on
Facebook\n   </network>\n   </social-sharing>\n   <social-sharing v-bind=\"valuesFor('linkedin')\" inline-
template>\n   <network network=\"linkedin\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab',
'linkedin']\" />\n   Share on Linkedin\n   </network>\n   </social-sharing>\n
<social-sharing v-bind=\"valuesFor('email')\" inline-template>\n   <network network=\"email\" class=\"sharing-
options__link\">\n   <fa icon=\"envelope\" />\n   Share by email\n
</network>\n   </social-sharing>\n   <div class=\"sharing-options__link\" v-show=\"!noEmbed\">\n   <a
@click=\"showEmbedForm\">\n   <fa icon=\"code\" />\n   Embed\n
\n   </div>\n   <b-modal hide-footer ref=\"embedForm\" title=\"Embed on your website\" class=\"text-
dark\">\n   <embed-form no-title no-preview :min-height=\"iframeMinHeight\" :min-
width=\"iframeMinWidth\"></embed-form>\n   </b-modal>\n </div>\n</template>\n\n<script>\n import bModal
from 'bootstrap-vue/es/components/modal/modal'\n import SocialSharing from 'vue-social-sharing';\n import get
from 'lodash/get'\n import reduce from 'lodash/reduce'\n\n import i18n from '@/i18n'\n import { faCode } from
'@fortawesome/free-solid-svg-icons/faCode'\n import { faEnvelope } from '@fortawesome/free-solid-svg-
icons/faEnvelope'\n import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import {
faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from
'@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import EmbedForm from './EmbedForm.vue'\n import
config from '../config'\n import IframeResizer from '../utils/iframe-resizer'\n\n import { library } from './Fa'\n\n
/**\n   * SharingOptions\n   */\n export default {\n   i18n,\n   name: 'SharingOptions',\n   components: {\n
bModal,\n   EmbedForm,\n   SocialSharing,\n   /** Prevent a bug with vue-docgen-api\n   * @see
https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default\n   },\n
beforeMount () {\n   library.add(faCode, faEnvelope, faTwitter, faFacebook, faLinkedin)\n   // Inject Fa
components in child component\n   SocialSharing.components.Fa = require('./Fa').default\n   },\n   props: {\n
/**\n   * URL to be shared.\n   */\n   url: {\n   type: String,\n   default: () => config.get('sharing-

options.url', null) || IframeResizer.deletePymParams()\n   },\n   /**\n   * Direction of the sharing options. Can be: row, row-reverse,\n   * column or column-reverse.\n   */\n   direction: {\n   default: 'row',\n   validator (value) {\n   return ['row', 'row-reverse', 'column', 'column-reverse'].indexOf(value) !== -1\n   }\n   },\n   /**\n   * Sharing contents wich can be genereic (title, description, etc)\n   * or specific to a network (twitter_title, facebook_description, etc).\n   */\n   values: {\n   type: Object,\n   default: () => ({})\n   },\n   /**\n   * The list of all the keys to automatlcy inject in each social button.\n   */\n   valuesKeys: {\n   default: () => ['url', 'title', 'description', 'media', 'twitter-user'],\n   type: Array\n   },\n   /**\n   * Disable embed button.\n   */\n   noEmbed: {\n   type: Boolean\n   },\n   /**\n   * Minimum height of the iframe in the embed form.\n   */\n   iframeMinHeight: {\n   type: Number\n   },\n   /**\n   * Minimum width of the iframe in the embed form.\n   */\n   iframeMinWidth: {\n   type: Number\n   },\n   /**\n   * Prevent from reading default value from the <code>meta</code>.\n   */\n   noMeta: {\n   type: Boolean\n   }\n   },\n   methods: {\n   showEmbedForm () {\n   this.showShareOptions = false\n   return this.$refs.embedForm.show()\n   },\n   valuesFor (network) {\n   const values = Object.assign(this.metaValues, this.values)\n   return reduce(this.valuesKeys, (res, key) => {\n   res[key] = get(values, `${network}_${key}`, values[key])\n   return res\n   }, {})\n   },\n   defaultValueFor(key, metaSelector = null) {\n   if (this.noMeta || !metaSelector) {\n   return config.get(key)\n   }\n   return get(document.head.querySelector(metaSelector), 'content', config.get(key))\n   }\n   },\n   computed: {\n   style () {\n   return {\n   'flex-direction': this.direction\n   }\n   },\n   metaValues () {\n   return {\n   'url': this.url,\n   'title': this.defaultValueFor('sharing-options.title'),\n   'description': this.defaultValueFor('sharing-options.description', 'meta[name=\"description]'),\n   'facebook_title': this.defaultValueFor('sharing-options.facebook_title', 'meta[property=\"og:title\"]'),\n   'facebook_description': this.defaultValueFor('sharing-options.description', 'meta[property=\"og:description\"]'),\n   'facebook_media': this.defaultValueFor('sharing-options.media', 'meta[property=\"og:image\"]'),\n   'facebook_url': this.defaultValueFor('app.home', 'meta[property=\"og:url\"]'),\n   'twitter_media': this.defaultValueFor('sharing-options.media', 'meta[name=\"twitter:image\"]'),\n   'twitter_twitter-user': this.defaultValueFor('sharing-options.twitter-user', 'meta[name=\"twitter:site\"]')\n   }\n   }\n   }\n }\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib';\n @import '../styles/mixins';\n\n .sharing-options {\n   display: flex;\n\n   &__link {\n   display: block;\n   margin: $spacer / 4;\n   background: black;\n   height: 2.5em;\n   line-height: 2.5em;\n   width: 2.5em;\n   text-align: center;\n   font-size: 80%;\n   border-radius: 50%;\n   cursor: pointer;\n   color: white;\n   position: relative;\n\n   i {\n   position: absolute;\n   top: 50%;\n   left: 50%;\n   transform: translate(-50%, -50%);\n   }\n\n   & > a, & > button {\n   width: 100%;\n   height: 100%;\n   display: block;\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./SharingOptions.vue?vue&type=template&id=4e36ddf6&\"\nimport script from \"./SharingOptions.vue?vue&type=script&lang=js&\"\nexport * from \"./SharingOptions.vue?vue&type=script&lang=js&\"\nimport style0 from \"./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n\n)\n\ncomponent.options.__file = \"SharingOptions.vue\"\nexport default component.exports","<template>\n <div class=\"embeddable-footer p-2 text-nowrap\">\n   <a :href=\"homeUrl\" target=\"_blank\" class=\"text-white

embeddable-footer__brand\">\n   \n   {{ title }}\n   \n   <div class=\"embeddable-footer__lead small text-truncate\" v-html=\"lead\"></div>\n   <button class=\"btn btn-link text-white btn-sm py-0 embeddable-footer__share-btn\" @click=\"showShareOptions = !showShareOptions\" :class=\"{ active: showShareOptions }\">\n   <fa icon=\"share-alt\" />\n   {{ $t('embeddable-footer.share') }}\n   </button>\n   <sharing-options :values=\"sharingOptionsValues\" v-if=\"showShareOptions\" direction=\"column-reverse\" :iframe-min-height=\"iframeMinHeight\" :iframe-min-width=\"iframeMinWidth\"></sharing-options>\n   </div>\n</template>\n\n<script>\n import { faShareAlt } from '@fortawesome/free-solid-svg-icons/faShareAlt'\n import i18n from '@/i18n'\n import IframeResizer from '@/utils/iframe-resizer'\n import SharingOptions from './SharingOptions'\n import config from '@/config'\n\n import { library } from './Fa'\n\n /**\n * EmbeddableFooter\n */\n export default {\n i18n,\n name: 'EmbeddableFooter',\n beforeMount() {\n   library.add(faShareAlt)\n },\n components: {\n   /** Prevent a bug with vue-docgen-api\n   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default,\n   SharingOptions\n },\n props: {\n   /**\n   * Title to display next to ICIJ logo.\n   */\n   title: {\n   type: String,\n   default: () => config.get('project.name')\n   },\n   /**\n   * Lead sentence to display next to the title.\n   */\n   lead: {\n   type: String,\n   default: ''\n   },\n   /**\n   * Minimum height for the iframe generated in the embed form.\n   */\n   iframeMinHeight: {\n   type: Number\n   },\n   /**\n   * Minimum width for the iframe generated in the embed form.\n   */\n   iframeMinWidth: {\n   type: Number\n   },\n   /**\n   * Target of the ICIJ logo and title links.\n   */\n   homeUrl: {\n   type: String,\n   default: () => config.get('app.home')\n   },\n   /**\n   * Sharing option values to bind to the sharing-options component on the bottom-right corner.\n   */\n   sharingOptionsValues: {\n   type: Object,\n   default: () => ({})\n   }\n },\n data () {\n   return {\n   showShareOptions: false\n   }\n },\n mounted () {\n   IframeResizer.create();\n }\n }\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n @import '../styles/mixins';\n\n @include keyframes(slideup) {\n   0% {\n   transform: translateY(100%);\n   opacity:0;\n   }\n\n   100% {\n   transform: translateY(0%);\n   opacity:1;\n   }\n }\n\n .embeddable-footer {\n   display: flex;\n   flex-direction: row;\n   align-items: center;\n\n   z-index: $zindex-sticky;\n   position: fixed;\n   bottom: 0;\n   left: 0;\n   width: 100%;\n   background: black;\n   color: white;\n   // Magic technique to have a minimum font-size (10px-ish)\n   font-size: calc(10px + 1.5vh);\n\n   @media screen and (min-height: 800px) {\n   font-size: 1rem;\n   }\n\n   &__brand {\n   padding-right: $spacer;\n   margin-right: $spacer;\n   border-right: 2px solid white;\n   font-family: $headings-font-family;\n   font-size: 1.1em;\n   }\n\n   &__lead {\n   flex-grow: 1;\n   min-width: 0;\n   font-size: 0.9em;\n   }\n\n   &__share-btn {\n   border:1px solid transparent;\n   height: 2.5em;\n   line-height: 2.5em;\n   width: 2.5em;\n   font-size: 80%;\n   text-align: center;\n   border-radius: 50%;\n\n   &.active {\n   border-color: white;\n   }\n\n   &:hover {\n   background: rgba(white, .1);\n   }\n   }\n\n   & /deep/ .sharing-options {\n   position: absolute;\n   bottom: 100%;\n   right: 0;\n   margin: $spacer * 0.25;\n\n   &__link {\n   opacity: 0;\n   animation:slideup 200ms forwards;\n   @include animation-delay-loop(0, 10, 50ms);\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./EmbeddableFooter.vue?vue&type=template&id=36cb84e2&scoped=true&\"\nimport script from \"./EmbeddableFooter.vue?vue&type=script&lang=js&\"\nexport * from \"./EmbeddableFooter.vue?vue&type=script&lang=js&\"\nimport style0 from \"./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"\n\n\n/* normalize

component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"36cb84e2\",\n null\n \n)\n\ncomponent.options.__file = \"EmbeddableFooter.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"follow-us\"},[_c('button',{staticClass:\"btn btn-link text-light follow-us__close\",on:{\"click\":_vm.closeSignupPopover}},[_c('fa',{attrs:{\"icon\":\"times\"}})],1),_c('sign-up-form',{staticClass:\"p-3\"}),_c('div',{staticClass:\"px-3 pb-1 text-uppercase text-muted font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('follow-us-popover.heading'))+\"\\n \")]),_c('div',{staticClass:\"p-3 bg-light container-fluid text-center\"},[_c('div',{staticClass:\"row\"},[_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://twitter.com/icijorg\",\"target\":\"_blank\",\"title\":\"Twitter\"}},[_c('fa',{attrs:{\"icon\":['fab', 'twitter'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Twitter\")])],1)]),_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://www.facebook.com/ICIJ.org\",\"target\":\"_blank\",\"title\":\"Facebook\"}},[_c('fa',{attrs:{\"icon\":['fab', 'facebook'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Facebook\")])],1)]),_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://www.linkedin.com/company/1732242/\",\"target\":\"_blank\",\"title\":\"Linkedin\"}},[_c('fa',{attrs:{\"icon\":['fab', 'linkedin'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Linkedin\")])],1)])])])],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('form',{staticClass:\"sign-up-form\",class:{ 'sign-up-form--horizontal': _vm.horizontal },on:{\"submit\":function($event){$event.preventDefault();_vm.subscribe($event)}}},[_c('fieldset',{attrs:{\"disabled\":_vm.frozen}},[(!_vm.noLabel)?_c('label',{staticClass:\"text-uppercase text-muted font-weight-bold\",attrs:{\"for\":\"input-email\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t(\"sign-up-form.label\"))+\"\\n \")]):_vm._e(),_c('div',{staticClass:\"sign-up-form__fieldset__group\",class:{ 'input-group': _vm.horizontal }},[_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.email),expression:\"email\"}],staticClass:\"form-control\",attrs:{\"name\":\"EMAIL\",\"type\":\"text\",\"placeholder\":_vm.$t('sign-up-form.placeholder'),\"id\":\"input-email\"},domProps:{\"value\":(_vm.email)},on:{\"input\":function($event){if($event.target.composing){ return; }_vm.email=$event.target.value}}}),_c('div',{staticClass:\"sign-up-form__fieldset__group__addon\",class:{ 'input-group-append': _vm.horizontal }},[_c('button',{staticClass:\"btn btn-primary text-uppercase font-weight-bold\",attrs:{\"type\":\"submit\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t(\"sign-up-form.submit\"))+\"\\n \")])])])]),_c('input',{attrs:{\"type\":\"hidden\",\"name\":\"group[9][1]\",\"value\":\"1\"}}),_c('input',{attrs:{\"type\":\"hidden\",\"name\":\"SIGNUP\"},domProps:{\"value\":_vm.tracker}}),(_vm.errorMessage)?_c('p',{staticClass:\"alert alert-danger p-2 m-0 mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.errorMessage)}}):_vm._e(),(_vm.successMessage)?_c('p',{staticClass:\"alert alert-success p-2 m-0 mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.successMessage)}}):_vm._e()])}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","<template>\n <form @submit.prevent=\"subscribe($event)\" class=\"sign-up-form\" :class=\"{ 'sign-up-form--horizontal': horizontal }\">\n   <fieldset :disabled=\"frozen\">\n   <label class=\"text-uppercase text-muted font-weight-bold\" for=\"input-email\" v-if=\"!noLabel\">\n   {{ $t(\"sign-up-form.label\") }}\n   </label>\n   <div class=\"sign-up-form__fieldset__group\" :class=\"{ 'input-group': horizontal }\">\n   <input v-model=\"email\" name=\"EMAIL\" type=\"text\" class=\"form-control\" :placeholder=\"$t('sign-up-form.placeholder')\" id=\"input-email\" />\n   <div class=\"sign-up-form__fieldset__group__addon\" :class=\"{ 'input-group-append': horizontal

}\">\n   <button class=\"btn btn-primary text-uppercase font-weight-bold\" type=\"submit\">\n   {{ $t(\"sign-up-form.submit\") }}\n   </button>\n   </div>\n   </div>\n </fieldset>\n <input type=\"hidden\" name=\"group[9][1]\" value=\"1\" />\n   <input type=\"hidden\" name=\"SIGNUP\" :value=\"tracker\" />\n   <p v-if=\"errorMessage\" class=\"alert alert-danger p-2 m-0 mt-2\" v-html=\"errorMessage\"></p>\n   <p v-if=\"successMessage\" class=\"alert alert-success p-2 m-0 mt-2\" v-html=\"successMessage\"></p>\n </form>\n</template>\n\n<script>\nimport $ from 'jquery'\nimport last from 'lodash/last'\nimport config from '../config'\nimport i18n from '@/i18n'\n\n/**\n * SignUpForm\n */\nexport default {\n i18n,\n name: \"SignUpForm\",\n props: {\n   /**\n   * Mailchimp URL to send the data to.\n   */\n   action: {\n   type: String,\n   default: () => config.get('signup-form.action')\n   },\n   /**\n   * Disable the main label.\n   */\n   noLabel: {\n   type: Boolean\n   },\n   /**\n   * Horizontal layout of the form.\n   */\n   horizontal: {\n   type: Boolean\n   },\n   /**\n   * Mailchimp tracker tag to identify the origin.\n   */\n   tracker: {\n   type: String,\n   default: () => config.get('signup-form.tracker')\n   }\n },\n data () {\n   return {\n   email: '',\n   frozen: false,\n   response: {},\n   errorMessage: null,\n   successMessage: null\n   };\n },\n computed: {\n   actionJsonp () {\n   return this.action.replace('/post?', '/post-json?').concat('&c=?')\n   }\n },\n methods: {\n   subscribe () {\n   this.resetMessages()\n   this.freeze()\n   // Send the data, catch the result no matter what and unfreeze the form\n   this.send().always(this.done).always(this.unfreeze)\n   },\n   send () {\n   return $.ajax({\n   type: 'POST',\n   url: this.actionJsonp,\n   data: $(this.$el).serialize(),\n   dataType: 'jsonp'\n   })\n   },\n   done (res) {\n   if (res.result === 'success') {\n   this.email = ''\n   this.successMessage = res.msg;\n   } else {\n   // Mailchimp formats errors in list\n   this.errorMessage = last((res.msg || \"Something's wrong\").split('0 -'))\n   }\n   },\n   resetMessages () {\n   this.errorMessage = null\n   this.successMessage = null\n   },\n   freeze () {\n   this.frozen = true\n   },\n   unfreeze () {\n   this.frozen = false\n   }\n }\n};\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib.scss';\n\n .sign-up-form {\n\n   .sign-up-form__fieldset__group__addon .btn {\n   font-size: 0.9em;\n   }\n\n   &:not(&--horizontal) {\n\n   .sign-up-form__fieldset__group__addon .btn {\n   display: block;\n   width: 100%;\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./SignUpForm.vue?vue&type=template&id=3a583f00&\"\nimport script from \"./SignUpForm.vue?vue&type=script&lang=js&\"\nexport * from \"./SignUpForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n\n)\n\ncomponent.options.__file = \"SignUpForm.vue\"\nexport default component.exports","<template>\n <div class=\"follow-us\">\n   <button class=\"btn btn-link text-light follow-us__close\" @click=\"closeSignupPopover\">\n   <fa icon=\"times\" />\n   </button>\n   <sign-up-form class=\"p-3\"></sign-up-form>\n   <div class=\"px-3 pb-1 text-uppercase text-muted font-weight-bold\">\n   {{ $t('follow-us-popover.heading') }}\n   </div>\n   <div class=\"p-3 bg-light container-fluid text-center\">\n   <div class=\"row\">\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'twitter']\" size=\"lg\" />\n   Twitter\n   \n   </div>\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab',

'facebook']\" size=\"lg\" />\n   Facebook\n   \n   </div>\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'linkedin']\" size=\"lg\" />\n   Linkedin\n   \n   </div>\n   </div>\n   </div>\n</template>\n\n<script>\n import { faTimes } from '@fortawesome/free-solid-svg-icons/faTimes'\n import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import { faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import i18n from '@/i18n'\n import SignUpForm from './SignUpForm.vue'\n import { library } from './Fa'\n\n /**\n * FollowUsPopover\n */\n export default {\n i18n,\n   name: 'FollowUsPopover',\n   components: {\n   /** Prevent a bug with vue-docgen-api\n   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default,\n   SignUpForm\n   },\n   beforeMount () {\n   library.add(faTimes, faTwitter, faFacebook, faLinkedin)\n   },\n   methods: {\n   closeSignupPopover() {\n   /**\n   * Fired when user click on the `close` button\n   *\n   * @event update:show\n   * @type {boolean}\n   */\n   this.$emit('update:show', false)\n   }\n   }\n }\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .follow-us {\n   position: relative;\n   width: 300px;\n\n   &__social-btn {\n   height: 46px;\n   width: 46px;\n   line-height: 46px;\n\n   i.fab {\n   line-height: inherit;\n   font-size: 1.5em;\n   }\n   }\n\n   &__close {\n   position: absolute;\n   right: $spacer / 2;\n   top: $spacer / 2;\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./FollowUsPopover.vue?vue&type=template&id=440d5984&scoped=true&\"\nimport script from \"./FollowUsPopover.vue?vue&type=script&lang=js&\"\nexport * from \"./FollowUsPopover.vue?vue&type=script&lang=js&\"\nimport style0 from \"./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"440d5984\",\n null\n\n)\n\ncomponent.options.__file = \"FollowUsPopover.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('footer',{staticClass:\"generic-footer\"},[_c('div',{staticClass:\"container\"},[_c('div',{staticClass:\"row\"},[_vm._m(0),_c('div',{staticClass:\"col-md-7\"},[_c('div',{staticClass:\"row justify-content-end\"},[_c('div',{staticClass:\"col-md-5\"},[_c('h5',{staticClass:\"text-selective-yellow text-uppercase mb-3\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('generic-footer.investigations'))+\"\\n \")]),_vm._t(\"investigations\",[_vm._m(1)])],2),_c('div',{staticClass:\"col-md-4\"},[_c('h5',{staticClass:\"text-selective-yellow text-uppercase mb-3\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('generic-footer.follow-us'))+\"\\n   \")]),_vm._m(2)])])])]),_c('p',{staticClass:\"text-white text-md-right small mt-5\"},[_c('strong',[_vm._v(\"© \"+_vm._s(_vm.year)+\" — The International Consortium of Investigative Journalists.\")]),_vm._v(\"\\n \"+_vm._s(_vm.$t('generic-footer.all-rights'))+\"\\n   \"),_c('br'),(_vm.version)?_c('span',{staticClass:\"text-muted\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('generic-footer.version', { version: _vm.version }))+\"\\n \")]):_vm._e()])])])}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"col-md-5\"},[_c('h5',{staticClass:\"text-uppercase text-white clearfix generic-footer__icij mb-3\"},[_c('a',{staticClass:\"generic-footer__icij__logo\",attrs:{\"href\":\"https://icij.org\",\"target\":\"_blank\"}},[_c('img',{staticClass:\"mw-

100\",attrs:{\"src\":require(\"../assets/images/icij@2x.png\")}})])),_c('a',{staticClass:\"text-nowrap\",attrs:{\"href\":\"https://icij.org\",\"target\":\"_blank\"}},[_vm._v(\"\\n   International Consortium of\"),_c('br'),_vm._v(\"\\n   Investigative Journalists\\n   \")])])),_c('p',{},[_vm._v(\"\\n   1710 Rhode Island Ave NW | 11th floor \"),_c('br'),_vm._v(\"\\n   Washington DC 20006 USA\\n   \")]),_c('p',[_c('strong',[_c('a',{staticClass:\"text-selective-yellow\",attrs:{\"href\":\"mailto:contact@icij.org\"}},[_vm._v(\"contact@icij.org\")])])])])])},function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('ul',{staticClass:\"list-unstyled\"},[_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/paradise-papers/\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Paradise Papers\\n   \")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/panama-papers/\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Panama Papers\\n   \")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/world-bank\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Evicted and Abandoned\\n   \")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/offshore/\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Secrecy for Sale\\n   \")])])])},function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('ul',{staticClass:\"list-unstyled\"},[_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.facebook.com/ICIJ.org\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Facebook\\n   \")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.linkedin.com/company/1732242/\",\"target\":\"_blank\"}},[_vm._v(\"\\n   LinkedIn\\n   \")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://twitter.com/icijorg\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Twitter\\n   \")])])])}]\n\nexport { render, staticRenderFns }","<template>\n <footer class=\"generic-footer\">\n   <div class=\"container\">\n   <div class=\"row\">\n   <div class=\"col-md-5\">\n   <h5 class=\"text-uppercase text-white clearfix generic-footer__icij mb-3\">\n   \n   \n   \n   \n   International Consortium of
\n   Investigative Journalists\n   \n   </h5>\n   <p class=\"\">\n   1710 Rhode Island Ave NW | 11th floor
\n   Washington DC 20006 USA\n   </p>\n   <p>\n   \n   contact@icij.org\n   \n   </p>\n   </div>\n   <div class=\"col-md-7\">\n   <div class=\"row justify-content-end\">\n   <div class=\"col-md-5\">\n   <h5 class=\"text-selective-yellow text-uppercase mb-3\">\n   {{ $t('generic-footer.investigations') }}\n   </h5>\n   <!-- @slot List of investigations -->\n   <slot name=\"investigations\">\n   <ul class=\"list-unstyled\">\n   <li class=\"list-unstyled-item\">\n   \n   Paradise Papers\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   Panama Papers\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   Evicted and Abandoned\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   Secrecy for Sale\n   \n   \n   \n   </slot>\n   </div>\n   <div class=\"col-md-4\">\n   <h5 class=\"text-selective-yellow text-uppercase mb-3\">\n   {{ $t('generic-footer.follow-us') }}\n   </h5>\n   <ul class=\"list-unstyled\">\n   <li class=\"list-unstyled-item\">\n   \n   Facebook\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   LinkedIn\n

\n   \n   <li class=\"list-unstyled-item\">\n   \n   Twitter\n   \n   \n   \n   </div>\n   </div>\n   </div>\n   <p class=\"text-white text-md-right small mt-5\">\n   © {{ year }} — The International Consortium of Investigative Journalists.\n   {{ $t('generic-footer.all-rights') }}\n
\n   \n   {{ $t('generic-footer.version', { version }) }}\n   \n   </p>\n   </div>\n </footer>\n</template>\n\n<script>\nimport i18n from '@/i18n'\n\n/**\n * GenericFooter\n */\nexport default {\n i18n,\n name: 'GenericFooter',\n props: {\n   /**\n   * Version of the app to display in the bottom-right corner of the footer\n   */\n   version: {\n   type: String\n   }\n },\n computed: {\n   year () {\n   return (new Date()).getFullYear()\n   }\n }\n}\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .generic-footer {\n   background: black;\n   color: #999;\n   padding:$spacer * 4 0;\n\n   @include media-breakpoint-down(md) {\n   padding: $spacer;\n   }\n\n   a {\n   color: inherit;\n   }\n\n   h5 {\n   font-family: $font-family-sans-serif;\n   font-size: 1rem;\n   }\n\n   &__icij {\n   display: flex;\n   justify-content: start;\n   align-items: center;\n\n   @include media-breakpoint-down(xs) {\n   display: block;\n   }\n\n   &__logo {\n   display: block;\n   width: 54px;\n   flex: 0 0 54px;\n   margin-right: 8px;\n\n   @include media-breakpoint-down(xs) {\n   margin-bottom: $spacer;\n   }\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./GenericFooter.vue?vue&type=template&id=203025b4&scoped=true&\"\nimport script from \"./GenericFooter.vue?vue&type=script&lang=js&\"\nexport * from \"./GenericFooter.vue?vue&type=script&lang=js&\"\nimport style0 from \"./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"203025b4\",\n null\n \n)\n\ncomponent.options.__file = \"GenericFooter.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',[_c(_vm.rootElement,{tag:\"component\",staticClass:\"navbar navbar-expand-lg navbar-light imddb-header\",class:{ 'headroom--frozen': !_vm.collapseNavbar },style:({ position: _vm.position }),attrs:{\"id\":\"imddb-header\",\"data-turbolinks-permanent\":\"\",\"offset\":100,\"z-index\":1020,\"on-unpin\":_vm.closeFollowUsPopover}},[_vm._t(\"brand\",[_c('a',{staticClass:\"navbar-brand imddb-header__brand\",attrs:{\"href\":_vm.homeUrl}},[_c('img',{staticClass:\"mr-3\",attrs:{\"src\":require(\"../assets/images/icij-black@2x.png\"),\"height\":\"25\"}}),_vm._v(\"\\n   \"+_vm._s(_vm.project)+\"\\n   \")])]),_c('button',{staticClass:\"navbar-toggler\",attrs:{\"type\":\"button\",\"aria-label\":\"Toggle navigation\"},on:{\"click\":_vm.toggleNavbar}},[_c('span',{staticClass:\"navbar-toggler-icon\"})]),_c('div',{staticClass:\"navbar-collapse\",class:{ collapse: _vm.collapseNavbar }},[_vm._t(\"navbar\",[_c('ul',{staticClass:\"navbar-nav mr-auto\"},[_c('b-nav-dropdown',{on:{\"show\":function($event){_vm.$root.$emit('bv::hide::popover')}}},[_c('template',{slot:\"button-content\"},[_vm._v(\"\\n   \"+_vm._s(_vm.title)+\"\\n   \")]),_vm._l((_vm.dropdownItems),function(item,$index){return _c('b-dropdown-item',_vm._b({key:$index,attrs:{\"href\":item.href}},'b-dropdown-item',{ active: !!item.active },false),[_vm._v(\"\\n   \"+_vm._s(item.label)+\"\\n   \")])})],2)],1)]),_c('ul',{staticClass:\"navbar-nav\"},[_c('li',{staticClass:\"nav-item\"},[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":\"https://www.icij.org/leak/\",\"target\":\"_blank\"}},[_vm._v(\"\\n

\"+_vm._s(_vm.$t('imddb-header.navbar.leak'))+\"\\n   \")])]),_c('li',{staticClass:\"nav-item mr-lg-3\"},[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":\"#\"},on:{\"click\":function($event){$event.preventDefault();_vm.$refs.donateFormModal.show()}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n   \")])]),_c('li',{staticClass:\"nav-item\"},[_c('button',{staticClass:\"btn btn-saddle-red btn-block font-weight-bold\",attrs:{\"id\":\"follow-icij\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.follow'))+\"\\n   \")]),_c('b-popover',{attrs:{\"container\":\"imddb-header\",\"target\":\"follow-icij\",\"placement\":\"bottomleft\",\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}},[_c('follow-us-popover',{attrs:{\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}})])],1)],1)])],2)],2),_c('b-modal',{ref:\"donateFormModal\",attrs:{\"hide-footer\":\"\",\"lazy\":\"\",\"size\":\"lg\"}},[_c('span',{staticClass:\"text-uppercase font-weight-bold text-primary\",attrs:{\"slot\":\"modal-title\"},slot:\"modal-title\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n   \")]),_c('donate-form',{attrs:{\"no-title\":\"\"}})],1)],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","import { mergeData } from 'vue-functional-data-merge';\nimport Link, { propsFactory as linkPropsFactory } from '../link/link';\n\nexport var props = linkPropsFactory();\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n   var props = _ref.props,\n   data = _ref.data,\n   children = _ref.children;\n\n   return h(Link, mergeData(data, {\n   props: props,\n   staticClass: 'dropdown-item',\n   attrs: { role: 'menuitem' }\n   }), children);\n }\n};","export default {\n mounted: function mounted() {\n   if (typeof document !== 'undefined') {\n   document.documentElement.addEventListener('click', this._clickOutListener);\n   }\n },\n beforeDestroy: function beforeDestroy() {\n   if (typeof document !== 'undefined') {\n   document.documentElement.removeEventListener('click', this._clickOutListener);\n   }\n },\n\n methods: {\n   _clickOutListener: function _clickOutListener(e) {\n   if (!this.$el.contains(e.target)) {\n   if (this.clickOutListener) {\n   this.clickOutListener();\n   }\n   }\n   }\n };","import Popper from 'popper.js';\nimport clickoutMixin from './clickout';\nimport listenOnRootMixin from './listen-on-root';\nimport { from as arrayFrom } from '../utils/array';\nimport { assign } from '../utils/object';\nimport KeyCodes from '../utils/key-codes';\nimport BvEvent from '../utils/bv-event.class';\nimport warn from '../utils/warn';\nimport { isVisible, closest, selectAll, getAttr, eventOn, eventOff } from '../utils/dom';\n\n// Return an Array of visible items\nfunction filterVisible(els) {\n return (els || []).filter(isVisible);\n}\n\n// Dropdown item CSS selectors\n// TODO: .dropdown-form handling\nvar ITEM_SELECTOR = '.dropdown-item:not(.disabled):not([disabled])';\n\n// Popper attachment positions\nvar AttachmentMap = {\n // DropUp Left Align\n TOP: 'top-start',\n // DropUp Right Align\n TOPEND: 'top-end',\n // Dropdown left Align\n BOTTOM: 'bottom-start',\n // Dropdown Right Align\n BOTTOMEND: 'bottom-end'\n};\n\nexport default {\n mixins: [clickoutMixin, listenOnRootMixin],\n props: {\n   disabled: {\n   type: Boolean,\n   default: false\n   },\n   text: {\n   // Button label\n   type: String,\n   default: ''\n   },\n   dropup: {\n   // place on top if possible\n   type: Boolean,\n   default: false\n   },\n   right: {\n   // Right align menu (default is left align)\n   type: Boolean,\n   default: false\n   },\n   offset: {\n   // Number of pixels to offset menu, or a CSS unit value (i.e. 1px, 1rem, etc)\n   type: [Number, String],\n   default: 0\n   },\n   noFlip: {\n   // Disable auto-flipping of menu from bottom<=>top\n   type: Boolean,\n   default: false\n   },\n   popperOpts: {\n   type: Object,\n   default: function _default() {}\n   }\n },\n data: function data() {\n   return {\n   visible: false,\n   inNavbar: null,\n   visibleChangePrevented: false\n   };\n },\n created: function created() {\n   // Create non-reactive property\n   this._popper = null;\n },\n mounted: function mounted() {\n   // To keep one dropdown opened on page\n   this.listenOnRoot('bv::dropdown::shown', this.rootCloseListener);\n   // Hide when clicked on links\n   this.listenOnRoot('clicked::link', this.rootCloseListener);\n   // Use new namespaced events\n   this.listenOnRoot('bv::link::clicked', this.rootCloseListener);\n },\n\n /* istanbul ignore next: not easy to test */\n deactivated: function deactivated() {\n   // In case we are inside a `<keep-alive>`\n   this.visible = false;\n   this.setTouchStart(false);\n   this.removePopper();\n },\n\n /* istanbul ignore next: not easy to test */\n beforeDestroy: function beforeDestroy() {\n   this.visible = false;\n   this.setTouchStart(false);\n   this.removePopper();\n },\n\n watch: {\n   visible:

function visible(newValue, oldValue) {\n   if (this.visibleChangePrevented) {\n   this.visibleChangePrevented = false;\n   return;\n   }\n\n   if (newValue !== oldValue) {\n   var evtName = newValue ? 'show' : 'hide';\n   var bvEvt = new BvEvent(evtName, {\n   cancelable: true,\n   vueTarget: this,\n   target: this.$refs.menu,\n   relatedTarget: null\n   });\n   this.emitEvent(bvEvt);\n   if (bvEvt.defaultPrevented) {\n   // Reset value and exit if canceled\n   this.visibleChangePrevented = true;\n   this.visible = oldValue;\n   return;\n   }\n   if (evtName === 'show') {\n   this.showMenu();\n   } else {\n   this.hideMenu();\n   }\n   }\n},\n   disabled: function disabled(newValue, oldValue) {\n   if (newValue !== oldValue && newValue && this.visible) {\n   // Hide dropdown if disabled changes to true\n   this.visible = false;\n   }\n   }\n},\n   computed: {\n   toggler: function toggler() {\n   return this.$refs.toggle.$el || this.$refs.toggle;\n   }\n   },\n   methods: {\n   // Event emitter\n   emitEvent: function emitEvent(bvEvt) {\n   var type = bvEvt.type;\n   this.$emit(type, bvEvt);\n   this.emitOnRoot('bv::dropdown::' + type, bvEvt);\n   },\n   showMenu: function showMenu() {\n   if (this.disabled) {\n   return;\n   }\n   // Ensure other menus are closed\n   this.emitOnRoot('bv::dropdown::shown', this);\n\n   // Are we in a navbar ?\n   if (this.inNavbar === null && this.isNav) {\n   this.inNavbar = Boolean(closest('.navbar', this.$el));\n   }\n\n   // Disable totally Popper.js for Dropdown in Navbar\n   /* istnbul ignore next: can't test popper in JSDOM */\n   if (!this.inNavbar) {\n   if (typeof Popper === 'undefined') {\n   warn('b-dropdown: Popper.js not found. Falling back to CSS positioning.');\n   } else {\n   // for dropup with alignment we use the parent element as popper container\n   var element = this.dropup && this.right || this.split ? this.$el : this.$refs.toggle;\n   // Make sure we have a reference to an element, not a component!\n   element = element.$el || element;\n   // Instantiate popper.js\n   this.createPopper(element);\n   }\n   }\n\n   this.setTouchStart(true);\n   this.$emit('shown');\n\n   // Focus on the first item on show\n   this.$nextTick(this.focusFirstItem);\n   },\n   hideMenu: function hideMenu() {\n   this.setTouchStart(false);\n   this.emitOnRoot('bv::dropdown::hidden', this);\n   this.$emit('hidden');\n   this.removePopper();\n   },\n   createPopper: function createPopper(element) {\n   this.removePopper();\n   this._popper = new Popper(element, this.$refs.menu, this.getPopperConfig());\n   },\n   removePopper: function removePopper() {\n   if (this._popper) {\n   // Ensure popper event listeners are removed cleanly\n   this._popper.destroy();\n   }\n   this._popper = null;\n   },\n   getPopperConfig /* istanbul ignore next: can't test popper in JSDOM */: function getPopperConfig() {\n   var placement = AttachmentMap.BOTTOM;\n   if (this.dropup && this.right) {\n   // dropup + right\n   placement = AttachmentMap.TOPEND;\n   } else if (this.dropup) {\n   // dropup + left\n   placement = AttachmentMap.TOP;\n   } else if (this.right) {\n   // dropdown + right\n   placement = AttachmentMap.BOTTOMEND;\n   }\n   var popperConfig = {\n   placement: placement,\n   modifiers: {\n   offset: {\n   offset: this.offset || 0\n   },\n   flip: {\n   enabled: !this.noFlip\n   }\n   }\n   };\n   if (this.boundary) {\n   popperConfig.modifiers.preventOverflow = {\n   boundariesElement: this.boundary\n   };\n   }\n   return assign(popperConfig, this.popperOpts || {});\n   },\n   setTouchStart: function setTouchStart(on) {\n   var _this = this;\n\n   /*\n   * If this is a touch-enabled device we add extra\n   * empty mouseover listeners to the body's immediate children;\n   * only needed because of broken event delegation on iOS\n   * https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n   */\n   if ('ontouchstart' in document.documentElement) {\n   var children = arrayFrom(document.body.children);\n   children.forEach(function (el) {\n   if (on) {\n   eventOn('mouseover', _this._noop);\n   } else {\n   eventOff('mouseover', _this._noop);\n   }\n   });\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   _noop: function _noop() {\n   // Do nothing event handler (used in touchstart event handler)\n   },\n   rootCloseListener: function rootCloseListener(vm) {\n   if (vm !== this) {\n   this.visible = false;\n   }\n   },\n   clickOutListener: function clickOutListener() {\n   this.visible = false;\n   },\n   show: function show() {\n   // Public method to show dropdown\n   if (this.disabled) {\n   return;\n   }\n   this.visible = true;\n   },\n   hide: function hide() {\n   // Public method to hide dropdown\n   if (this.disabled) {\n   return;\n   }\n   this.visible = false;\n   },\n   toggle: function toggle(evt) {\n   // Called only by a button that toggles the menu\n   evt = evt || {};\n   var type = evt.type;\n   var key = evt.keyCode;\n   if (type !== 'click' && !(type === 'keydown' && (key === KeyCodes.ENTER || key === KeyCodes.SPACE || key === KeyCodes.DOWN))) {\n

// We only toggle on Click, Enter, Space, and Arrow Down\n   return;\n   }\n   if (this.disabled) {\n   this.visible = false;\n   return;\n   }\n   this.$emit('toggle', evt);\n   if (evt.defaultPrevented) {\n   // Exit if canceled\n   return;\n   }\n   evt.preventDefault();\n   evt.stopPropagation();\n   // Toggle visibility\n   this.visible = !this.visible;\n   },\n   click: function click(evt) {\n   // Calle only in split button mode, for the split button\n   if (this.disabled) {\n   this.visible = false;\n   return;\n   }\n   this.$emit('click', evt);\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onKeydown: function onKeydown(evt) {\n   // Called from dropdown menu context\n   var key = evt.keyCode;\n   if (key === KeyCodes.ESC) {\n   // Close on ESC\n   this.onEsc(evt);\n   } else if (key === KeyCodes.TAB) {\n   // Close on tab out\n   this.onTab(evt);\n   } else if (key === KeyCodes.DOWN) {\n   // Down Arrow\n   this.focusNext(evt, false);\n   } else if (key === KeyCodes.UP) {\n   // Up Arrow\n   this.focusNext(evt, true);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onEsc: function onEsc(evt) {\n   if (this.visible) {\n   this.visible = false;\n   evt.preventDefault();\n   evt.stopPropagation();\n   // Return focus to original trigger button\n   this.$nextTick(this.focusToggler);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onTab: function onTab(evt) {\n   if (this.visible) {\n   // TODO: Need special handler for dealing with form inputs\n   // Tab, if in a text-like input, we should just focus next item in the dropdown\n   // Note: Inputs are in a special .dropdown-form container\n   this.visible = false;\n   }\n   },\n   onFocusOut: function onFocusOut(evt) {\n   if (this.$refs.menu.contains(evt.relatedTarget)) {\n   return;\n   }\n   this.visible = false;\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onMouseOver: function onMouseOver(evt) {\n   // Focus the item on hover\n   // TODO: Special handling for inputs? Inputs are in a special .dropdown-form container\n   var item = evt.target;\n   if (item.classList.contains('dropdown-item') && !item.disabled && !item.classList.contains('disabled') && item.focus) {\n   item.focus();\n   }\n   },\n   focusNext: function focusNext(evt, up) {\n   var _this2 = this;\n\n   if (!this.visible) {\n   return;\n   }\n   evt.preventDefault();\n   evt.stopPropagation();\n   this.$nextTick(function () {\n   var items = _this2.getItems();\n   if (items.length < 1) {\n   return;\n   }\n   var index = items.indexOf(evt.target);\n   if (up && index > 0) {\n   index--;\n   } else if (!up && index < items.length - 1) {\n   index++;\n   }\n   if (index < 0) {\n   index = 0;\n   }\n   _this2.focusItem(index, items);\n   });\n   },\n   focusItem: function focusItem(idx, items) {\n   var el = items.find(function (el, i) {\n   return i === idx;\n   });\n   if (el && getAttr(el, 'tabindex') !== '-1') {\n   el.focus();\n   }\n   },\n   getItems: function getItems() {\n   // Get all items\n   return filterVisible(selectAll(ITEM_SELECTOR, this.$refs.menu));\n   },\n   getFirstItem: function getFirstItem() {\n   // Get the first non-disabled item\n   var item = this.getItems()[0];\n   return item || null;\n   },\n   focusFirstItem: function focusFirstItem() {\n   var item = this.getFirstItem();\n   if (item) {\n   this.focusItem(0, [item]);\n   }\n   },\n   focusToggler: function focusToggler() {\n   var toggler = this.toggler;\n   if (toggler && toggler.focus) {\n   toggler.focus();\n   }\n   }\n }\n};","import idMixin from '../../mixins/id';\nimport dropdownMixin from '../../mixins/dropdown';\n\nexport default {\n mixins: [idMixin, dropdownMixin],\n render: function render(h) {\n   var button = h('a', {\n   class: this.toggleClasses,\n   ref: 'toggle',\n   attrs: {\n   href: '#',\n   id: this.safeId('_BV_button_'),\n   disabled: this.disabled,\n   'aria-haspopup': 'true',\n   'aria-expanded': this.visible ? 'true' : 'false'\n   },\n   on: {\n   click: this.toggle,\n   keydown: this.toggle // space, enter, down\n   }\n   }, [this.$slots['button-content'] || this.$slots.text || h('span', { domProps: { innerHTML: this.text } })]);\n   var menu = h('div', {\n   class: this.menuClasses,\n   ref: 'menu',\n   attrs: { 'aria-labelledby': this.safeId('_BV_button_') },\n   on: {\n   mouseover: this.onMouseOver,\n   keydown: this.onKeydown // tab, up, down, esc\n   }\n   }, [this.$slots.default]);\n   return h('li', { attrs: { id: this.safeId() }, class: this.dropdownClasses }, [button, menu]);\n },\n\n computed: {\n   isNav: function isNav() {\n   // Signal to dropdown mixin that we are in a navbar\n   return true;\n   },\n   dropdownClasses: function dropdownClasses() {\n   return ['nav-item', 'b-nav-dropdown', 'dropdown', this.dropup ? 'dropup' : '', this.visible ? 'show' : ''];\n   },\n   toggleClasses: function toggleClasses() {\n   return ['nav-link', this.noCaret ? '' : 'dropdown-toggle', this.disabled ? 'disabled' : '', this.extraToggleClasses ? this.extraToggleClasses : ''];\n   },\n   menuClasses: function menuClasses() {\n   return ['dropdown-menu', this.right ? 'dropdown-menu-right' : 'dropdown-menu-left', this.visible ? 'show' : '', this.extraMenuClasses ? this.extraMenuClasses : ''];\n   }\n },\n props: {\n   noCaret: {\n

type: Boolean,\n default: false\n },\n extraToggleClasses: {\n // Extra Toggle classes\n type: String,\n default: "\n },\n extraMenuClasses: {\n // Extra Menu classes\n type: String,\n default: "\n },\n role: {\n type: String,\n default: 'menu'\n }\n }\n};","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nimport Popper from 'popper.js';\nimport BvEvent from './bv-event.class';\nimport { assign } from './object';\nimport { from as arrayFrom } from './array';\nimport { closest, select, isVisible, isDisabled, getCS, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, eventOn, eventOff } from './dom';\n\nvar NAME = 'tooltip';\nvar CLASS_PREFIX = 'bs-tooltip';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\b' + CLASS_PREFIX + '\\\\S+', 'g');\nvar TRANSITION_DURATION = 150;\n\n// Modal $root hidden event\nvar MODAL_CLOSE_EVENT = 'bv::modal::hidden';\n// Modal container for appending tip/popover\nvar MODAL_CLASS = '.modal-content';\n\nvar AttachmentMap = {\n AUTO: 'auto',\n TOP: 'top',\n RIGHT: 'right',\n BOTTOM: 'bottom',\n LEFT: 'left',\n TOPLEFT: 'top',\n TOPRIGHT: 'top',\n RIGHTTOP: 'right',\n RIGHTBOTTOM: 'right',\n BOTTOMLEFT: 'bottom',\n BOTTOMRIGHT: 'bottom',\n LEFTTOP: 'left',\n LEFTBOTTOM: 'left'\n};\n\nvar OffsetMap = {\n AUTO: 0,\n TOPLEFT: -1,\n TOP: 0,\n TOPRIGHT: +1,\n RIGHTTOP: -1,\n RIGHT: 0,\n RIGHTBOTTOM: +1,\n BOTTOMLEFT: -1,\n BOTTOM: 0,\n BOTTOMRIGHT: +1,\n LEFTTOP: -1,\n LEFT: 0,\n LEFTBOTTOM: +1\n};\n\nvar HoverState = {\n SHOW: 'show',\n OUT: 'out'\n};\n\nvar ClassName = {\n FADE: 'fade',\n SHOW: 'show'\n};\n\nvar Selector = {\n TOOLTIP: '.tooltip',\n TOOLTIP_INNER: '.tooltip-inner',\n ARROW: '.arrow'\n\n // ESLINT: Not used\n // const Trigger = {\n // HOVER: 'hover',\n // FOCUS: 'focus',\n // CLICK: 'click',\n // BLUR: 'blur',\n // MANUAL: 'manual'\n // }\n};var Defaults = {\n animation: true,\n template: '<div class=\"tooltip\" role=\"tooltip\">' + '<div class=\"arrow\"></div>' + '<div class=\"tooltip-inner\"></div>' + '</div>',\n trigger: 'hover focus',\n title: '',\n delay: 0,\n html: false,\n placement: 'top',\n offset: 0,\n arrowPadding: 6,\n container: false,\n fallbackPlacement: 'flip',\n callbacks: {},\n boundary: 'scrollParent'\n\n // Transition Event names\n};var TransitionEndEvents = {\n WebkitTransition: ['webkitTransitionEnd'],\n MozTransition: ['transitionend'],\n OTransition: ['otransitionend', 'oTransitionEnd'],\n transition: ['transitionend']\n\n // Client Side Tip ID counter for aria-describedby attribute\n // Could use Alex's uid generator util\n // Each tooltip requires a unique client side ID\n};var NEXTID = 1;\n/* istanbul ignore next */\nfunction generateId(name) {\n return '__BV_' + name + '_' + NEXTID++ + '__';\n}\n\n/*\n * ToolTip Class definition\n */\n/* istanbul ignore next: difficult to test in Jest/JSDOM environment */\nvar ToolTip = function () {\n // Main constructor\n function ToolTip(element, config, $root) {\n _classCallCheck(this, ToolTip);\n\n // New tooltip object\n this.$isEnabled = true;\n this.$fadeTimeout = null;\n this.$hoverTimeout = null;\n this.$visibleInterval = null;\n this.$hoverState = '';\n this.$activeTrigger = {};\n this.$popper = null;\n this.$element = element;\n this.$tip = null;\n this.$id = generateId(this.constructor.NAME);\n this.$root = $root || null;\n this.$routeWatcher = null;\n // We use a bound version of the following handlers for root/modal listeners to maintain the 'this' context\n this.$forceHide = this.forceHide.bind(this);\n this.$doHide = this.doHide.bind(this);\n this.$doShow = this.doShow.bind(this);\n this.$doDisable = this.doDisable.bind(this);\n this.$doEnable = this.doEnable.bind(this);\n // Set the configuration\n this.updateConfig(config);\n }\n\n // NOTE: Overridden by PopOver class\n\n\n _createClass(ToolTip, [{\n key: 'updateConfig',\n\n\n // Update config\n value: function updateConfig(config) {\n // Merge config into defaults. We use \"this\" here because PopOver overrides Default\n var updatedConfig = assign({}, this.constructor.Default, config);\n\n // Sanitize delay\n if (config.delay && typeof config.delay === 'number') {\n updatedConfig.delay = {\n show: config.delay,\n hide:

config.delay\n   };\n   }\n\n   // Title for tooltip and popover\n   if (config.title && typeof config.title === 'number') {\n   updatedConfig.title = config.title.toString();\n   }\n\n   // Content only for popover\n   if (config.content && typeof config.content === 'number') {\n   updatedConfig.content = config.content.toString();\n   }\n\n   // Hide element original title if needed\n   this.fixTitle();\n   // Update the config\n   this.$config = updatedConfig;\n   // Stop/Restart listening\n   this.unListen();\n   this.listen();\n   }\n\n   // Destroy this instance\n\n }, {\n   key: 'destroy',\n   value: function destroy() {\n   // Stop listening to trigger events\n   this.unListen();\n   // Disable while open listeners/watchers\n   this.setWhileOpenListeners(false);\n   // Clear any timeouts\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverTimeout = null;\n   clearTimeout(this.$fadeTimeout);\n   this.$fadeTimeout = null;\n   // Remove popper\n   if (this.$popper) {\n   this.$popper.destroy();\n   }\n   this.$popper = null;\n   // Remove tip from document\n   if (this.$tip && this.$tip.parentElement) {\n   this.$tip.parentElement.removeChild(this.$tip);\n   }\n   this.$tip = null;\n   // Null out other properties\n   this.$id = null;\n   this.$isEnabled = null;\n   this.$root = null;\n   this.$element = null;\n   this.$config = null;\n   this.$hoverState = null;\n   this.$activeTrigger = null;\n   this.$forceHide = null;\n   this.$doHide = null;\n   this.$doShow = null;\n   this.$doDisable = null;\n   this.$doEnable = null;\n   }\n }, {\n   key: 'enable',\n   value: function enable() {\n   // Create a non-cancelable BvEvent\n   var enabledEvt = new BvEvent('enabled', {\n   cancelable: false,\n   target: this.$element,\n   relatedTarget: null\n   });\n   this.$isEnabled = true;\n   this.emitEvent(enabledEvt);\n   }\n }, {\n   key: 'disable',\n   value: function disable() {\n   // Create a non-cancelable BvEvent\n   var disabledEvt = new BvEvent('disabled', {\n   cancelable: false,\n   target: this.$element,\n   relatedTarget: null\n   });\n   this.$isEnabled = false;\n   this.emitEvent(disabledEvt);\n   }\n\n   // Click toggler\n\n }, {\n   key: 'toggle',\n   value: function toggle(event) {\n   if (!this.$isEnabled) {\n   return;\n   }\n   if (event) {\n   this.$activeTrigger.click = !this.$activeTrigger.click;\n\n   if (this.isWithActiveTrigger()) {\n   this.enter(null);\n   } else {\n   this.leave(null);\n   }\n   } else {\n   if (hasClass(this.getTipElement(), ClassName.SHOW)) {\n   this.leave(null);\n   } else {\n   this.enter(null);\n   }\n   }\n   }\n\n   // Show tooltip\n\n }, {\n   key: 'show',\n   value: function show() {\n   var _this = this;\n\n   if (!document.body.contains(this.$element) || !isVisible(this.$element)) {\n   // If trigger element isn't in the DOM or is not visible\n   return;\n   }\n   // Build tooltip element (also sets this.$tip)\n   var tip = this.getTipElement();\n   this.fixTitle();\n   this.setContent(tip);\n   if (!this.isWithContent(tip)) {\n   // if No content, don't bother showing\n   this.$tip = null;\n   return;\n   }\n\n   // Set ID on tip and aria-describedby on element\n   setAttr(tip, 'id', this.$id);\n   this.addAriaDescribedby();\n\n   // Set animation on or off\n   if (this.$config.animation) {\n   addClass(tip, ClassName.FADE);\n   } else {\n   removeClass(tip, ClassName.FADE);\n   }\n\n   var placement = this.getPlacement();\n   var attachment = this.constructor.getAttachment(placement);\n   this.addAttachmentClass(attachment);\n\n   // Create a cancelable BvEvent\n   var showEvt = new BvEvent('show', {\n   cancelable: true,\n   target: this.$element,\n   relatedTarget: tip\n   });\n   this.emitEvent(showEvt);\n   if (showEvt.defaultPrevented) {\n   // Don't show if event cancelled\n   this.$tip = null;\n   return;\n   }\n\n   // Insert tooltip if needed\n   var container = this.getContainer();\n   if (!document.body.contains(tip)) {\n   container.appendChild(tip);\n   }\n\n   // Refresh popper\n   this.removePopper();\n   this.$popper = new Popper(this.$element, tip, this.getPopperConfig(placement, tip));\n\n   // Transitionend Callback\n   var complete = function complete() {\n   if (_this.$config.animation) {\n   _this.fixTransition(tip);\n   }\n   var prevHoverState = _this.$hoverState;\n   _this.$hoverState = null;\n   if (prevHoverState === HoverState.OUT) {\n   _this.leave(null);\n   }\n   // Create a non-cancelable BvEvent\n   var shownEvt = new BvEvent('shown', {\n   cancelable: false,\n   target: _this.$element,\n   relatedTarget: tip\n   });\n   _this.emitEvent(shownEvt);\n   };\n\n   // Enable while open listeners/watchers\n   this.setWhileOpenListeners(true);\n\n   // Show tip\n   addClass(tip, ClassName.SHOW);\n\n   // Start the transition/animation\n   this.transitionOnce(tip, complete);\n   }\n\n   // handler for periodic visibility check\n\n }, {\n   key: 'visibleCheck',\n   value: function visibleCheck(on) {\n   var _this2 = this;\n\n   clearInterval(this.$visibleInterval);\n   this.$visibleInterval = null;\n   if (on) {\n

this.$visibleInterval = setInterval(function () {\n   var tip = _this2.getTipElement();\n   if (tip &&
!isVisible(_this2.$element) && hasClass(tip, ClassName.SHOW)) {\n   // Element is no longer visible, so
force-hide the tooltip\n   _this2.forceHide();\n   }\n   }, 100);\n   }\n   }\n }, {\n   key:
'setWhileOpenListeners',\n   value: function setWhileOpenListeners(on) {\n   // Modal close events\n
this.setModalListener(on);\n   // Periodic $element visibility check\n   // For handling when tip is in <keepalive>,
tabs, carousel, etc\n   this.visibleCheck(on);\n   // Route change events\n   this.setRouteWatcher(on);\n   //
Ontouch start listeners\n   this.setOnTouchStartListener(on);\n   if (on &&
/(focus|blur)/.test(this.$config.trigger)) {\n   // If focus moves between trigger element and tip container, dont
close\n   eventOn(this.$tip, 'focusout', this);\n   } else {\n   eventOff(this.$tip, 'focusout', this);\n   }\n
}\n\n   // force hide of tip (internal method)\n\n }, {\n   key: 'forceHide',\n   value: function forceHide() {\n   if
(!this.$tip || !hasClass(this.$tip, ClassName.SHOW)) {\n   return;\n   }\n   // Disable while open
listeners/watchers\n   this.setWhileOpenListeners(false);\n   // Clear any hover enter/leave event\n
clearTimeout(this.$hoverTimeout);\n   this.$hoverTimeout = null;\n   this.$hoverState = '';\n   // Hide the tip\n
this.hide(null, true);\n   }\n\n   // Hide tooltip\n\n }, {\n   key: 'hide',\n   value: function hide(callback, force) {\n
var _this3 = this;\n\n   var tip = this.$tip;\n   if (!tip) {\n   return;\n   }\n\n   // Create a canelable
BvEvent\n   var hideEvt = new BvEvent('hide', {\n   // We disable cancelling if force is true\n   cancelable:
!force,\n   target: this.$element,\n   relatedTarget: tip\n   });\n   this.emitEvent(hideEvt);\n   if
(hideEvt.defaultPrevented) {\n   // Don't hide if event cancelled\n   return;\n   }\n\n   // Transitionend
Callback\n   /* istanbul ignore next */\n   var complete = function complete() {\n   if (_this3.$hoverState !==
HoverState.SHOW && tip.parentNode) {\n   // Remove tip from dom, and force recompile on next show\n
tip.parentNode.removeChild(tip);\n   _this3.removeAriaDescribedby();\n   _this3.removePopper();\n
_this3.$tip = null;\n   }\n   if (callback) {\n   callback();\n   }\n   // Create a non-cancelable
BvEvent\n   var hiddenEvt = new BvEvent('hidden', {\n   cancelable: false,\n   target: _this3.$element,\n
relatedTarget: null\n   });\n   _this3.emitEvent(hiddenEvt);\n   };\n\n   // Disable while open
listeners/watchers\n   this.setWhileOpenListeners(false);\n\n   // If forced close, disable animation\n   if (force)
{\n   removeClass(tip, ClassName.FADE);\n   }\n   // Hide tip\n   removeClass(tip, ClassName.SHOW);\n\n
this.$activeTrigger.click = false;\n   this.$activeTrigger.focus = false;\n   this.$activeTrigger.hover = false;\n\n
// Start the hide transition\n   this.transitionOnce(tip, complete);\n\n   this.$hoverState = '';\n   }\n }, {\n
key: 'emitEvent',\n   value: function emitEvent(evt) {\n   var evtName = evt.type;\n   if (this.$root &&
this.$root.$emit) {\n   // Emit an event on $root\n   this.$root.$emit('bv::' + this.constructor.NAME + '::' +
evtName, evt);\n   }\n   var callbacks = this.$config.callbacks || {};\n   if (typeof callbacks[evtName] ===
'function') {\n   callbacks[evtName](evt);\n   }\n   }\n }, {\n   key: 'getContainer',\n   value: function
getContainer() {\n   var container = this.$config.container;\n   var body = document.body;\n   // If we are in a
modal, we append to the modal instead of body, unless a container is specified\n   return container === false ?
closest(MODAL_CLASS, this.$element) || body : select(container, body) || body;\n   }\n\n   // Will be overritten by
popover if needed\n\n }, {\n   key: 'addAriaDescribedby',\n   value: function addAriaDescribedby() {\n   // Add
aria-describedby on trigger element, without removing any other IDs\n   var desc = getAttr(this.$element, 'aria-
describedby') || '';\n   desc = desc.split(/\s+/).concat(this.$id).join(' ').trim();\n   setAttr(this.$element, 'aria-
describedby', desc);\n   }\n\n   // Will be overritten by popover if needed\n\n }, {\n   key:
'removeAriaDescribedby',\n   value: function removeAriaDescribedby() {\n   var _this4 = this;\n\n   var desc =
getAttr(this.$element, 'aria-describedby') || '';\n   desc = desc.split(/\s+/).filter(function (d) {\n   return d !==
_this4.$id;\n   }).join(' ').trim();\n   if (desc) {\n   setAttr(this.$element, 'aria-describedby', desc);\n   } else
{\n   removeAttr(this.$element, 'aria-describedby');\n   }\n   }\n }, {\n   key: 'removePopper',\n   value:
function removePopper() {\n   if (this.$popper) {\n   this.$popper.destroy();\n   }\n   this.$popper = null;\n
}\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'transitionOnce',\n   value: function transitionOnce(tip, complete)
{\n   var _this5 = this;\n\n   var transEvents = this.getTransitionEndEvents();\n   var called = false;\n
clearTimeout(this.$fadeTimeout);\n   this.$fadeTimeout = null;\n   var fnOnce = function fnOnce() {\n   if
(called) {\n   return;\n   }\n   called = true;\n   clearTimeout(_this5.$fadeTimeout);\n

_this5.$fadeTimeout = null;\n   transEvents.forEach(function (evtName) {\n   eventOff(tip, evtName, fnOnce);\n   });\n   // Call complete callback\n   complete();\n   };\n   if (hasClass(tip, ClassName.FADE)) {\n   transEvents.forEach(function (evtName) {\n   eventOn(tip, evtName, fnOnce);\n   });\n   // Fallback to setTimeout\n   this.$fadeTimeout = setTimeout(fnOnce, TRANSITION_DURATION);\n   } else {\n   fnOnce();\n   }\n   }\n\n   // What transitionend event(s) to use? (returns array of event names)\n\n }, {\n   key: 'getTransitionEndEvents',\n   value: function getTransitionEndEvents() {\n   for (var name in TransitionEndEvents) {\n   if (this.$element.style[name] !== undefined) {\n   return TransitionEndEvents[name];\n   }\n   }\n   // fallback\n   return [];\n   }\n }, {\n   key: 'update',\n   value: function update() {\n   if (this.$popper !== null) {\n   this.$popper.scheduleUpdate();\n   }\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'isWithContent',\n   value: function isWithContent(tip) {\n   tip = tip || this.$tip;\n   if (!tip) {\n   return false;\n   }\n   return Boolean((select(Selector.TOOLTIP_INNER, tip) || {}).innerHTML);\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'addAttachmentClass',\n   value: function addAttachmentClass(attachment) {\n   addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n   }\n }, {\n   key: 'getTipElement',\n   value: function getTipElement() {\n   if (!this.$tip) {\n   // Try and compile user supplied template, or fallback to default template\n   this.$tip = this.compileTemplate(this.$config.template) || this.compileTemplate(this.constructor.Default.template);\n   }\n   // Add tab index so tip can be focused, and to allow it to be set as relatedTargt in focusin/out events\n   this.$tip.tabIndex = -1;\n   return this.$tip;\n   }\n }, {\n   key: 'compileTemplate',\n   value: function compileTemplate(html) {\n   if (!html || typeof html !== 'string') {\n   return null;\n   }\n   var div = document.createElement('div');\n   div.innerHTML = html.trim();\n   var node = div.firstElementChild ? div.removeChild(div.firstElementChild) : null;\n   div = null;\n   return node;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'setContent',\n   value: function setContent(tip) {\n   this.setElementContent(select(Selector.TOOLTIP_INNER, tip), this.getTitle());\n   removeClass(tip, ClassName.FADE);\n   removeClass(tip, ClassName.SHOW);\n   }\n }, {\n   key: 'setElementContent',\n   value: function setElementContent(container, content) {\n   if (!container) {\n   // If container element doesn't exist, just return\n   return;\n   }\n   var allowHtml = this.$config.html;\n   if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType) {\n   // content is a DOM node\n   if (allowHtml) {\n   if (content.parentElement !== container) {\n   container.innerHtml = '';\n   container.appendChild(content);\n   }\n   } else {\n   container.innerText = content.innerText;\n   }\n   } else {\n   // We have a plain HTML string or Text\n   container[allowHtml ? 'innerHTML' : 'innerText'] = content;\n   }\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'getTitle',\n   value: function getTitle() {\n   var title = this.$config.title || '';\n   if (typeof title === 'function') {\n   // Call the function to get the title value\n   title = title(this.$element);\n   }\n   if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n   // We have a DOM node, but without inner content, so just return empty string\n   title = '';\n   }\n   if (typeof title === 'string') {\n   title = title.trim();\n   }\n   if (!title) {\n   // If an explicit title is not given, try element's title atributes\n   title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || '';\n   title = title.trim();\n   }\n\n   return title;\n   }\n }, {\n   key: 'listen',\n   value: function listen() {\n   var _this6 = this;\n\n   var triggers = this.$config.trigger.trim().split(/\\s+/);\n   var el = this.$element;\n\n   // Listen for global show/hide events\n   this.setRootListener(true);\n\n   // Using 'this' as the handler will get automagically directed to this.handleEvent\n   // And maintain our binding to 'this'\n   triggers.forEach(function (trigger) {\n   if (trigger === 'click') {\n   eventOn(el, 'click', _this6);\n   } else if (trigger === 'focus') {\n   eventOn(el, 'focusin', _this6);\n   eventOn(el, 'focusout', _this6);\n   } else if (trigger === 'blur') {\n   // Used to close $tip when element looses focus\n   eventOn(el, 'focusout', _this6);\n   } else if (trigger === 'hover') {\n   eventOn(el, 'mouseenter', _this6);\n   eventOn(el, 'mouseleave', _this6);\n   }\n   }, this);\n   }\n }, {\n   key: 'unListen',\n   value: function unListen() {\n   var _this7 = this;\n\n   var events = ['click', 'focusin', 'focusout', 'mouseenter', 'mouseleave'];\n   // Using \"this\" as the handler will get automagically directed to this.handleEvent\n

events.forEach(function (evt) {\n   eventOff(_this7.$element, evt, _this7);\n   }, this);\n\n   // Stop listening for global show/hide/enable/disable events\n   this.setRootListener(false);\n   }\n }, {\n   key: 'handleEvent',\n   value: function handleEvent(e) {\n   // This special method allows us to use \"this\" as the event handlers\n   if (isDisabled(this.$element)) {\n   // If disabled, don't do anything. Note: if tip is shown before element gets\n   // disabled, then tip not close until no longer disabled or forcefully closed.\n   return;\n   }\n   if (!this.$isEnabled) {\n   // If not enable\n   return;\n   }\n   var type = e.type;\n   var target = e.target;\n   var relatedTarget = e.relatedTarget;\n   var $element = this.$element;\n   var $tip = this.$tip;\n   if (type === 'click') {\n   this.toggle(e);\n   } else if (type === 'focusin' || type === 'mouseenter') {\n   this.enter(e);\n   } else if (type === 'focusout') {\n   // target is the element which is loosing focus\n   // And relatedTarget is the element gaining focus\n   if ($tip && $element && $element.contains(target) && $tip.contains(relatedTarget)) {\n   // If focus moves from $element to $tip, don't trigger a leave\n   return;\n   }\n   if ($tip && $element && $tip.contains(target) && $element.contains(relatedTarget)) {\n   // If focus moves from $tip to $element, don't trigger a leave\n   return;\n   }\n   if ($tip && $tip.contains(target) && $tip.contains(relatedTarget)) {\n   // If focus moves within $tip, don't trigger a leave\n   return;\n   }\n   if ($element && $element.contains(target) && $element.contains(relatedTarget)) {\n   // If focus moves within $element, don't trigger a leave\n   return;\n   }\n   // Otherwise trigger a leave\n   this.leave(e);\n   } else if (type === 'mouseleave') {\n   this.leave(e);\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setRouteWatcher',\n   value: function setRouteWatcher(on) {\n   var _this8 = this;\n\n   if (on) {\n   this.setRouteWatcher(false);\n   if (this.$root && Boolean(this.$root.$route)) {\n   this.$routeWatcher = this.$root.$watch('$route', function (newVal, oldVal) {\n   if (newVal === oldVal) {\n   return;\n   }\n   // If route has changed, we force hide the tooltip/popover\n   _this8.forceHide();\n   });\n   }\n   } else {\n   if (this.$routeWatcher) {\n   // cancel the route watcher by calling hte stored reference\n   this.$routeWatcher();\n   this.$routeWatcher = null;\n   }\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setModalListener',\n   value: function setModalListener(on) {\n   var modal = closest(MODAL_CLASS, this.$element);\n   if (!modal) {\n   // If we are not in a modal, don't worry. be happy\n   return;\n   }\n   // We can listen for modal hidden events on $root\n   if (this.$root) {\n   this.$root[on ? '$on' : '$off'](MODAL_CLOSE_EVENT, this.$forceHide);\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setRootListener',\n   value: function setRootListener(on) {\n   // Listen for global 'bv::{hide|show}::{tooltip|popover}' hide request event\n   if (this.$root) {\n   this.$root[on ? '$on' : '$off']('bv::hide::' + this.constructor.NAME, this.$doHide);\n   this.$root[on ? '$on' : '$off']('bv::show::' + this.constructor.NAME, this.$doShow);\n   this.$root[on ? '$on' : '$off']('bv::disable::' + this.constructor.NAME, this.$doDisable);\n   this.$root[on ? '$on' : '$off']('bv::enable::' + this.constructor.NAME, this.$doEnable);\n   }\n   }\n }, {\n   key: 'doHide',\n   value: function doHide(id) {\n   // Programmatically hide tooltip or popover\n   if (!id) {\n   // Close all tooltips or popovers\n   this.forceHide();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Close this specific tooltip or popover\n   this.hide();\n   }\n   }\n }, {\n   key: 'doShow',\n   value: function doShow(id) {\n   // Programmatically show tooltip or popover\n   if (!id) {\n   // Open all tooltips or popovers\n   this.show();\n   } else if (id && this.$element && this.$element.id && this.$element.id === id) {\n   // Show this specific tooltip or popover\n   this.show();\n   }\n   }\n }, {\n   key: 'doDisable',\n   value: function doDisable(id) {\n   // Programmatically disable tooltip or popover\n   if (!id) {\n   // Disable all tooltips or popovers\n   this.disable();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Disable this specific tooltip or popover\n   this.disable();\n   }\n   }\n }, {\n   key: 'doEnable',\n   value: function doEnable(id) {\n   // Programmatically enable tooltip or popover\n   if (!id) {\n   // Enable all tooltips or popovers\n   this.enable();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Enable this specific tooltip or popover\n   this.enable();\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setOnTouchStartListener',\n   value: function setOnTouchStartListener(on) {\n   var _this9 = this;\n\n   // if this is a touch-enabled device we add extra\n   // empty mouseover listeners to the body's immediate children;\n   // only needed because of broken event delegation on iOS\n   //

https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n   if ('ontouchstart' in document.documentElement) {\n   arrayFrom(document.body.children).forEach(function (el) {\n   if (on) {\n   eventOn(el, 'mouseover', _this9._noop);\n   } else {\n   eventOff(el, 'mouseover', _this9._noop);\n   }\n   });\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: '_noop',\n   value: function _noop() {\n   // Empty noop handler for ontouchstart devices\n   }\n }, {\n   key: 'fixTitle',\n   value: function fixTitle() {\n   var el = this.$element;\n   var titleType = _typeof(getAttr(el, 'data-original-title'));\n   if (getAttr(el, 'title') || titleType !== 'string') {\n   setAttr(el, 'data-original-title', getAttr(el, 'title') || '');\n   setAttr(el, 'title', '');\n   }\n   }\n\n   // Enter handler\n   /* istanbul ignore next */\n\n }, {\n   key: 'enter',\n   value: function enter(e) {\n   var _this10 = this;\n\n   if (e) {\n   this.$activeTrigger[e.type === 'focusin' ? 'focus' : 'hover'] = true;\n   }\n   if (hasClass(this.getTipElement(), ClassName.SHOW) || this.$hoverState === HoverState.SHOW) {\n   this.$hoverState = HoverState.SHOW;\n   return;\n   }\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverState = HoverState.SHOW;\n   if (!this.$config.delay || !this.$config.delay.show) {\n   this.show();\n   return;\n   }\n   this.$hoverTimeout = setTimeout(function () {\n   if (_this10.$hoverState === HoverState.SHOW) {\n   _this10.show();\n   }\n   }, this.$config.delay.show);\n   }\n\n   // Leave handler\n   /* istanbul ignore next */\n\n }, {\n   key: 'leave',\n   value: function leave(e) {\n   var _this11 = this;\n\n   if (e) {\n   this.$activeTrigger[e.type === 'focusout' ? 'focus' : 'hover'] = false;\n   if (e.type === 'focusout' && /blur/.test(this.$config.trigger)) {\n   // Special case for `blur`: we clear out the other triggers\n   this.$activeTrigger.click = false;\n   this.$activeTrigger.hover = false;\n   }\n   }\n   if (this.isWithActiveTrigger()) {\n   return;\n   }\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverState = HoverState.OUT;\n   if (!this.$config.delay || !this.$config.delay.hide) {\n   this.hide();\n   return;\n   }\n   this.$hoverTimeout = setTimeout(function () {\n   if (_this11.$hoverState === HoverState.OUT) {\n   _this11.hide();\n   }\n   }, this.$config.delay.hide);\n   }\n }, {\n   key: 'getPopperConfig',\n   value: function getPopperConfig(placement, tip) {\n   var _this12 = this;\n\n   return {\n   placement: this.constructor.getAttachment(placement),\n   modifiers: {\n   offset: { offset: this.getOffset(placement, tip) },\n   flip: { behavior: this.$config.fallbackPlacement },\n   arrow: { element: '.arrow' },\n   preventOverflow: { boundariesElement: this.$config.boundary }\n   },\n   onCreate: function onCreate(data) {\n   // Handle flipping arrow classes\n   if (data.originalPlacement !== data.placement) {\n   _this12.handlePopperPlacementChange(data);\n   }\n   },\n   onUpdate: function onUpdate(data) {\n   // Handle flipping arrow classes\n   _this12.handlePopperPlacementChange(data);\n   }\n   };\n   }\n }, {\n   key: 'getOffset',\n   value: function getOffset(placement, tip) {\n   if (!this.$config.offset) {\n   var arrow = select(Selector.ARROW, tip);\n   var arrowOffset = parseFloat(getCS(arrow).width) + parseFloat(this.$config.arrowPadding);\n   switch (OffsetMap[placement.toUpperCase()]) {\n   case +1:\n   return '+50%p - ' + arrowOffset + 'px';\n   case -1:\n   return '-50%p + ' + arrowOffset + 'px';\n   default:\n   return 0;\n   }\n   }\n   return this.$config.offset;\n   }\n }, {\n   key: 'getPlacement',\n   value: function getPlacement() {\n   var placement = this.$config.placement;\n   if (typeof placement === 'function') {\n   return placement.call(this, this.$tip, this.$element);\n   }\n   return placement;\n   }\n }, {\n   key: 'isWithActiveTrigger',\n   value: function isWithActiveTrigger() {\n   for (var trigger in this.$activeTrigger) {\n   if (this.$activeTrigger[trigger]) {\n   return true;\n   }\n   }\n   return false;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'cleanTipClass',\n   value: function cleanTipClass() {\n   var tip = this.getTipElement();\n   var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);\n   if (tabClass !== null && tabClass.length > 0) {\n   tabClass.forEach(function (cls) {\n   removeClass(tip, cls);\n   });\n   }\n   }\n }, {\n   key: 'handlePopperPlacementChange',\n   value: function handlePopperPlacementChange(data) {\n   this.cleanTipClass();\n   this.addAttachmentClass(this.constructor.getAttachment(data.placement));\n   }\n }, {\n   key: 'fixTransition',\n   value: function fixTransition(tip) {\n   var initConfigAnimation = this.$config.animation || false;\n   if (getAttr(tip, 'x-placement') !== null) {\n   return;\n   }\n   removeClass(tip, ClassName.FADE);\n   this.$config.animation = false;\n   this.hide();\n   this.show();\n   this.$config.animation = initConfigAnimation;\n   }\n }], [{\n   key: 'getAttachment',\n   value: function getAttachment(placement) {\n   return AttachmentMap[placement.toUpperCase()];\n   }\n }, {\n   key:

'Default',\n   get: function get() {\n   return Defaults;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'NAME',\n   get: function get() {\n   return NAME;\n   }\n }]);\n\n return ToolTip;\n}();\n\nexport default ToolTip;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nfunction _possibleConstructorReturn(self, call) { if (!self) { throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass && superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\nimport ToolTip from './tooltip.class';\nimport { assign } from './object';\nimport { select, addClass, removeClass, getAttr } from './dom';\n\nvar NAME = 'popover';\nvar CLASS_PREFIX = 'bs-popover';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\b' + CLASS_PREFIX + '\\\\S+', 'g');\n\nvar Defaults = assign({}, ToolTip.Default, {\n placement: 'right',\n trigger: 'click',\n content: '',\n template: '<div class=\"popover\" role=\"tooltip\">' + '<div class=\"arrow\"></div>' + '<h3 class=\"popover-header\"></h3>' + '<div class=\"popover-body\"></div></div>'\n});\n\nvar ClassName = {\n FADE: 'fade',\n SHOW: 'show'\n};\n\nvar Selector = {\n TITLE: '.popover-header',\n CONTENT: '.popover-body'\n /* istanbul ignore next: dificult to test in Jest/JSDOM environment */\n};\n\nvar PopOver = function (_ToolTip) {\n _inherits(PopOver, _ToolTip);\n\n function PopOver() {\n   _classCallCheck(this, PopOver);\n\n   return _possibleConstructorReturn(this, (PopOver.__proto__ || Object.getPrototypeOf(PopOver)).apply(this, arguments));\n }\n\n _createClass(PopOver, [{\n   key: 'isWithContent',\n\n\n   // Method overrides\n\n   value: function isWithContent(tip) {\n   tip = tip || this.$tip;\n   if (!tip) {\n   return false;\n   }\n   var hasTitle = Boolean((select(Selector.TITLE, tip) || {}).innerHTML);\n   var hasContent = Boolean((select(Selector.CONTENT, tip) || {}).innerHTML);\n   return hasTitle || hasContent;\n   }\n }, {\n   key: 'addAttachmentClass',\n   value: function addAttachmentClass(attachment) {\n   addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n   }\n }, {\n   key: 'setContent',\n   value: function setContent(tip) {\n   // we use append for html objects to maintain js events/components\n   this.setElementContent(select(Selector.TITLE, tip), this.getTitle());\n   this.setElementContent(select(Selector.CONTENT, tip), this.getContent());\n\n   removeClass(tip, ClassName.FADE);\n   removeClass(tip, ClassName.SHOW);\n   }\n\n   // This method may look identical to ToolTip version, but it uses a different RegEx defined above\n\n }, {\n   key: 'cleanTipClass',\n   value: function cleanTipClass() {\n   var tip = this.getTipElement();\n   var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);\n   if (tabClass !== null && tabClass.length > 0) {\n   tabClass.forEach(function (cls) {\n   removeClass(tip, cls);\n   });\n   }\n   }\n }, {\n   key: 'getTitle',\n   value: function getTitle() {\n   var title = this.$config.title || '';\n   if (typeof title === 'function') {\n   title = title(this.$element);\n   }\n   if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n   // We have a dom node, but without inner content, so just return an empty string\n   title = '';\n   }\n   if (typeof title === 'string') {\n   title = title.trim();\n   }\n   if (!title) {\n   // Try and grab element's title attribute\n   title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || '';\n   title = title.trim();\n   }\n   return title;\n   }\n\n   // New methods\n\n }, {\n   key: 'getContent',\n   value: function getContent() {\n   var content = this.$config.content ||

";\n   if (typeof content === 'function') {\n   content = content(this.$element);\n   }\n   if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType && !content.innerHTML.trim()) {\n   // We have a dom node, but without inner content, so just return an empty string\n   content = '';\n   }\n   if (typeof content === 'string') {\n   content = content.trim();\n   }\n   return content;\n   }\n }], [{\n   key: 'Default',\n\n   // Getter overrides\n\n   get: function get() {\n   return Defaults;\n   }\n }, {\n   key: 'NAME',\n   get: function get() {\n   return NAME;\n   }\n }]);\n\n return PopOver;\n}(ToolTip);\n\nexport default PopOver;","// Polyfills for SSR\n\nvar isSSR = typeof window === 'undefined';\n\nexport var HTMLElement = isSSR ? Object : window.HTMLElement;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\n/*\n * Tooltip/Popover component mixin\n * Common props\n */\nimport { isArray } from '../utils/array';\nimport { assign } from '../utils/object';\nimport { isElement, getById } from '../utils/dom';\nimport { HTMLElement } from '../utils/ssr';\nimport observeDom from '../utils/observe-dom';\n\nvar PLACEMENTS = {\n top: 'top',\n topleft: 'topleft',\n topright: 'topright',\n right: 'right',\n righttop: 'righttop',\n rightbottom: 'rightbottom',\n bottom: 'bottom',\n bottomleft: 'bottomleft',\n bottomright: 'bottomright',\n left: 'left',\n lefttop: 'lefttop',\n leftbottom: 'leftbottom',\n auto: 'auto'\n};\n\nvar OBSERVER_CONFIG = {\n subtree: true,\n childList: true,\n characterData: true,\n attributes: true,\n attributeFilter: ['class', 'style']\n};\n\nexport default {\n props: {\n   target: {\n   // String ID of element, or element/component reference\n   type: [String, Object, HTMLElement, Function]\n   },\n   delay: {\n   type: [Number, Object, String],\n   default: 0\n   },\n   offset: {\n   type: [Number, String],\n   default: 0\n   },\n   noFade: {\n   type: Boolean,\n   default: false\n   },\n   container: {\n   // String ID of container, if null body is used (default)\n   type: String,\n   default: null\n   },\n   boundary: {\n   // String: scrollParent, window, or viewport\n   // Element: element reference\n   type: [String, Object],\n   default: 'scrollParent'\n   },\n   show: {\n   type: Boolean,\n   default: false\n   },\n   disabled: {\n   type: Boolean,\n   default: false\n   }\n },\n watch: {\n   show: function show(_show, old) {\n   if (_show === old) {\n   return;\n   }\n   _show ? this.onOpen() : this.onClose();\n   },\n   disabled: function disabled(_disabled, old) {\n   if (_disabled === old) {\n   return;\n   }\n   _disabled ? this.onDisable() : this.onEnable();\n   }\n },\n created: function created() {\n   // Create non-reactive property\n   this._toolpop = null;\n   this._obs_title = null;\n   this._obs_content = null;\n },\n mounted: function mounted() {\n   var _this = this;\n\n   // We do this in a next tick to ensure DOM has rendered first\n   this.$nextTick(function () {\n   // Instantiate ToolTip/PopOver on target\n   // The createToolpop method must exist in main component\n   if (_this.createToolpop()) {\n   if (_this.disabled) {\n   // Initially disabled\n   _this.onDisable();\n   }\n   // Listen to open signals from others\n   _this.$on('open', _this.onOpen);\n   // Listen to close signals from others\n   _this.$on('close', _this.onClose);\n   // Listen to disable signals from others\n   _this.$on('disable', _this.onDisable);\n   // Listen to disable signals from others\n   _this.$on('enable', _this.onEnable);\n   // Observe content Child changes so we can notify popper of possible size change\n   _this.setObservers(true);\n   // Set intially open state\n   if (_this.show) {\n   _this.onOpen();\n   }\n   }\n   });\n },\n updated: function updated() {\n   // If content/props changes, etc\n   if (this._toolpop) {\n   this._toolpop.updateConfig(this.getConfig());\n   }\n },\n\n /* istanbul ignore next: not easy to test */\n activated: function activated() {\n   // Called when component is inside a <keep-alive> and component brought offline\n   this.setObservers(true);\n },\n\n /* istanbul ignore next: not easy to test */\n deactivated: function deactivated() {\n   // Called when component is inside a <keep-alive> and component taken offline\n   if (this._toolpop) {\n   this.setObservers(false);\n   this._toolpop.hide();\n   }\n },\n\n /* istanbul ignore next: not easy to test */\n beforeDestroy: function beforeDestroy() {\n   // Shutdown our local event listeners\n   this.$off('open', this.onOpen);\n   this.$off('close', this.onClose);\n   this.$off('disable', this.onDisable);\n   this.$off('enable', this.onEnable);\n   this.setObservers(false);\n   // bring our content back if needed\n   this.bringItBack();\n   if (this._toolpop) {\n   this._toolpop.destroy();\n   this._toolpop = null;\n   }\n },\n\n computed: {\n   baseConfig: function baseConfig() {\n   var cont = this.container;\n   var delay = _typeof(this.delay) === 'object' ? this.delay : parseInt(this.delay, 10) || 0;\n   return {\n   // Title prop\n   title:

(this.title || '').trim() || '',\n   // Contnt prop (if popover)\n   content: (this.content || '').trim() || '',\n   // Tooltip/Popover placement\n   placement: PLACEMENTS[this.placement] || 'auto',\n   // Container curently needs to be an ID with '#' prepended, if null then body is used\n   container: cont ? /^#/.test(cont) ? cont : '#' + cont : false,\n   // boundariesElement passed to popper\n   boundary: this.boundary,\n   // Show/Hide delay\n   delay: delay || 0,\n   // Offset can be css distance. if no units, pixels are assumed\n   offset: this.offset || 0,\n   // Disable fade Animation?\n   animation: !this.noFade,\n   // Open/Close Trigger(s)\n   trigger: isArray(this.triggers) ? this.triggers.join(' ') : this.triggers,\n   // Callbacks so we can trigger events on component\n   callbacks: {\n   show: this.onShow,\n   shown: this.onShown,\n   hide: this.onHide,\n   hidden: this.onHidden,\n   enabled: this.onEnabled,\n   disabled: this.onDisabled\n   }\n };\n }\n },\n methods: {\n getConfig: function getConfig() {\n   var cfg = assign({}, this.baseConfig);\n   if (this.$refs.title && this.$refs.title.innerHTML.trim()) {\n   // If slot has content, it overrides 'title' prop\n   // We use the DOM node as content to allow components!\n   cfg.title = this.$refs.title;\n   cfg.html = true;\n   }\n   if (this.$refs.content && this.$refs.content.innerHTML.trim()) {\n   // If slot has content, it overrides 'content' prop\n   // We use the DOM node as content to allow components!\n   cfg.content = this.$refs.content;\n   cfg.html = true;\n   }\n   return cfg;\n },\n onOpen: function onOpen() {\n   if (this._toolpop) {\n   this._toolpop.show();\n   }\n },\n onClose: function onClose(callback) {\n   if (this._toolpop) {\n   this._toolpop.hide(callback);\n   } else if (typeof callback === 'function') {\n   callback();\n   }\n },\n onDisable: function onDisable() {\n   if (this._toolpop) {\n   this._toolpop.disable();\n   }\n },\n onEnable: function onEnable() {\n   if (this._toolpop) {\n   this._toolpop.enable();\n   }\n },\n updatePosition: function updatePosition() {\n   if (this._toolpop) {\n   // Instruct popper to reposition popover if necessary\n   this._toolpop.update();\n   }\n },\n getTarget: function getTarget() {\n   var target = this.target;\n   if (typeof target === 'function') {\n   target = target();\n   }\n   if (typeof target === 'string') {\n   // Assume ID of element\n   return getById(target);\n   } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target.$el)) {\n   // Component reference\n   return target.$el;\n   } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target)) {\n   // Element reference\n   return target;\n   }\n   return null;\n },\n onShow: function onShow(evt) {\n   this.$emit('show', evt);\n },\n onShown: function onShown(evt) {\n   this.setObservers(true);\n   this.$emit('update:show', true);\n   this.$emit('shown', evt);\n },\n onHide: function onHide(evt) {\n   this.$emit('hide', evt);\n },\n onHidden: function onHidden(evt) {\n   this.setObservers(false);\n   // bring our content back if needed to keep Vue happy\n   // Tooltip class will move it back to tip when shown again\n   this.bringItBack();\n   this.$emit('update:show', false);\n   this.$emit('hidden', evt);\n },\n onEnabled: function onEnabled(evt) {\n   if (!evt || evt.type !== 'enabled') {\n   // Prevent possible endless loop if user mistakienly fires enabled instead of enable\n   return;\n   }\n   this.$emit('update:disabled', false);\n   this.$emit('disabled');\n },\n onDisabled: function onDisabled(evt) {\n   if (!evt || evt.type !== 'disabled') {\n   // Prevent possible endless loop if user mistakienly fires disabled instead of disable\n   return;\n   }\n   this.$emit('update:disabled', true);\n   this.$emit('enabled');\n },\n bringItBack: function bringItBack() {\n   // bring our content back if needed to keep Vue happy\n   if (this.$el && this.$refs.title) {\n   this.$el.appendChild(this.$refs.title);\n   }\n   if (this.$el && this.$refs.content) {\n   this.$el.appendChild(this.$refs.content);\n   }\n },\n\n /* istanbul ignore next: not easy to test */\n setObservers: function setObservers(on) {\n   if (on) {\n   if (this.$refs.title) {\n   this._obs_title = observeDom(this.$refs.title, this.updatePosition.bind(this), OBSERVER_CONFIG);\n   }\n   if (this.$refs.content) {\n   this._obs_content = observeDom(this.$refs.content, this.updatePosition.bind(this), OBSERVER_CONFIG);\n   }\n   } else {\n   if (this._obs_title) {\n   this._obs_title.disconnect();\n   this._obs_title = null;\n   }\n   if (this._obs_content) {\n   this._obs_content.disconnect();\n   this._obs_content = null;\n   }\n   }\n }\n };\n}};","import PopOver from '../../utils/popover.class';\nimport warn from '../../utils/warn';\nimport toolpopMixin from '../../mixins/toolpop';\n\nexport default {\n mixins: [toolpopMixin],\n render: function render(h) {\n   return h('div', {\n   class: ['d-none'],\n   style: { display: 'none' },\n   attrs: { 'aria-hidden': true }\n   }, [h('div', { ref: 'title' }, this.$slots.title), h('div', { ref: 'content' },

this.$slots.default)]);\n },\n data: function data() {\n   return {};\n },\n\n props: {\n   title: {\n   type: String,\n   default: ''\n   },\n   content: {\n   type: String,\n   default: ''\n   },\n   triggers: {\n   type: [String, Array],\n   default: 'click'\n   },\n   placement: {\n   type: String,\n   default: 'right'\n   }\n },\n methods: {\n   createToolpop: function createToolpop() {\n   // getTarget is in toolpop mixin\n   var target = this.getTarget();\n   if (target) {\n   this._toolpop = new PopOver(target, this.getConfig(), this.$root);\n   } else {\n   this._toolpop = null;\n   warn(\"b-popover: 'target' element not found!\");\n   }\n   return this._toolpop;\n   }\n }\n};","<template>\n <div>\n   <component :is=\"rootElement\" id=\"imddb-header\" data-turbolinks-permanent class=\"navbar navbar-expand-lg navbar-light imddb-header\" :offset=\"100\" :z-index=\"1020\" :on-unpin=\"closeFollowUsPopover\" :class=\"{ 'headroom--frozen': !collapseNavbar }\" :style=\"{ position: position }\">\n   <!-- @slot Redefines brand -->\n   <slot name=\"brand\">\n   <a :href=\"homeUrl\" class=\"navbar-brand imddb-header__brand\">\n   \n   {{ project }}\n   \n   </slot>\n   <button class=\"navbar-toggler\" type=\"button\" aria-label=\"Toggle navigation\" @click=\"toggleNavbar\">\n   \n   </button>\n   <div class=\"navbar-collapse\" :class=\"{ collapse: collapseNavbar }\">\n   <!-- @slot Redefines the main navbar block (containing the dropdown) -->\n   <slot name=\"navbar\">\n   <ul class=\"navbar-nav mr-auto\">\n   <b-nav-dropdown @show=\"$root.$emit('bv::hide::popover')\">\n   <template slot=\"button-content\">\n   {{ title }}\n   </template>\n   <b-dropdown-item v-for=\"(item, $index) in dropdownItems\" :key=\"$index\" :href=\"item.href\" v-bind=\"{ active: !!item.active }\">\n   {{ item.label }}\n   </b-dropdown-item>\n   </b-nav-dropdown>\n   \n   </slot>\n   <ul class=\"navbar-nav\">\n   <li class=\"nav-item\">\n   \n   {{ $t('imddb-header.navbar.leak') }}\n   \n   \n   <li class=\"nav-item mr-lg-3\">\n   <a @click.prevent=\"$refs.donateFormModal.show()\" href=\"#\" class=\"nav-link\">\n   {{ $t('imddb-header.navbar.support') }}\n   \n   \n   <li class=\"nav-item\">\n   <button class=\"btn btn-saddle-red btn-block font-weight-bold\" id=\"follow-icij\">\n   {{ $t('imddb-header.navbar.follow') }}\n   </button>\n   <b-popover container=\"imddb-header\" target=\"follow-icij\" placement=\"bottomleft\" :show.sync=\"showSignupPopover\">\n   <follow-us-popover :show.sync=\"showSignupPopover\"></follow-us-popover>\n   </b-popover>\n   \n   \n   </div>\n   </component>\n   <b-modal hide-footer lazy ref=\"donateFormModal\" size=\"lg\">\n   \n   {{ $t('imddb-header.navbar.support') }}\n   \n   <donate-form no-title></donate-form>\n   </b-modal>\n </div>\n</template>\n\n<script>\n import bDropdownItem from 'bootstrap-vue/es/components/dropdown/dropdown-item'\n import bModal from 'bootstrap-vue/es/components/modal/modal'\n import bNavDropdown from 'bootstrap-vue/es/components/nav/nav-item-dropdown'\n import bPopover from 'bootstrap-vue/es/components/popover/popover'\n\n import i18n from '@/i18n'\n import { headroom } from 'vue-headroom'\n import DonateForm from './DonateForm.vue'\n import FollowUsPopover from './FollowUsPopover.vue'\n import config from '../config'\n\n /**\n   * ImddbHeader\n   */\n export default {\n   i18n,\n   name: 'ImddbHeader',\n   components: {\n   bDropdownItem,\n   bModal,\n   bNavDropdown,\n   bPopover,\n   headroom,\n   DonateForm,\n   FollowUsPopover\n   },\n   props: {\n   /**\n   * CSS position of the header. Can be absolute, relative, static or fixed (default).\n   */\n   position: {\n   type: String,\n   default: 'fixed'\n   },\n   /**\n   * Disable Headroom for hiding header until needed.\n   */\n   noHeadroom: {\n   type: Boolean\n   },\n   /**\n   * Project name, to display next to ICIJ logo\n   */\n   project: {\n   type: String,\n   default: () => config.get('project.name')\n   },\n   /**\n   * App name, to display next to project name\n   */\n   title: {\n   type: String,\n   default: () => config.get('app.name')\n   },\n   /**\n   * An array of objects defining dropdown items. Each item defines a label and a href.\n   */\n   dropdownItems: {\n   type: Array,\n   default: () => config.get('imddb-header.dropdown.items')\n   },\n   /**\n   * Target link of the ICIJ logo and project name.\n   */\n   homeUrl: {\n   type: String,\n   default: () => config.get('app.home')\n   }\n   },\n   data () {\n   return {\n   showSignupPopover: false,\n

collapseNavbar: true\n   }\n   },\n   methods: {\n   closeFollowUsPopover () {\n   this.showSignupPopover = false\n   },\n   toggleNavbar () {\n   this.collapseNavbar = !this.collapseNavbar\n   this.$root.$emit('bv::hide::popover')\n   this.$root.$emit('bv::hide::dropdwon')\n   }\n   },\n   computed: {\n   rootElement () {\n   return this.noHeadroom ? 'div' : 'headroom'\n   }\n   }\n}\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib';\n\n .imddb-header {\n   background: rgba($mercury, 0.8);\n   box-shadow: 0 0 6px 0 rgba(#000, .1);\n   position: relative;\n   top:0;\n   width: 100%;\n   z-index: $zindex-sticky;\n\n   .popover {\n   width: 100%;\n   }\n\n   @include media-breakpoint-down(md) {\n   background: $mercury;\n   }\n\n   &.headroom {\n   will-change: transform;\n   transition: transform 200ms linear;\n\n   &--unpinned {\n   transform: translateY(-100%) !important;\n   }\n\n   &--pinned {\n   transform: translateY(0%);\n   }\n\n   &--frozen {\n   transform: translateY(0%) !important;\n   }\n   }\n\n   &__brand {\n   position: relative;\n   font-weight: bolder;\n   padding-right: $spacer * 1.5;\n\n   &:after {\n   content: \"\";\n   background: $body-color;\n   width: 2px;\n   height: 32px;\n   position: absolute;\n   right:0;\n   top: 50%;\n   transform: translateY(-50%);\n\n   @include media-breakpoint-down(md) {\n   display: none;\n   }\n   }\n   }\n\n   .navbar-toggler {\n   background: $mercury;\n   position: absolute;\n   right: $spacer;\n   top: $spacer / 2;\n   margin: 0;\n   }\n\n   .dropdown-item {\n   white-space: normal;\n   width: 440px;\n   max-width: 90vw;\n\n   @include media-breakpoint-down(sm) {\n   width: 100%;\n   }\n   }\n\n   .dropdown .nav-link {\n\n   @include media-breakpoint-up(lg) {\n   font-size: 1.2rem;\n   font-family: $headings-font-family;\n   }\n   }\n}\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./ImddbHeader.vue?vue&type=template&id=36e6b928&\"\nimport script from \"./ImddbHeader.vue?vue&type=script&lang=js&\"\nexport * from \"./ImddbHeader.vue?vue&type=script&lang=js&\"\nimport style0 from \"./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"ImddbHeader.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{attrs:{\"id\":_vm.iframeId}})}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","<template>\n <div :id=\"iframeId\"></div>\n</template>\n\n<script>\n import { injectAssets } from '../utils/assets'\n\n var iframeUniqueIdCounter = 0;\n\n /**\n   * ResponsiveIframe\n   */\n export default {\n   name: 'ResponsiveIframe',\n   props: {\n   /**\n   * URL of the generated iframe code.\n   */\n   url: {\n   type: String,\n   required : true\n   },\n   /**\n   * Option to pass to the constructor of the pymParent instance\n   */\n   options: {\n   type: Object,\n   default: () => ({ })\n   },\n   },\n   data () {\n   return {\n   iframeId: `icij-iframe-${++iframeUniqueIdCounter}`\n   }\n   },\n   mounted () {\n   injectAssets('https://pym.nprapps.org/pym.v1.min.js').then(() => {\n   new pym.Parent(this.iframeId, this.url, this.options)\n   })\n   }\n}\n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ResponsiveIframe.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-

options!./ResponsiveIframe.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./ResponsiveIframe.vue?vue&type=template&id=2b5efd28&\"\nimport script from \"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\nexport * from \"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"ResponsiveIframe.vue\"\nexport default component.exports","var render, staticRenderFns\nimport script from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\nexport * from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"SlideUpDown.vue\"\nexport default component.exports","<script>\nconst noop = () => (null)\n\n/**\n * SlideUpDown\n */\nexport default {\n name: 'SlideUpDown',\n props: {\n   /**\n   * Toggler property. Set to false to hide the component.\n   */\n   active: {\n   type: Boolean,\n   },\n   /**\n   * Duration of the animation.\n   */\n   duration: {\n   type: Number,\n   default: 200\n   },\n   /**\n   * HTML tag to render this component to.\n   */\n   tag: {\n   type: String,\n   default: 'div'\n   }\n },\n data () {\n   return {\n   state: 'post',\n   mounted: false,\n   scrollHeight: 0\n   }\n },\n watch: {\n   active (toggler) {\n   this.triggerSlide()\n   }\n },\n render (h) {\n   return h(this.tag, { style: this.style, ref: 'container' }, this.$slots.default)\n },\n mounted () {\n   this.deferedNextTick(() => {\n   this.mounted = true\n   this.cleanLayout()\n   this.$container.addEventListener(\"transitionend\", this.cleanLayout)\n   })\n },\n computed: {\n   stylePreTransition () {\n   return {\n   'overflow': 'hidden',\n   'transition-property': 'height',\n   'transition-duration': `${this.duration}ms`,\n   'height': this.mounted ? `${this.$container.scrollHeight}px` : 0,\n   }\n   },\n   styleActiveTransition () {\n   return {\n   'overflow': 'hidden',\n   'transition-property': 'height',\n   'transition-duration': `${this.duration}ms`,\n   'height': this.mounted ? `${this.activeHeight}px` : 'auto',\n   }\n   },\n   stylePostTransition () {\n   // Reset style when the element is active\n   return this.active ? { } : this.styleActiveTransition\n   },\n   style () {\n   switch (this.state) {\n   case 'pre': return this.stylePreTransition\n   case 'active': return this.styleActiveTransition\n   default: return this.stylePostTransition\n   }\n   },\n   activeHeight () {\n   return this.active ? this.$container.scrollHeight : 0\n   },\n $container () {\n   return this.$refs.container\n   }\n },\n methods: {\n   triggerSlide () {\n   this.state = 'pre'\n   this.scrollHeight = this.$container.scrollHeight\n   // Defered next tick to let the component render once\n   this.deferedNextTick(() => this.state = 'active')\n   },\n   cleanLayout (e = null) {\n   // This method can be triggered by animated child elements in\n   // which case, we should do anything\n   if(!e || e.target == this.$container) {\n   this.state = 'post'\n   this.deferedNextTick()\n   }\n   },\n   deferedNextTick (fn = noop) {\n   setTimeout(() => this.$nextTick(fn), 0)\n   }\n }\n}\n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"","import VueI18n from 'vue-i18n'\nimport { basename, extname } from 'path'\n\nimport i18n from './i18n'\nexport { default as config } from './config'\nexport { default as ContentPlaceholder } from './components/ContentPlaceholder.vue'\nexport { default as DonateForm } from './components/DonateForm.vue'\nexport { default as EmbeddableFooter } from './components/EmbeddableFooter.vue'\nexport { default as EmbedForm } from './components/EmbedForm.vue'\nexport { default as FollowUsPopover } from './components/FollowUsPopover.vue'\nexport { default as Fa } from './components/Fa'\nexport { default as

GenericFooter } from './components/GenericFooter.vue'\nexport { default as ImddbHeader } from
'./components/ImddbHeader.vue'\nexport { default as ResponsiveIframe } from
'./components/ResponsiveIframe.vue'\nexport { default as SharingOptions } from
'./components/SharingOptions.vue'\nexport { default as SignUpForm } from
'./components/SignUpForm.vue'\nexport { default as SlideUpDown } from
'./components/SlideUpDown.vue'\n\nimport * as components from './components'\n\nclass Murmur {\n static
setLocaleMessage(lang, message) {\n   return this.i18n.setLocaleMessage(lang, message)\n }\n static
mergeLocaleMessage(lang, message) {\n   return this.i18n. mergeLocaleMessage(lang, message)\n }\n static
setLocale(lang) {\n   return this.i18n.locale = lang\n }\n static getLocale() {\n   return this.i18n.locale\n }\n static
get i18n() {\n   return i18n\n }\n static get config() {\n   return require('./config.js').default\n }\n static get
components() {\n   return components\n }\n static install (Vue, options) {\n
Object.keys(components).forEach(key => Vue.component(key, components[key]))\n }\n}\n\nexport default
Murmur\n","import './setPublicPath'\nimport mod from '~entry'\nexport default mod\nexport * from '~entry'\n","var
assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Checks if a list cache value for `key` exists.\n *\n *
@private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n *
@returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction listCacheHas(key) {\n
return assocIndexOf(this.__data__, key) > -1;\n}\n\nmodule.exports = listCacheHas;\n","module.exports =
'\\x09\\x0A\\x0B\\x0C\\x0D\\x20\\xA0\\u1680\\u180E\\u2000\\u2001\\u2002\\u2003' +\n
'\\u2004\\u2005\\u2006\\u2007\\u2008\\u2009\\u200A\\u202F\\u205F\\u3000\\u2028\\u2029\\uFEFF';\n","var
baseGetTag = require('./_baseGetTag'),\n   isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result
references. */\nvar symbolTag = '[object Symbol]';\n\n/**\n * Checks if `value` is classified as a `Symbol` primitive
or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The
value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n *
_.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\nfunction isSymbol(value)
{\n return typeof value == 'symbol' ||\n   (isObjectLike(value) && baseGetTag(value) ==
symbolTag);\n}\n\nmodule.exports = isSymbol;\n"],"sourceRoot":""}

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062149670_1592570080.27/0/murmur-1-1-0-
tgz/package/dist/lib/@icij/murmur.umd.min.js.map
No license file was found, but licenses were detected in source scan.

```
{
  "imddb-header": {
    "navbar": {
      "leak": "Leak to us",
      "support": "Support us",
      "follow": "Follow ICIJ"
    }
  },
  "embeddable-footer": {
    "share": "Share"
  },
  "embed-form": {
    "heading": "Embed on your website",
    "introduction": "Copy the code bellow to embed this on your website.",
    "responsive-optin": "Responsive iFrame",
    "copy": "Copy"
```

```
    },
  "follow-us-popover": {
    "heading": "Follow us"
  },
  "generic-footer": {
    "investigations": "Investigations",
    "follow-us": "Follow us",
    "all-rights": "All rights reserved",
    "version": "Version %{version}"
  },
  "donate-form": {
    "support": "Support us",
    "introduction": "ICIJ's investigations are supported by readers like you. Help keep our databases free and open to
the public by joining our <strong><a target=\"_blank\" href=\"https://icij.org/donate\">ICIJ Insiders</a></strong>
community.",
    "join-heading": "Won't you join us today?",
    "label": "I would like to donate",
    "frequency": {
      "monthly": "Monthly",
      "yearly": "Yearly",
      "onetime": "One time"
    },
    "result": {
      "sentence": "With this donation, you are <strong>changing the %{target}</strong>.",
      "conversation": "conversation",
      "rules": "rules",
      "world": "world"
    },
    "submit": "Donate now",
    "benefits": {
      "heading": "ICIJ Insiders benefits",
      "introduction": "Your monthly or annual donation will give you the following benefits.",
      "more": "More about donations",
      "impacts": {
        "conversation": {
          "heading": "Change the conversation",
          "highlight": "$3-$14/month (or $35-$179/year)",
          "list": [
            "ICIJ Insider Newsletter (quarterly)",
            "ICIJ's Weekly Update"
          ]
        },
        "rules": {
          "heading": "Change the rules",
          "highlight": "$15-$49/month (or $180-$599/year)",
          "list": [
            "Opportunity to submit your question to ICIJ staff. Several questions will be answered in our quarterly ICIJ
Insider newsletter",
```

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          "Sneak previews behind the scenes of ICIJ's work (monthly)",
          "ICIJ Insider Newsletter (quarterly)",
          "ICIJ's Weekly Update"
        ]
      },
      "world": {
        "heading": "Change the world",
        "highlight": "$50/month and above (or $600/year and above)",
        "list": [
          "Invitation to exclusive chat with ICIJ staff about our latest major project after publication",
          "Opportunity to submit your questions to ICIJ staff. Several questions will be answered in our quarterly ICIJ
Insider newsletter",
          "Sneak previews behind the scenes of ICIJ's work (monthly)",
          "ICIJ Insider Newsletter (quarterly)",
          "ICIJ's Weekly Update"
        ]
      }
    }
  }
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"sign-up-form": {
  "label": "Stories in your inbox",
  "placeholder": "Email address",
  "submit": "Sign up"
}
}
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062149670_1592570080.27/0/murmur-1-1-0-tgz/package/lib/locales/en.json
No license file was found, but licenses were detected in source scan.

{"version":3,"sources":["webpack://@icij/murmur/webpack/universalModuleDefinition","webpack://@icij/murmur/webpack/bootstrap","webpack://@icij/murmur/./node_modules/lodash/_getRawTag.js","webpack://@icij/murmur/./node_modules/core-js/modules/_iter-define.js","webpack://@icij/murmur/./node_modules/lodash/_baseKeys.js","webpack://@icij/murmur/./node_modules/lodash/_isFlattenable.js","webpack://@icij/murmur/./node_modules/lodash/stubFalse.js","webpack://@icij/murmur/./node_modules/lodash/_arrayPush.js","webpack://@icij/murmur/./node_modules/lodash/_isStrictComparable.js","webpack://@icij/murmur/./lib/components/SharingOptions.vue?8ac0","webpack://@icij/murmur/./node_modules/core-js/modules/es7.promise.finally.js","webpack://@icij/murmur/./node_modules/lodash/_getNative.js","webpack://@icij/murmur/./node_modules/core-js/modules/_flags.js","webpack://@icij/murmur/./node_modules/lodash/isBuffer.js","webpack://@icij/murmur/./node_modules/core-js/modules/_object-keys.js","webpack://@icij/murmur/./node_modules/lodash/_baseRest.js","webpack://@icij/murmur/./lib/components/EmbeddableFooter.vue?eb4a","webpack://@icij/murmur/./node_modules/es6-symbol/is-symbol.js","webpack://@icij/murmur/./node_modules/jquery/dist/jquery.js","webpack://@icij/murmur/./lib/locales sync [A-Za-z0-9-_,\\s]+\\.json$/","webpack://@icij/murmur/./node_modules/core-js/modules/_object-gopd.js","webpack://@icij/murmur/./node_modules/lodash/_isKeyable.js","webpack://@icij/murmur/./node_module

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"file":"@icij/murmur.umd.js","sourcesContent":["(function webpackUniversalModuleDefinition(root, factory)
{\n\tif(typeof exports === 'object' && typeof module === 'object')\n\t\tmodule.exports =
factory(require(\"vue\"));\n\telse if(typeof define === 'function' && define.amd)\n\t\tdefine([], factory);\n\telse
if(typeof exports === 'object')\n\t\texports[\"@icij/murmur\"] =
factory(require(\"vue\"));\n\telse\n\t\troot[\"@icij/murmur\"] = factory(root[\"Vue\"]);\n})((typeof self !==
'undefined' ? self : this), function(__WEBPACK_EXTERNAL_MODULE__8bbf__) {\nreturn "," \t// The module

cache\n \tvar installedModules = {};\n\n \t// The require function\n \tfunction __webpack_require__(moduleId) {\n\n \t\t// Check if module is in cache\n \t\tif(installedModules[moduleId]) {\n \t\t\treturn installedModules[moduleId].exports;\n \t\t}\n \t\t// Create a new module (and put it into the cache)\n \t\tvar module = installedModules[moduleId] = {\n \t\t\ti: moduleId,\n \t\t\tl: false,\n \t\t\texports: {}\n \t\t};\n\n \t\t// Execute the module function\n \t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n\n \t\t// Flag the module as loaded\n \t\tmodule.l = true;\n\n \t\t// Return the exports of the module\n \t\treturn module.exports;\n \t}\n\n\n \t// expose the modules object (__webpack_modules__)\n \t__webpack_require__.m = modules;\n\n \t// expose the module cache\n \t__webpack_require__.c = installedModules;\n\n \t// define getter function for harmony exports\n \t__webpack_require__.d = function(exports, name, getter) {\n \t\tif(!__webpack_require__.o(exports, name)) {\n \t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n \t\t}\n \t};\n\n \t// define __esModule on exports\n \t__webpack_require__.r = function(exports) {\n \t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n \t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n \t\t}\n \t\tObject.defineProperty(exports, '__esModule', { value: true });\n \t};\n\n \t// create a fake namespace object\n \t// mode & 1: value is a module id, require it\n \t// mode & 2: merge all properties of value into the ns\n \t// mode & 4: return value when already ns object\n \t// mode & 8|1: behave like require\n \t__webpack_require__.t = function(value, mode) {\n \t\tif(mode & 1) value = __webpack_require__(value);\n \t\tif(mode & 8) return value;\n \t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n \t\tvar ns = Object.create(null);\n \t\t__webpack_require__.r(ns);\n \t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n \t\tif(mode & 2 && typeof value != 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) { return value[key]; }.bind(null, key));\n \t\treturn ns;\n \t};\n\n \t// getDefaultExport function for compatibility with non-harmony modules\n \t__webpack_require__.n = function(module) {\n \t\tvar getter = module && module.__esModule ?\n \t\t\tfunction getDefault() { return module['default']; } :\n \t\t\tfunction getModuleExports() { return module; };\n \t\t__webpack_require__.d(getter, 'a', getter);\n \t\treturn getter;\n \t};\n\n \t// Object.prototype.hasOwnProperty.call\n \t__webpack_require__.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n\n \t// __webpack_public_path__\n \t__webpack_require__.p = \"\";\n\n\n \t// Load entry module and return exports\n \treturn __webpack_require__(__webpack_require__.s = \"fb15\");\n","var Symbol = require('./_Symbol');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar nativeObjectToString = objectProto.toString;\n\n/** Built-in value references. */\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\nfunction getRawTag(value) {\n var isOwn = hasOwnProperty.call(value, symToStringTag),\n   tag = value[symToStringTag];\n\n try {\n   value[symToStringTag] = undefined;\n   var unmasked = true;\n } catch (e) {}\n\n var result = nativeObjectToString.call(value);\n if (unmasked) {\n   if (isOwn) {\n   value[symToStringTag] = tag;\n   } else {\n   delete value[symToStringTag];\n   }\n }\n return result;\n}\n\nmodule.exports = getRawTag;\n","'use strict';\nvar LIBRARY = require('./_library');\nvar $export = require('./_export');\nvar redefine = require('./_redefine');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar $iterCreate = require('./_iter-create');\nvar setToStringTag = require('./_set-to-string-tag');\nvar getPrototypeOf = require('./_object-gpo');\nvar ITERATOR = require('./_wks')('iterator');\nvar BUGGY = !([].keys && 'next' in [].keys()); // Safari has buggy iterators w/o `next`\nvar FF_ITERATOR = '@@iterator';\nvar KEYS = 'keys';\nvar VALUES = 'values';\n\nvar returnThis = function () { return this; };\n\nmodule.exports = function (Base, NAME, Constructor, next, DEFAULT, IS_SET, FORCED) {\n $iterCreate(Constructor, NAME, next);\n var getMethod = function (kind) {\n   if (!BUGGY && kind in proto) return proto[kind];\n   switch (kind) {\n   case KEYS: return function keys() { return new Constructor(this, kind); };\n   case VALUES: return function values() { return new Constructor(this, kind); };\n   } return function entries() { return new

Constructor(this, kind); };\n };\n var TAG = NAME + ' Iterator';\n var DEF_VALUES = DEFAULT == VALUES;\n var VALUES_BUG = false;\n var proto = Base.prototype;\n var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT && proto[DEFAULT];\n var $default = $native || getMethod(DEFAULT);\n var $entries = DEFAULT ? !DEF_VALUES ? $default : getMethod('entries') : undefined;\n var $anyNative = NAME == 'Array' ? proto.entries || $native : $native;\n var methods, key, IteratorPrototype;\n // Fix native\n if ($anyNative) {\n IteratorPrototype = getPrototypeOf($anyNative.call(new Base()));\n if (IteratorPrototype !== Object.prototype && IteratorPrototype.next) {\n // Set @@toStringTag to native iterators\n setToStringTag(IteratorPrototype, TAG, true);\n // fix for some old engines\n if (!LIBRARY && typeof IteratorPrototype[ITERATOR] != 'function') hide(IteratorPrototype, ITERATOR, returnThis);\n }\n }\n // fix Array#{values, @@iterator}.name in V8 / FF\n if (DEF_VALUES && $native && $native.name !== VALUES) {\n VALUES_BUG = true;\n $default = function values() { return $native.call(this); };\n }\n // Define iterator\n if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n hide(proto, ITERATOR, $default);\n }\n // Plug for library\n Iterators[NAME] = $default;\n Iterators[TAG] = returnThis;\n if (DEFAULT) {\n methods = {\n values: DEF_VALUES ? $default : getMethod(VALUES),\n keys: IS_SET ? $default : getMethod(KEYS),\n entries: $entries\n };\n if (FORCED) for (key in methods) {\n if (!(key in proto)) redefine(proto, key, methods[key]);\n } else $export($export.P + $export.F * (BUGGY || VALUES_BUG), NAME, methods);\n }\n return methods;\n};\n","var isPrototype = require('./_isPrototype'),\n nativeKeys = require('./_nativeKeys');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * The base implementation of `_.keys` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\nfunction baseKeys(object) {\n if (!isPrototype(object)) {\n return nativeKeys(object);\n }\n var result = [];\n for (var key in Object(object)) {\n if (hasOwnProperty.call(object, key) && key != 'constructor') {\n result.push(key);\n }\n }\n return result;\n}\n\nmodule.exports = baseKeys;\n","var Symbol = require('./_Symbol'),\n isArguments = require('./isArguments'),\n isArray = require('./isArray');\n\n/** Built-in value references. */\nvar spreadableSymbol = Symbol ? Symbol.isConcatSpreadable : undefined;\n\n/**\n * Checks if `value` is a flattenable `arguments` object or array.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is flattenable, else `false`.\n */\nfunction isFlattenable(value) {\n return isArray(value) || isArguments(value) ||\n !!(spreadableSymbol && value && value[spreadableSymbol]);\n}\n\nmodule.exports = isFlattenable;\n","/**\n * This method returns `false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n *\n * _.times(2, _.stubFalse);\n * // => [false, false]\n */\nfunction stubFalse() {\n return false;\n}\n\nmodule.exports = stubFalse;\n","/**\n * Appends the elements of `values` to `array`.\n *\n * @private\n * @param {Array} array The array to modify.\n * @param {Array} values The values to append.\n * @returns {Array} Returns `array`.\n */\nfunction arrayPush(array, values) {\n var index = -1,\n length = values.length,\n offset = array.length;\n\n while (++index < length) {\n array[offset + index] = values[index];\n }\n return array;\n}\n\nmodule.exports = arrayPush;\n","var isObject = require('./isObject');\n\n/**\n * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` if suitable for strict\n * equality comparisons, else `false`.\n */\nfunction isStrictComparable(value) {\n return value === value && !isObject(value);\n}\n\nmodule.exports = isStrictComparable;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-

loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"","// https://github.com/tc39/proposal-promise-finally\n'use strict';\nvar $export = require('./_export');\nvar core = require('./_core');\nvar global = require('./_global');\nvar speciesConstructor = require('./_species-constructor');\nvar promiseResolve = require('./_promise-resolve');\n\n$export($export.P + $export.R, 'Promise', { 'finally': function (onFinally) {\n var C = speciesConstructor(this, core.Promise || global.Promise);\n var isFunction = typeof onFinally == 'function';\n return this.then(\n   isFunction ? function (x) {\n   return promiseResolve(C, onFinally()).then(function () { return x; });\n   } : onFinally,\n   isFunction ? function (e) {\n   return promiseResolve(C, onFinally()).then(function () { throw e; });\n   } : onFinally\n);\n} });\n","var baseIsNative = require('./_baseIsNative'),\n   getValue = require('./_getValue');\n\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*} Returns the function if it's native, else `undefined`.\n */\nfunction getNative(object, key) {\n var value = getValue(object, key);\n return baseIsNative(value) ? value : undefined;\n}\n\nmodule.exports = getNative;\n","'use strict';\n// 21.2.5.3 get RegExp.prototype.flags\nvar anObject = require('./_an-object');\nmodule.exports = function () {\n var that = anObject(this);\n var result = '';\n if (that.global) result += 'g';\n if (that.ignoreCase) result += 'i';\n if (that.multiline) result += 'm';\n if (that.unicode) result += 'u';\n if (that.sticky) result += 'y';\n return result;\n};\n","var root = require('./_root'),\n   stubFalse = require('./stubFalse');\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Built-in value references. */\nvar Buffer = moduleExports ? root.Buffer : undefined;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;\n\n/**\n * Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _.isBuffer(new Buffer(2));\n * // => true\n *\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\nvar isBuffer = nativeIsBuffer || stubFalse;\n\nmodule.exports = isBuffer;\n","// 19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-keys-internal');\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function keys(O) {\n return $keys(O, enumBugKeys);\n};\n","var identity = require('./identity'),\n   overRest = require('./_overRest'),\n   setToString = require('./_setToString');\n\n/**\n * The base implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns the new function.\n */\nfunction baseRest(func, start) {\n return setToString(overRest(func, start, identity), func + '');\n}\n\nmodule.exports = baseRest;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"","'use

strict';\n\nmodule.exports = function (x) {\n\tif (!x) return false;\n\tif (typeof x === 'symbol') return true;\n\tif (!x.constructor) return false;\n\tif (x.constructor.name !== 'Symbol') return false;\n\treturn (x[x.constructor.toStringTag] === 'Symbol');\n};\n","/*!\n * jQuery JavaScript Library v3.3.1\n * https://jquery.com/\n *\n * Includes Sizzle.js\n * https://sizzlejs.com/\n *\n * Copyright JS Foundation and other contributors\n * Released under the MIT license\n * https://jquery.org/license\n *\n * Date: 2018-01-20T17:24Z\n */\n(function(global, factory) {\n\n\t"use strict\";\n\n\tif (typeof module === \"object\" && typeof module.exports === \"object\") {\n\n\t\t// For CommonJS and CommonJS-like environments where a proper `window`\n\t\t// is present, execute the factory and get jQuery.\n\t\t// For environments that do not have a `window` with a `document`\n\t\t// (such as Node.js), expose a factory as module.exports.\n\t\t// This accentuates the need for the creation of a real `window`.\n\t\t// e.g. var jQuery = require(\"jquery\")(window);\n\t\t// See ticket #14549 for more info.\n\tmodule.exports = global.document ?\n\t\tfactory(global, true) :\n\t\tfunction(w) {\n\t\t\tif (!w.document) {\n\t\t\t\tthrow new Error(\"jQuery requires a window with a document\");\n\t\t\t}\n\t\t\treturn factory(w);\n\t\t};\n\t} else {\n\t\tfactory(global);\n\t}\n\n// Pass this if window is not defined yet\n})(typeof window !== \"undefined\" ? window : this, function(window, noGlobal) {\n\n// Edge <= 12 - 13+, Firefox <=18 - 45+, IE 10 - 11, Safari 5.1 - 9+, iOS 6 - 9.1\n// throw exceptions when non-strict code (e.g., ASP.NET 4.5) accesses\n// strict mode\n// arguments.callee.caller (trac-13335). But as of jQuery 3.0 (2016), strict mode should be common\n// enough that all such attempts are guarded in a try block.\n\"use strict\";\n\nvar arr = [];\n\nvar document = window.document;\n\nvar getProto = Object.getPrototypeOf;\n\nvar slice = arr.slice;\n\nvar concat = arr.concat;\n\nvar push = arr.push;\n\nvar indexOf = arr.indexOf;\n\nvar class2type = {};\n\nvar toString = class2type.toString;\n\nvar hasOwn = class2type.hasOwnProperty;\n\nvar fnToString = hasOwn.toString;\n\nvar ObjectFunctionString = fnToString.call(Object);\n\nvar support = {};\n\nvar isFunction = function isFunction(obj) {\n\n   // Support: Chrome <=57, Firefox <=52\n   // In some browsers, typeof returns \"function\" for HTML <object> elements\n   // (i.e., `typeof document.createElement( \"object\" ) === \"function\"`).\n   // We don't want to classify *any* DOM node as a function.\n   return typeof obj === \"function\" && typeof obj.nodeType !== \"number\";\n   };\n\n\nvar isWindow = function isWindow(obj) {\n\t\treturn obj != null && obj === obj.window;\n\t};\n\n\n\n\n\tvar preservedScriptAttributes = {\n\t\ttype: true,\n\t\tsrc: true,\n\t\tnoModule: true\n\t};\n\n\tfunction DOMEval(code, doc, node) {\n\t\tdoc = doc || document;\n\n\t\tvar i,\n\t\t\tscript = doc.createElement(\"script\");\n\n\t\tscript.text = code;\n\t\tif (node) {\n\t\t\tfor (i in preservedScriptAttributes) {\n\t\t\t\tif (node[i]) {\n\t\t\t\t\tscript[i] = node[i];\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t\tdoc.head.appendChild(script).parentNode.removeChild(script);\n\t}\n\n\nfunction toType(obj) {\n\tif (obj == null) {\n\t\treturn obj + \"\";\n\t}\n\n\t// Support: Android <=2.3 only (functionish RegExp)\n\treturn typeof obj === \"object\" || typeof obj === \"function\" ?\n\t\tclass2type[toString.call(obj)] || \"object\" :\n\t\ttypeof obj;\n}\n/* global Symbol */\n// Defining this global in .eslintrc.json would create a danger of using the global\n// unguarded in another place, it seems safer to define global only for this module\n\n\n\nvar\n\tversion = \"3.3.1\",\n\n\t// Define a local copy of jQuery\n\tjQuery = function(selector, context) {\n\n\t\t// The jQuery object is actually just the init constructor 'enhanced'\n\t\t// Need init if jQuery is called (just allow error to be thrown if not included)\n\t\treturn new jQuery.fn.init(selector, context);\n\t},\n\n\t// Support: Android <=4.0 only\n\t// Make sure we trim BOM and NBSP\n\ttrim = /^[\\s\\uFEFF\\xA0]+|[\\s\\uFEFF\\xA0]+$/g;\n\njQuery.fn = jQuery.prototype = {\n\n\t// The current version of jQuery being used\n\tjquery: version,\n\n\tconstructor: jQuery,\n\n\t// The default length of a jQuery object is 0\n\tlength: 0,\n\n\ttoArray: function() {\n\t\treturn slice.call(this);\n\t},\n\n\t// Get the Nth element in the matched element set OR\n\t// Get the whole matched element set as a clean array\n\tget: function(num) {\n\n\t\t// Return all the elements in a clean array\n\t\tif (num == null) {\n\t\t\treturn slice.call(this);\n\t\t}\n\n\t\t// Return just the one element from the set\n\t\treturn num < 0 ? this[num + this.length] : this[num];\n\t},\n\n\t// Take an array of elements and push it onto the stack\n\t// (returning the new matched element set)\n\tpushStack: function(elems) {\n\n\t\t// Build a new jQuery matched element set\n\t\tvar ret = jQuery.merge(this.constructor(), elems);\n\n\t\t// Add the old object onto the stack (as a reference)\n\t\tret.prevObject = this;\n\n\t\t// Return the newly-formed element set\n\t\treturn ret;\n\t},\n\n\t// Execute a callback for every element in the matched set.\n\teach: function(callback) {\n\t\treturn jQuery.each(this, callback);\n\t},\n\n\tmap: function(callback)

{\n\t\treturn this.pushStack(jQuery.map(this, function(elem, i) {\n\t\t\treturn callback.call(elem, i, elem);\n\t\t}));\n\t},\n\n\tslice: function() {\n\t\treturn this.pushStack(slice.apply(this, arguments));\n\t},\n\n\tfirst: function() {\n\t\treturn this.eq(0);\n\t},\n\n\tlast: function() {\n\t\treturn this.eq(-1);\n\t},\n\n\teq: function(i) {\n\t\tvar len = this.length,\n\t\t\tj = +i + (i < 0 ? len : 0);\n\t\treturn this.pushStack(j >= 0 && j < len ? [this[j]] : []);\n\t},\n\n\tend: function() {\n\t\treturn this.prevObject || this.constructor();\n\t},\n\n\t// For internal use only.\n\t// Behaves like an Array's method, not like a jQuery method.\n\tpush: push,\n\tsort: arr.sort,\n\tsplice: arr.splice\n};\n\njQuery.extend = jQuery.fn.extend = function() {\n\tvar options, name, src, copy, copyIsArray, clone,\n\t\ttarget = arguments[0] || {},\n\t\ti = 1,\n\t\tlength = arguments.length,\n\t\tdeep = false;\n\n\t// Handle a deep copy situation\n\tif (typeof target === \"boolean\") {\n\t\tdeep = target;\n\n\t\t// Skip the boolean and the target\n\t\ttarget = arguments[i] || {};\n\t\ti++;\n\t}\n\n\t// Handle case when target is a string or something (possible in deep copy)\n\tif (typeof target !== \"object\" && !isFunction(target)) {\n\t\ttarget = {};\n\t}\n\n\t// Extend jQuery itself if only one argument is passed\n\tif (i === length) {\n\t\ttarget = this;\n\t\ti--;\n\t}\n\n\tfor (; i < length; i++) {\n\n\t\t// Only deal with non-null/undefined values\n\t\tif ((options = arguments[i]) != null) {\n\n\t\t\t// Extend the base object\n\t\t\tfor (name in options) {\n\t\t\t\tsrc = target[name];\n\t\t\t\tcopy = options[name];\n\n\t\t\t\t// Prevent never-ending loop\n\t\t\t\tif (target === copy) {\n\t\t\t\t\tcontinue;\n\t\t\t\t}\n\n\t\t\t\t// Recurse if we're merging plain objects or arrays\n\t\t\t\tif (deep && copy && (jQuery.isPlainObject(copy) ||\n\t\t\t\t\t(copyIsArray = Array.isArray(copy)))) {\n\n\t\t\t\t\tif (copyIsArray) {\n\t\t\t\t\t\tcopyIsArray = false;\n\t\t\t\t\t\tclone = src && Array.isArray(src) ? src : [];\n\n\t\t\t\t\t} else {\n\t\t\t\t\t\tclone = src && jQuery.isPlainObject(src) ? src : {};\n\t\t\t\t\t}\n\n\t\t\t\t\t// Never move original objects, clone them\n\t\t\t\t\ttarget[name] = jQuery.extend(deep, clone, copy);\n\n\t\t\t\t// Don't bring in undefined values\n\t\t\t\t} else if (copy !== undefined) {\n\t\t\t\t\ttarget[name] = copy;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// Return the modified object\n\treturn target;\n};\n\njQuery.extend({\n\n\t// Unique for each copy of jQuery on the page\n\texpando: \"jQuery\" + (version + Math.random()).replace(/\\D/g, \"\"),\n\n\t// Assume jQuery is ready without the ready module\n\tisReady: true,\n\n\terror: function(msg) {\n\t\tthrow new Error(msg);\n\t},\n\n\tnoop: function() {},\n\n\tisPlainObject: function(obj) {\n\t\tvar proto, Ctor;\n\n\t\t// Detect obvious negatives\n\t\t// Use toString instead of jQuery.type to catch host objects\n\t\tif (!obj || toString.call(obj) !== \"[object Object]\") {\n\t\t\treturn false;\n\t\t}\n\n\t\tproto = getProto(obj);\n\n\t\t// Objects with no prototype (e.g., `Object.create( null )`) are plain\n\t\tif (!proto) {\n\t\t\treturn true;\n\t\t}\n\n\t\t// Objects with prototype are plain iff they were constructed by a global Object function\n\t\tCtor = hasOwn.call(proto, \"constructor\") && proto.constructor;\n\t\treturn typeof Ctor === \"function\" && fnToString.call(Ctor) === ObjectFunctionString;\n\t},\n\n\tisEmptyObject: function(obj) {\n\n\t\t/* eslint-disable no-unused-vars */\n\t\t// See https://github.com/eslint/eslint/issues/6125\n\t\tvar name;\n\n\t\tfor (name in obj) {\n\t\t\treturn false;\n\t\t}\n\t\treturn true;\n\t},\n\n\t// Evaluates a script in a global context\n\tglobalEval: function(code) {\n\t\tDOMEval(code);\n\t},\n\n\teach: function(obj, callback) {\n\t\tvar length, i = 0;\n\n\t\tif (isArrayLike(obj)) {\n\t\t\tlength = obj.length;\n\t\t\tfor (; i < length; i++) {\n\t\t\t\tif (callback.call(obj[i], i, obj[i]) === false) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t} else {\n\t\t\tfor (i in obj) {\n\t\t\t\tif (callback.call(obj[i], i, obj[i]) === false) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn obj;\n\t},\n\n\t// Support: Android <=4.0 only\n\ttrim: function(text) {\n\t\treturn text == null ?\n\t\t\t\"\" :\n\t\t\t(text + \"\").replace(rtrim, \"\");\n\t},\n\n\t// results is for internal usage only\n\tmakeArray: function(arr, results) {\n\t\tvar ret = results || [];\n\n\t\tif (arr != null) {\n\t\t\tif (isArrayLike(Object(arr))) {\n\t\t\t\tjQuery.merge(ret,\n\t\t\t\t\ttypeof arr === \"string\" ?\n\t\t\t\t\t[arr] : arr\n\t\t\t\t);\n\t\t\t} else {\n\t\t\t\tpush.call(ret, arr);\n\t\t\t}\n\t\t}\n\n\t\treturn ret;\n\t},\n\n\tinArray: function(elem, arr, i) {\n\t\treturn arr == null ? -1 : indexOf.call(arr, elem, i);\n\t},\n\n\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t// push.apply(_, arraylike) throws on ancient WebKit\n\tmerge: function(first, second) {\n\t\tvar len = +second.length,\n\t\t\tj = 0,\n\t\t\ti = first.length;\n\n\t\tfor (; j < len; j++) {\n\t\t\tfirst[i++] = second[j];\n\t\t}\n\n\t\tfirst.length = i;\n\n\t\treturn first;\n\t},\n\n\tgrep: function(elems, callback, invert) {\n\t\tvar callbackInverse,\n\t\t\tmatches = [],\n\t\t\ti = 0,\n\t\t\tlength = elems.length,\n\t\t\tcallbackExpect = !invert;\n\n\t\t// Go through the array, only saving the items\n\t\t// that pass the validator function\n\t\tfor (; i < length; i++) {\n\t\t\tcallbackInverse = !callback(elems[i], i);\n\t\t\tif (callbackInverse !== callbackExpect) {\n\t\t\t\tmatches.push(elems[i]);\n\t\t\t}\n\t\t}\n\n\t\treturn

matches;\n\t},\n\n\t// arg is for internal usage only\n\tmap: function(elems, callback, arg) {\n\t\tvar length, value,\n\t\t\ti = 0,\n\t\t\tret = [];\n\t\t\t// Go through the array, translating each of the items to their new values\n\t\tif (isArrayLike(elems)) {\n\t\t\tlength = elems.length;\n\t\t\tfor (; i < length; i++) {\n\t\t\t\tvalue = callback(elems[i], i, arg);\n\n\t\t\t\tif (value != null) {\n\t\t\t\t\tret.push(value);\n\t\t\t\t}\n\t\t\t}\n\n\t\t// Go through every key on the object,\n\t\t} else {\n\t\t\tfor (i in elems) {\n\t\t\t\tvalue = callback(elems[i], i, arg);\n\n\t\t\t\tif (value != null) {\n\t\t\t\t\tret.push(value);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Flatten any nested arrays\n\t\treturn concat.apply([], ret);\n\t},\n\n\t// A global GUID counter for objects\n\tguid: 1,\n\n\t// jQuery.support is not used in Core but other projects attach their\n\t// properties to it so it needs to exist.\n\tsupport: support\n});\n\nif (typeof Symbol === \"function\") {\n\tjQuery.fn[Symbol.iterator] = arr[Symbol.iterator];\n}\n\n// Populate the class2type map\njQuery.each(\"Boolean Number String Function Array Date RegExp Object Error Symbol\".split(\" \"),\nfunction(i, name) {\n\tclass2type[\"[object \" + name + \"]\"] = name.toLowerCase();\n});\n\nfunction isArrayLike(obj) {\n\n\t// Support: real iOS 8.2 only (not reproducible in simulator)\n\t// `in` check used to prevent JIT error (gh-2145)\n\t// hasOwn isn't used here due to false negatives\n\t// regarding Nodelist length in IE\n\tvar length = !!obj && \"length\" in obj && obj.length,\n\t\ttype = toType(obj);\n\n\tif (isFunction(obj) || isWindow(obj)) {\n\t\treturn false;\n\t}\n\n\treturn type === \"array\" || length === 0 ||\n\t\ttypeof length === \"number\" && length > 0 && (length - 1) in obj;\n}\nvar Sizzle =\n/*!\n * Sizzle CSS Selector Engine v2.3.3\n * https://sizzlejs.com/\n *\n * Copyright jQuery Foundation and other contributors\n * Released under the MIT license\n * http://jquery.org/license\n *\n * Date: 2016-08-08\n */\n(function(window) {\n\nvar i,\n\tsupport,\n\tExpr,\n\tgetText,\n\tisXML,\n\ttokenize,\n\tcompile,\n\tselect,\n\toutermostContext,\n\tsortInput,\n\thasDuplicate,\n\n\t// Local document vars\n\tsetDocument,\n\tdocument,\n\tdocElem,\n\tdocumentIsHTML,\n\trbuggyQSA,\n\trbuggyMatches,\n\tmatches,\n\tcontains,\n\n\t// Instance-specific data\n\texpando = \"sizzle\" + 1 * new Date(),\n\tpreferredDoc = window.document,\n\tdirruns = 0,\n\tdone = 0,\n\tclassCache = createCache(),\n\ttokenCache = createCache(),\n\tcompilerCache = createCache(),\n\tsortOrder = function(a, b) {\n\t\tif (a === b) {\n\t\t\thasDuplicate = true;\n\t\t}\n\t\treturn 0;\n\t},\n\n\t// Instance methods\n\thasOwn = ({}).hasOwnProperty,\n\tarr = [],\n\tpop = arr.pop,\n\tpush_native = arr.push,\n\tpush = arr.push,\n\tslice = arr.slice,\n\t// Use a stripped-down indexOf as it's faster than native\n\t// https://jsperf.com/thor-indexof-vs-for/5\n\tindexOf = function(list, elem) {\n\t\tvar i = 0,\n\t\t\tlen = list.length;\n\t\tfor (; i < len; i++) {\n\t\t\tif (list[i] === elem) {\n\t\t\t\treturn i;\n\t\t\t}\n\t\t}\n\t\treturn -1;\n\t},\n\n\tbooleans = \"checked|selected|async|autofocus|autoplay|controls|defer|disabled|hidden|ismap|loop|multiple|open|readonly|required|scoped\",\n\n\t// Regular expressions\n\n\t// http://www.w3.org/TR/css3-selectors/#whitespace\n\twhitespace = \"[\\\\x20\\\\t\\\\r\\\\n\\\\f]\",\n\n\t// http://www.w3.org/TR/CSS21/syndata.html#value-def-identifier\n\tidentifier = \"(?:\\\\\\\\.|[\\\\w-]|[^\\\\0-\\\\xa0])+\",\n\n\t// Attribute selectors: http://www.w3.org/TR/selectors/#attribute-selectors\n\tattributes = \"\\\\[\" + whitespace + \"*(\" + identifier + \")(?:\" + whitespace +\n\t\t// Operator (capture 2)\n\t\t\"*([*^$|!~]?=)\" + whitespace +\n\t\t// \"Attribute values must be CSS identifiers [capture 5] or strings [capture 3 or capture 4]\"\n\t\t\"*(?:'((?:\\\\\\\\.|[^\\\\\\\\'])*)'|\\\"((?:\\\\\\\\.|[^\\\\\\\\\\\"])*)\\\"|(\" + identifier + \"))|)\" + whitespace +\n\t\t\"*\\\\]\",\n\n\tpseudos = \":(\" + identifier + \")(?:\\\\((\" +\n\t\t// To reduce the number of selectors needing tokenize in the preFilter, prefer arguments:\n\t\t// 1. quoted (capture 3; capture 4 or capture 5)\n\t\t\"('((?:\\\\\\\\.|[^\\\\\\\\'])*)'|\\\"((?:\\\\\\\\.|[^\\\\\\\\\\\"])*)\\\")|\" +\n\t\t// 2. simple (capture 6)\n\t\t\"((?:\\\\\\\\.|[^\\\\\\\\()[\\\\]]|\" + attributes + \")*)|\" +\n\t\t// 3. anything else (capture 2)\n\t\t\".*\" +\n\t\t\")\\\\)|)\",\n\n\t// Leading and non-escaped trailing whitespace, capturing some non-whitespace characters preceding the latter\n\trwhitespace = new RegExp(whitespace + \"+\", \"g\"),\n\trtrim = new RegExp(\"^\" + whitespace + \"+|((?:^|[^\\\\\\\\])(?:\\\\\\\\.)*)\" + whitespace + \"+$\", \"g\"),\n\n\trcomma = new RegExp(\"^\" + whitespace + \"*,\" + whitespace + \"*\"),\n\trcombinators = new RegExp(\"^\" + whitespace + \"*([>+~]|\" + whitespace + \")\" + whitespace + \"*\"),\n\n\trattributeQuotes = new RegExp(\"=\" + whitespace + \"*([^\\\\]'\\\"]*?)\" + whitespace + \"*\\\\]\", \"g\"),\n\n\trpseudo = new RegExp(pseudos),\n\tridentifier = new RegExp(\"^\" + identifier + \"$\"),\n\n\tmatchExpr = {\n\t\t\"ID\": new RegExp(\"^#(\" + identifier + \")\"),\n\t\t\"CLASS\": new RegExp(\"^\\\\.(\" + identifier + \")\"),\n\t\t\"TAG\": new RegExp(\"^(\" + identifier +

\"|[*])\"),\n\t\t\"ATTR\": new RegExp(\"^\" + attributes),\n\t\t\"PSEUDO\": new RegExp(\"^\" + pseudos),\n\t\t\"CHILD\": new RegExp(\"^:(only|first|last|nth|nth-last)-(child|of-type)(?:\\\\(\" + whitespace +\n\t\t\"*(even|odd|((+-])(\\\\d*)n)\" + whitespace + \"*(?:([+-])\" + whitespace +\n\t\t\"*(\\\\d+)|))\" + whitespace + \"*\\\\)|)\", \"i\"),\n\t\t\"bool\": new RegExp(\"^(?:\" + booleans + \")$\", \"i\"),\n\t// For use in libraries implementing .is()\n\t// We use this for POS matching in `select`\n\t\t\"needsContext\": new RegExp(\"^\" + whitespace + \"*[>+~]|:(even|odd|eq|gt|lt|nth|first|last)(?:\\\\(\" +\n\t\t\twhitespace + \"*((?:-\\\\d)?\\\\d*)\" + whitespace + \"*\\\\)|)(?=[^-]|$)\", \"i\")\n\t},\n\n\tinputs = /^(?:input|select|textarea|button)$/i,\n\theader = /^h\\d$/i,\n\n\tnative = /^[^{]+\\{\\s*\\[native \\w/,\n\t// Easily-parseable/retrievable ID or TAG or CLASS selectors\n\tquickExpr = /^(?:#([\\w-]+)|(\\w+)|\\.([\\w-]+))$/,\n\n\tsibling = /[+~]/,\n\t// CSS escapes\n\t// http://www.w3.org/TR/CSS21/syndata.html#escaped-characters\n\trunescape = new RegExp(\"\\\\\\\\([\\\\da-f]{1,6}\" + whitespace + \"?|(\" + whitespace + \")|.)\", \"ig\"),\n\tfunescape = function(_, escaped, escapedWhitespace) {\n\t\tvar high = \"0x\" + escaped - 0x10000;\n\t\t// NaN means non-codepoint\n\t\t// Support: Firefox<24\n\t\t// Workaround erroneous numeric interpretation of +\"0x\"\n\t\treturn high !== high || escapedWhitespace ?\n\t\t\tescaped :\n\t\t\thigh < 0 ?\n\t\t\t\t// BMP codepoint\n\t\t\t\tString.fromCharCode(high + 0x10000) :\n\t\t\t\t// Supplemental Plane codepoint (surrogate pair)\n\t\t\t\tString.fromCharCode(high >> 10 | 0xD800, high & 0x3FF | 0xDC00);\n\t},\n\n\t// CSS string/identifier serialization\n\t// https://drafts.csswg.org/cssom/#common-serializing-idioms\n\tcssescape = /([\\0-\\x1f\\x7f]|^-?\\\\d)|^-$|[^\\0-\\x1f\\x7f-\\uFFFF\\w-]/g,\n\tfcssescape = function(ch, asCodePoint) {\n\t\tif (asCodePoint) {\n\t\t\t// U+0000 NULL becomes U+FFFD REPLACEMENT CHARACTER\n\t\t\tif (ch === \"\\0\") {\n\t\t\t\treturn \"\\uFFFD\";\n\t\t\t}\n\n\t\t\t// Control characters and (dependent upon position) numbers get escaped as code points\n\t\t\treturn ch.slice(0, -1) + \"\\\\\" + ch.charCodeAt(ch.length - 1).toString(16) + \" \";\n\t\t}\n\n\t\t// Other potentially-special ASCII characters get backslash-escaped\n\t\treturn \"\\\\\" + ch;\n\t},\n\n\t// Used for iframes\n\t// See setDocument()\n\t// Removing the function wrapper causes a \"Permission Denied\"\n\t// error in IE\n\tunloadHandler = function() {\n\t\tsetDocument();\n\t},\n\n\tdisabledAncestor = addCombinator(\n\t\tfunction(elem) {\n\t\t\treturn elem.disabled === true && (\"form\" in elem || \"label\" in elem);\n\t\t},\n\t\t{ dir: \"parentNode\", next: \"legend\" }\n\t);\n\n// Optimize for push.apply(_, NodeList)\ntry {\n\tpush.apply(\n\t\t(arr = slice.call(preferredDoc.childNodes)),\n\t\tpreferredDoc.childNodes\n\t);\n\t// Support: Android<4.0\n\t// Detect silently failing push.apply\n\tarr[preferredDoc.childNodes.length].nodeType;\n} catch (e) {\n\tpush = { apply: arr.length ?\n\n\t\t// Leverage slice if possible\n\t\tfunction(target, els) {\n\t\t\tpush_native.apply(target, slice.call(els));\n\t\t} :\n\n\t\t// Support: IE<9\n\t\t// Otherwise append directly\n\t\tfunction(target, els) {\n\t\t\tvar j = target.length,\n\t\t\t\ti = 0;\n\t\t\t// Can't trust NodeList.length\n\t\t\twhile ((target[j++] = els[i++])) {}\n\t\t\ttarget.length = j - 1;\n\t\t}\n\t};\n}\n\nfunction Sizzle(selector, context, results, seed) {\n\tvar m, i, elem, nid, match, groups, newSelector,\n\t\tnewContext = context && context.ownerDocument,\n\n\t\t// nodeType defaults to 9, since context defaults to document\n\t\tnodeType = context ? context.nodeType : 9;\n\n\tresults = results || [];\n\n\t// Return early from calls with invalid selector or context\n\tif (typeof selector !== \"string\" || !selector ||\n\t\tnodeType !== 1 && nodeType !== 9 && nodeType !== 11) {\n\n\t\treturn results;\n\t}\n\n\t// Try to shortcut find operations (as opposed to filters) in HTML documents\n\tif (!seed) {\n\n\t\tif ((context ? context.ownerDocument || context : preferredDoc) !== document) {\n\t\t\tsetDocument(context);\n\t\t}\n\t\tcontext = context || document;\n\n\t\tif (documentIsHTML) {\n\n\t\t\t// If the selector is sufficiently simple, try using a \"get*By*\" DOM method\n\t\t\t// (excepting DocumentFragment context, where the methods don't exist)\n\t\t\tif (nodeType !== 11 && (match = rquickExpr.exec(selector))) {\n\n\t\t\t\t// ID selector\n\t\t\t\tif ((m = match[1])) {\n\n\t\t\t\t\t// Document context\n\t\t\t\t\tif (nodeType === 9) {\n\t\t\t\t\t\tif ((elem = context.getElementById(m))) {\n\n\t\t\t\t\t\t\t// Support: IE, Opera, Webkit\n\t\t\t\t\t\t\t// TODO: identify versions\n\t\t\t\t\t\t\t// getElementById can match elements by name instead of ID\n\t\t\t\t\t\t\tif (elem.id === m) {\n\t\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t// Element context\n\t\t\t\t\t} else {\n\n\t\t\t\t\t\t// Support: IE, Opera, Webkit\n\t\t\t\t\t\t// TODO: identify versions\n\t\t\t\t\t\t// getElementById can match elements by name instead of ID\n\t\t\t\t\t\tif (newContext && (elem = newContext.getElementById(m)) &&\n\t\t\t\t\t\t\tcontains(context, elem

) &&\n\t\t\t\t\t\t\telem.id === m) {\n\n\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Type selector\n\t\t\t} else if (match[2]) {\n\t\t\t\tpush.apply(results, context.getElementsByTagName(selector));\n\t\t\t\treturn results;\n\n\t\t\t\t// Class selector\n\t\t\t} else if ((m = match[3]) && support.getElementsByClassName &&\n\t\t\t\t\tcontext.getElementsByClassName) {\n\n\t\t\t\t\tpush.apply(results, context.getElementsByClassName(m));\n\t\t\t\t\treturn results;\n\t\t\t}\n\t\t\t}\n\n\t\t\t// Take advantage of querySelectorAll\n\t\t\tif (support.qsa &&\n\t\t\t\t!compilerCache[selector + " "] &&\n\t\t\t\t(!rbuggyQSA || !rbuggyQSA.test(selector))) {\n\n\t\t\t\tif (nodeType !== 1) {\n\t\t\t\t\tnewContext = context;\n\t\t\t\t\tnewSelector = selector;\n\t\t\t\t\t// qSA looks outside Element context, which is not what we want\n\t\t\t\t\t// Thanks to Andrew Dupont for this workaround technique\n\t\t\t\t\t// Support: IE <=8\n\t\t\t\t\t// Exclude object elements\n\t\t\t\t} else if (context.nodeName.toLowerCase() !== "object") {\n\n\t\t\t\t\t// Capture the context ID, setting it first if necessary\n\t\t\t\t\tif ((nid = context.getAttribute("id"))) {\n\t\t\t\t\t\tnid = nid.replace(rcssescape, fcssescape);\n\t\t\t\t\t} else {\n\t\t\t\t\t\tcontext.setAttribute("id", (nid = expando));\n\t\t\t\t\t}\n\n\t\t\t\t\t// Prefix every selector in the list\n\t\t\t\t\tgroups = tokenize(selector);\n\t\t\t\t\ti = groups.length;\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tgroups[i] = "#" + nid + " " + toSelector(groups[i]);\n\t\t\t\t\t}\n\t\t\t\t\tnewSelector = groups.join(",");\n\n\t\t\t\t\t// Expand context for sibling selectors\n\t\t\t\t\tnewContext = rsibling.test(selector) && testContext(context.parentNode) ||\n\t\t\t\t\t\tcontext;\n\t\t\t\t}\n\n\t\t\t\tif (newSelector) {\n\t\t\t\t\ttry {\n\t\t\t\t\t\tpush.apply(results,\n\t\t\t\t\t\t\tnewContext.querySelectorAll(newSelector)\n\t\t\t\t\t\t);\n\t\t\t\t\t\treturn results;\n\t\t\t\t\t} catch (qsaError) {\n\t\t\t\t\t} finally {\n\t\t\t\t\t\tif (nid === expando) {\n\t\t\t\t\t\t\tcontext.removeAttribute("id");\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t// All others\n\treturn select(selector.replace(rtrim, "$1"), context, results, seed);\n}\n\n/**\n * Create key-value caches of limited size\n * @returns {function(string, object)} Returns the Object data after storing it on itself with\n *\tproperty name the (space-suffixed) string and (if the cache is larger than Expr.cacheLength)\n *\tdeleting the oldest entry\n */\nfunction createCache() {\n\tvar keys = [];\n\n\tfunction cache(key, value) {\n\t\t// Use (key + " ") to avoid collision with native prototype properties (see Issue #157)\n\t\tif (keys.push(key + " ") > Expr.cacheLength) {\n\t\t\t// Only keep the most recent entries\n\t\t\tdelete cache[keys.shift()];\n\t\t}\n\t\treturn (cache[key + " "] = value);\n\t}\n\treturn cache;\n}\n\n/**\n * Mark a function for special use by Sizzle\n * @param {Function} fn The function to mark\n */\nfunction markFunction(fn) {\n\tfn[expando] = true;\n\treturn fn;\n}\n\n/**\n * Support testing using an element\n * @param {Function} fn Passed the created element and returns a boolean result\n */\nfunction assert(fn) {\n\tvar el = document.createElement("fieldset");\n\n\ttry {\n\t\treturn !!fn(el);\n\t} catch (e) {\n\t\treturn false;\n\t} finally {\n\t\t// Remove from its parent by default\n\t\tif (el.parentNode) {\n\t\t\tel.parentNode.removeChild(el);\n\t\t}\n\t\t// release memory in IE\n\t\tel = null;\n\t}\n}\n\n/**\n * Adds the same handler for all of the specified attrs\n * @param {String} attrs Pipe-separated list of attributes\n * @param {Function} handler The method that will be applied\n */\nfunction addHandle(attrs, handler) {\n\tvar arr = attrs.split("|"),\n\t\ti = arr.length;\n\n\twhile (i--) {\n\t\tExpr.attrHandle[arr[i]] = handler;\n\t}\n}\n\n/**\n * Checks document order of two siblings\n * @param {Element} a\n * @param {Element} b\n * @returns {Number} Returns less than 0 if a precedes b, greater than 0 if a follows b\n */\nfunction siblingCheck(a, b) {\n\tvar cur = b && a,\n\t\tdiff = cur && a.nodeType === 1 && b.nodeType === 1 &&\n\t\t\ta.sourceIndex - b.sourceIndex;\n\n\t// Use IE sourceIndex if available on both nodes\n\tif (diff) {\n\t\treturn diff;\n\t}\n\n\t// Check if b follows a\n\tif (cur) {\n\t\twhile ((cur = cur.nextSibling)) {\n\t\t\tif (cur === b) {\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t}\n\t}\n\n\treturn a ? 1 : -1;\n}\n\n/**\n * Returns a function to use in pseudos for input types\n * @param {String} type\n */\nfunction createInputPseudo(type) {\n\treturn function(elem) {\n\t\tvar name = elem.nodeName.toLowerCase();\n\t\treturn name === "input" && elem.type === type;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for buttons\n * @param {String} type\n */\nfunction createButtonPseudo(type) {\n\treturn function(elem) {\n\t\tvar name = elem.nodeName.toLowerCase();\n\t\treturn (name === "input" || name === "button") && elem.type === type;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for :enabled/:disabled\n * @param {Boolean} disabled true for :disabled; false for :enabled\n */\nfunction createDisabledPseudo(disabled) {\n\n\t// Known :disabled false positives: fieldset[disabled] > legend:nth-of-type(n+2) :can-disable\n\treturn function(elem) {\n\n\t\t// Only certain

elements can match :enabled or :disabled\n\t\t// https://html.spec.whatwg.org/multipage/scripting.html#selector-enabled\n\t\t// https://html.spec.whatwg.org/multipage/scripting.html#selector-disabled\n\t\tif (\"form\" in elem) {\n\n\t\t\t// Check for inherited disabledness on relevant non-disabled elements:\n\t\t\t// * listed form-associated elements in a disabled fieldset\n\t\t\t//   https://html.spec.whatwg.org/multipage/forms.html#category-listed\n\t\t\t// https://html.spec.whatwg.org/multipage/forms.html#concept-fe-disabled\n\t\t\t// * option elements in a disabled optgroup\n\t\t\t//   https://html.spec.whatwg.org/multipage/forms.html#concept-option-disabled\n\t\t\t// All such elements have a \"form\" property.\n\t\t\tif (elem.parentNode && elem.disabled === false) {\n\n\t\t\t\t// Option elements defer to a parent optgroup if present\n\t\t\t\tif (\"label\" in elem) {\n\t\t\t\t\tif (\"label\" in elem.parentNode) {\n\t\t\t\t\t\treturn elem.parentNode.disabled === disabled;\n\t\t\t\t\t} else {\n\t\t\t\t\t\treturn elem.disabled === disabled;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Support: IE 6 - 11\n\t\t\t\t// Use the isDisabled shortcut property to check for disabled fieldset ancestors\n\t\t\t\treturn elem.isDisabled === disabled ||\n\n\t\t\t\t\t// Where there is no isDisabled, check manually\n\t\t\t\t\t/* jshint -W018 */\n\t\t\t\t\telem.isDisabled !== !disabled &&\n\t\t\t\t\t\tdisabledAncestor(elem) === disabled;\n\t\t\t}\n\n\t\t\treturn elem.disabled === disabled;\n\n\t\t// Try to winnow out elements that can't be disabled before trusting the disabled property.\n\t\t// Some victims get caught in our net (label, legend, menu, track), but it shouldn't\n\t\t// even exist on them, let alone have a boolean value.\n\t\t} else if (\"label\" in elem) {\n\t\t\treturn elem.disabled === disabled;\n\t\t}\n\n\t\t// Remaining elements are neither :enabled nor :disabled\n\t\treturn false;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for positionals\n * @param {Function} fn\n */\nfunction createPositionalPseudo(fn) {\n\treturn markFunction(function(argument) {\n\t\targument = +argument;\n\t\treturn markFunction(function(seed, matches) {\n\t\t\tvar j,\n\t\t\t\tmatchIndexes = fn([], seed.length, argument),\n\t\t\t\ti = matchIndexes.length;\n\n\t\t\t// Match elements found at the specified indexes\n\t\t\twhile (i--) {\n\t\t\t\tif (seed[(j = matchIndexes[i])]) {\n\t\t\t\t\tseed[j] = !(matches[j] = seed[j]);\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t});\n}\n\n/**\n * Checks a node for validity as a Sizzle context\n * @param {Element|Object=} context\n * @returns {Element|Object|Boolean} The input node if acceptable, otherwise a falsy value\n */\nfunction testContext(context) {\n\treturn context && typeof context.getElementsByTagName !== \"undefined\" && context;\n}\n\n// Expose support vars for convenience\nsupport = Sizzle.support = {};\n\n/**\n * Detects XML nodes\n * @param {Element|Object} elem An element or a document\n * @returns {Boolean} True iff elem is a non-HTML XML node\n */\nisXML = Sizzle.isXML = function(elem) {\n\t// documentElement is verified for cases where it doesn't yet exist\n\t// (such as loading iframes in IE - #4833)\n\tvar documentElement = elem && (elem.ownerDocument || elem).documentElement;\n\treturn documentElement ? documentElement.nodeName !== \"HTML\" : false;\n};\n\n/**\n * Sets document-related variables once based on the current document\n * @param {Element|Object} [doc] An element or document object to use to set the document\n * @returns {Object} Returns the current document\n */\nsetDocument = Sizzle.setDocument = function(node) {\n\tvar hasCompare, subWindow,\n\t\tdoc = node ? node.ownerDocument || node : preferredDoc;\n\n\t// Return early if doc is invalid or already selected\n\tif (doc === document || doc.nodeType !== 9 || !doc.documentElement) {\n\t\treturn document;\n\t}\n\n\t// Update global variables\n\tdocument = doc;\n\tdocElem = document.documentElement;\n\tdocumentIsHTML = !isXML(document);\n\n\t// Support: IE 9-11, Edge\n\t// Accessing iframe documents after unload throws \"permission denied\" errors (jQuery #13936)\n\tif (preferredDoc !== document &&\n\t\t(subWindow = document.defaultView) && subWindow.top !== subWindow) {\n\n\t\t// Support: IE 11, Edge\n\t\tif (subWindow.addEventListener) {\n\t\t\tsubWindow.addEventListener(\"unload\", unloadHandler, false);\n\n\t\t// Support: IE 9 - 10 only\n\t\t} else if (subWindow.attachEvent) {\n\t\t\tsubWindow.attachEvent(\"onunload\", unloadHandler);\n\t\t}\n\t}\n\n\t/* Attributes\n\t-- */\n\n\t// Support: IE<8\n\t// Verify that getAttribute really returns attributes and not properties\n\t// (excepting IE8 booleans)\n\tsupport.attributes = assert(function(el) {\n\t\tel.className = \"i\";\n\t\treturn !el.getAttribute(\"className\");\n\t});\n\n\t/* getElement(s)By*\n\t-- */\n\n\t// Check if getElementsByTagName(\"*\") returns only elements\n\tsupport.getElementsByTagName = assert(function(el) {\n\t\tel.appendChild(document.createComment(\"\"));\n\t\treturn !el.getElementsByTagName(\"*\").length;\n\t});\n\n\t// Support:

IE<9\n\tsupport.getElementsByClassName = rnative.test(document.getElementsByClassName);\n\n\t// Support: IE<10\n\t// Check if getElementById returns elements by name\n\t// The broken getElementById methods don't pick up programmatically-set names,\n\t// so use a roundabout getElementsByName test\n\tsupport.getById = assert(function(el) {\n\t\tdocElem.appendChild(el).id = expando;\n\t\treturn !document.getElementsByName || !document.getElementsByName(expando).length;\n\t});\n\n\t// ID filter and find\n\tif (support.getById) {\n\t\tExpr.filter[\"ID\"] = function(id) {\n\t\t\tvar attrId = id.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\treturn elem.getAttribute(\"id\") === attrId;\n\t\t\t};\n\t\t};\n\t\tExpr.find[\"ID\"] = function(id, context) {\n\t\t\tif (typeof context.getElementById !== \"undefined\" && documentIsHTML) {\n\t\t\t\tvar elem = context.getElementById(id);\n\t\t\t\treturn elem ? [elem] : [];\n\t\t\t}\n\t\t};\n\t} else {\n\t\tExpr.filter[\"ID\"] = function(id) {\n\t\t\tvar attrId = id.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\tvar node = typeof elem.getAttributeNode !== \"undefined\" &&\n\t\t\t\t\telem.getAttributeNode(\"id\");\n\t\t\t\treturn node && node.value === attrId;\n\t\t\t};\n\t\t};\n\n\t// Support: IE 6 - 7 only\n\t// getElementById is not reliable as a find shortcut\n\t\tExpr.find[\"ID\"] = function(id, context) {\n\t\t\tif (typeof context.getElementById !== \"undefined\" && documentIsHTML) {\n\t\t\t\tvar node, i, elems,\n\t\t\t\t\telem = context.getElementById(id);\n\n\t\t\t\tif (elem) {\n\n\t\t\t\t\t// Verify the id attribute\n\t\t\t\t\tnode = elem.getAttributeNode(\"id\");\n\t\t\t\t\tif (node && node.value === id) {\n\t\t\t\t\t\treturn [elem];\n\t\t\t\t\t}\n\n\t\t\t\t\t// Fall back on getElementsByName\n\t\t\t\t\telems = context.getElementsByName(id);\n\t\t\t\t\ti = 0;\n\t\t\t\t\twhile ((elem = elems[i++])) {\n\t\t\t\t\t\tnode = elem.getAttributeNode(\"id\");\n\t\t\t\t\t\tif (node && node.value === id) {\n\t\t\t\t\t\t\treturn [elem];\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\treturn [];\n\t\t\t}\n\t\t};\n\t}\n\n\t// Tag\n\tExpr.find[\"TAG\"] = support.getElementsByTagName ?\n\t\tfunction(tag, context) {\n\t\t\tif (typeof context.getElementsByTagName !== \"undefined\") {\n\t\t\t\treturn context.getElementsByTagName(tag);\n\n\t\t\t// DocumentFragment nodes don't have gEBTN\n\t\t\t} else if (support.qsa) {\n\t\t\t\treturn context.querySelectorAll(tag);\n\t\t\t}\n\t\t} :\n\n\t\tfunction(tag, context) {\n\t\t\tvar elem,\n\t\t\t\ttmp = [],\n\t\t\t\ti = 0,\n\t\t\t\t// By happy coincidence, a (broken) gEBTN appears on DocumentFragment nodes too\n\t\t\t\tresults = context.getElementsByTagName(tag);\n\n\t\t\t// Filter out possible comments\n\t\t\tif (tag === \"*\") {\n\t\t\t\twhile ((elem = results[i++])) {\n\t\t\t\t\tif (elem.nodeType === 1) {\n\t\t\t\t\t\ttmp.push(elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\treturn tmp;\n\t\t\t}\n\t\t\treturn results;\n\t\t};\n\n\t// Class\n\tExpr.find[\"CLASS\"] = support.getElementsByClassName && function(className, context) {\n\t\tif (typeof context.getElementsByClassName !== \"undefined\" && documentIsHTML) {\n\t\t\treturn context.getElementsByClassName(className);\n\t\t}\n\t};\n\n\t/* QSA/matchesSelector\n\t-- */\n\n\t// QSA and matchesSelector support\n\n\t// matchesSelector(:active) reports false when true (IE9/Opera 11.5)\n\trbuggyMatches = [];\n\n\t// qSa(:focus) reports false when true (Chrome 21)\n\t// We allow this because of a bug in IE8/9 that throws an error\n\t// whenever `document.activeElement` is accessed on an iframe\n\t// So, we allow :focus to pass through QSA all the time to avoid the IE error\n\t// See https://bugs.jquery.com/ticket/13378\n\trbuggyQSA = [];\n\n\tif ((support.qsa = rnative.test(document.querySelectorAll))) {\n\t\t// Build QSA regex\n\t\t// Regex strategy adopted from Diego Perini\n\t\tassert(function(el) {\n\t\t\t// Select is set to empty string on purpose\n\t\t\t// This is to test IE's treatment of not explicitly\n\t\t\t// setting a boolean content attribute,\n\t\t\t// since its presence should be enough\n\t\t\t// https://bugs.jquery.com/ticket/12359\n\t\t\tdocElem.appendChild(el).innerHTML = \"\" +\n\t\t\t\t\"<select id='\" + expando + \"-\\r\\\\' msallowcapture=''>\" +\n\t\t\t\t\"<option selected=''></option></select>\";\n\n\t\t\t// Support: IE8, Opera 11-12.16\n\t\t\t// Nothing should be selected when empty strings follow ^= or $= or *=\n\t\t\t// The test attribute must be unknown in Opera but \"safe\" for WinRT\n\t\t\t// https://msdn.microsoft.com/en-us/library/ie/hh465388.aspx#attribute_section\n\t\t\tif (el.querySelectorAll(\"[msallowcapture^='']\").length) {\n\t\t\t\trbuggyQSA.push(\"[*^$]=\" + whitespace + \"*(?:''|\\\"\\\")\");\n\t\t\t}\n\n\t\t\t// Support: IE8\n\t\t\t// Boolean attributes and \"value\" are not treated correctly\n\t\t\tif (!el.querySelectorAll(\"[selected]\").length) {\n\t\t\t\trbuggyQSA.push(\"\\\\[\" + whitespace + \"*(?:value|\" + booleans + \")\");\n\t\t\t}\n\n\t\t\t// Support: Chrome<29, Android<4.4, Safari<7.0+, iOS<7.0+, PhantomJS<1.9.8+\n\t\t\tif (!el.querySelectorAll(\"[id~=\" + expando + \"-]\").length)

{\n\t\t\trbuggyQSA.push(\"~=\");\n\t\t\t}\n\t\t\t// Webkit/Opera - :checked should return selected option elements\n\t\t\t// http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked\n\t\t\t// IE8 throws error here and will not see later tests\n\t\t\tif (!el.querySelectorAll(\":checked\").length) {\n\t\t\t\trbuggyQSA.push(\":checked\");\n\t\t\t}\n\n\t\t\t// Support: Safari 8+, iOS 8+\n\t\t\t// https://bugs.webkit.org/show_bug.cgi?id=136851\n\t\t\t// In-page `selector#id sibling-combinator selector` fails\n\t\t\tif (!el.querySelectorAll(\"a#\" + expando + \"+*\").length) {\n\t\t\t\trbuggyQSA.push(\".#.+[+~]\");\n\t\t\t}\n\t\t});\n\n\t\tassert(function(el) {\n\t\tel.innerHTML = \"\" +\n\t\t\t\t\"<select disabled='disabled'><option/></select>\";\n\t\t\t// Support: Windows 8 Native Apps\n\t\t\t// The type and name attributes are restricted during .innerHTML assignment\n\t\t\tvar input = document.createElement(\"input\");\n\t\t\tinput.setAttribute(\"type\", \"hidden\");\n\t\t\tel.appendChild(input).setAttribute(\"name\", \"D\");\n\n\t\t\t// Support: IE8\n\t\t\t// Enforce case-sensitivity of name attribute\n\t\t\tif (el.querySelectorAll(\"[name=d]\").length) {\n\t\t\t\trbuggyQSA.push(\"name\" + whitespace + \"*[*^$|!~]?=\");\n\t\t\t}\n\n\t\t\t// FF 3.5 - :enabled/:disabled and hidden elements (hidden elements are still enabled)\n\t\t\t// IE8 throws error here and will not see later tests\n\t\t\tif (el.querySelectorAll(\":enabled\").length !== 2) {\n\t\t\t\trbuggyQSA.push(\":enabled\", \":disabled\");\n\t\t\t}\n\n\t\t\t// Support: IE9-11+\n\t\t\t// IE's :disabled selector does not pick up the children of disabled fieldsets\n\t\t\tdocElem.appendChild(el).disabled = true;\n\t\t\tif (el.querySelectorAll(\":disabled\").length !== 2) {\n\t\t\t\trbuggyQSA.push(\":enabled\", \":disabled\");\n\t\t\t}\n\n\t\t\t// Opera 10-11 does not throw on post-comma invalid pseudos\n\t\t\tel.querySelectorAll(\"*,:x\");\n\t\t\trbuggyQSA.push(\",.*:\");\n\t\t});\n\t}\n\n\tif ((support.matchesSelector = rnative.test((matches = docElem.matches ||\n\t\tdocElem.webkitMatchesSelector ||\n\t\tdocElem.mozMatchesSelector ||\n\t\tdocElem.oMatchesSelector ||\n\t\tdocElem.msMatchesSelector)))) {\n\n\t\tassert(function(el) {\n\t\t\t// Check to see if it's possible to do matchesSelector\n\t\t\t// on a disconnected node (IE 9)\n\t\t\tsupport.disconnectedMatch = matches.call(el, \"*\");\n\n\t\t\t// This should fail with an exception\n\t\t\t// Gecko does not error, returns false instead\n\t\t\tmatches.call(el, \"[s!='']:x\");\n\t\t\trbuggyMatches.push(\"!=\", pseudos);\n\t\t});\n\t}\n\n\trbuggyQSA = rbuggyQSA.length && new RegExp(rbuggyQSA.join(\"|\"));\n\trbuggyMatches = rbuggyMatches.length && new RegExp(rbuggyMatches.join(\"|\"));\n\n\t/* Contains\n\t-- */\n\thasCompare = rnative.test(docElem.compareDocumentPosition);\n\n\t// Element contains another\n\t// Purposefully self-exclusive\n\t// As in, an element does not contain itself\n\tcontains = hasCompare || rnative.test(docElem.contains) ?\n\tfunction(a, b) {\n\t\t\tvar adown = a.nodeType === 9 ? a.documentElement : a,\n\t\t\t\tbup = b && b.parentNode;\n\t\t\treturn a === bup || !!(bup && bup.nodeType === 1 && (\n\t\t\t\tadown.contains ?\n\t\t\t\t\tadown.contains(bup) :\n\t\t\t\t\ta.compareDocumentPosition && a.compareDocumentPosition(bup) & 16\n\t\t\t));\n\t\t} :\n\tfunction(a, b) {\n\t\t\tif (b) {\n\t\t\t\twhile ((b = b.parentNode)) {\n\t\t\t\t\tif (b === a) {\n\t\t\t\t\t\treturn true;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t};\n\n\t/* Sorting\n\t-- */\n\n\t// Document order sorting\n\tsortOrder = hasCompare ?\n\tfunction(a, b) {\n\n\t\t// Flag for duplicate removal\n\t\tif (a === b) {\n\t\t\thasDuplicate = true;\n\t\t\treturn 0;\n\t\t}\n\n\t\t// Sort on method existence if only one input has compareDocumentPosition\n\t\tvar compare = !a.compareDocumentPosition - !b.compareDocumentPosition;\n\t\tif (compare) {\n\t\t\treturn compare;\n\t\t}\n\n\t\t// Calculate position if both inputs belong to the same document\n\t\tcompare = (a.ownerDocument || a) === (b.ownerDocument || b) ?\n\t\t\ta.compareDocumentPosition(b) :\n\n\t\t\t// Otherwise we know they are disconnected\n\t\t\t1;\n\n\t\t// Disconnected nodes\n\t\tif (compare & 1 ||\n\t\t\t(!support.sortDetached && b.compareDocumentPosition(a) === compare)) {\n\n\t\t\t// Choose the first element that is related to our preferred document\n\t\t\tif (a === document || a.ownerDocument === preferredDoc && contains(preferredDoc, a)) {\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t\tif (b === document || b.ownerDocument === preferredDoc && contains(preferredDoc, b)) {\n\t\t\t\treturn 1;\n\t\t\t}\n\n\t\t\t// Maintain original order\n\t\t\treturn sortInput ?\n\t\t\t\t(indexOf(sortInput, a) - indexOf(sortInput, b)) :\n\t\t\t\t0;\n\t\t}\n\n\t\treturn compare & 4 ? -1 : 1;\n\t} :\n\tfunction(a, b) {\n\t\t// Exit early if the nodes are identical\n\t\tif (a === b) {\n\t\t\thasDuplicate = true;\n\t\t\treturn 0;\n\t\t}\n\n\t\tvar cur,\n\t\t\ti = 0,\n\t\t\taup = a.parentNode,\n\t\t\tbup = b.parentNode,\n\t\t\tap = [a],\n\t\t\tbp = [b];\n\n\t\t// Parentless nodes are either

documents or disconnected\n\t\tif (!aup || !bup) {\n\t\t\treturn a === document ? -1 :\n\t\t\t\tb === document ? 1 :\n\t\t\t\taup ? -1 :\n\t\t\t\tbup ? 1 :\n\t\t\t\tsortInput ?\n\t\t\t\t(indexOf(sortInput, a) - indexOf(sortInput, b)) :\n\t\t\t\t0;\n\n\t\t// If the nodes are siblings, we can do a quick check\n\t\t} else if (aup === bup) {\n\t\t\treturn siblingCheck(a, b);\n\t\t}\n\n\t\t// Otherwise we need full lists of their ancestors for comparison\n\t\tcur = a;\n\t\twhile ((cur = cur.parentNode)) {\n\t\t\tap.unshift(cur);\n\t\t}\n\t\tcur = b;\n\t\twhile ((cur = cur.parentNode)) {\n\t\t\tbp.unshift(cur);\n\t\t}\n\n\t\t// Walk down the tree looking for a discrepancy\n\t\twhile (ap[i] === bp[i]) {\n\t\t\ti++;\n\t\t}\n\n\t\treturn i ?\n\t\t\t// Do a sibling check if the nodes have a common ancestor\n\t\t\tsiblingCheck(ap[i], bp[i]) :\n\n\t\t\t// Otherwise nodes in our document sort first\n\t\t\tap[i] === preferredDoc ? -1 :\n\t\t\tbp[i] === preferredDoc ? 1 :\n\t\t\t0;\n\t};\n\n\treturn document;\n};\n\nSizzle.matches = function(expr, elements) {\n\treturn Sizzle(expr, null, null, elements);\n};\n\nSizzle.matchesSelector = function(elem, expr) {\n\t// Set document vars if needed\n\tif ((elem.ownerDocument || elem) !== document) {\n\t\tsetDocument(elem);\n\t}\n\n\t// Make sure that attribute selectors are quoted\n\texpr = expr.replace(rattributeQuotes, \"='$1']\");\n\n\tif (support.matchesSelector && documentIsHTML &&\n\t\t!compilerCache[expr + \" \"] &&\n\t\t(!rbuggyMatches || !rbuggyMatches.test(expr)) &&\n\t\t(!rbuggyQSA || !rbuggyQSA.test(expr))) {\n\n\t\ttry {\n\t\t\tvar ret = matches.call(elem, expr);\n\n\t\t\t// IE 9's matchesSelector returns false on disconnected nodes\n\t\t\tif (ret || support.disconnectedMatch ||\n\t\t\t\t\t// As well, disconnected nodes are said to be in a document\n\t\t\t\t\t// fragment in IE 9\n\t\t\t\t\telem.document &&\n\t\t\t\t\telem.document.nodeType !== 11) {\n\t\t\t\treturn ret;\n\t\t\t}\n\t\t} catch (e) {}\n\t}\n\n\treturn Sizzle(expr, document, null, [elem]).length > 0;\n};\n\nSizzle.contains = function(context, elem) {\n\t// Set document vars if needed\n\tif ((context.ownerDocument || context) !== document) {\n\t\tsetDocument(context);\n\t}\n\treturn contains(context, elem);\n};\n\nSizzle.attr = function(elem, name) {\n\t// Set document vars if needed\n\tif ((elem.ownerDocument || elem) !== document) {\n\t\tsetDocument(elem);\n\t}\n\n\tvar fn = Expr.attrHandle[name.toLowerCase()],\n\t\t// Don't get fooled by Object.prototype properties (jQuery #13807)\n\t\tval = fn &&\n\t\t\thasOwn.call(Expr.attrHandle, name.toLowerCase()) ?\n\t\t\tfn(elem, name, !documentIsHTML) :\n\t\t\tundefined;\n\n\treturn val !== undefined ?\n\t\tval :\n\t\tsupport.attributes || !documentIsHTML ?\n\t\t\telem.getAttribute(name) :\n\t\t\t(val = elem.getAttributeNode(name)) && val.specified ?\n\t\t\t\tval.value :\n\t\t\t\tnull;\n};\n\nSizzle.escape = function(sel) {\n\treturn (sel + \"\").replace(rcssescape, fcssescape);\n};\n\nSizzle.error = function(msg) {\n\tthrow new Error(\"Syntax error, unrecognized expression: \" + msg);\n};\n\n/**\n * Document sorting and removing duplicates\n * @param {ArrayLike} results\n */\nSizzle.uniqueSort = function(results) {\n\tvar elem,\n\t\tduplicates = [],\n\t\tj = 0,\n\t\ti = 0;\n\n\t// Unless we *know* we can detect duplicates, assume their presence\n\thasDuplicate = !support.detectDuplicates;\n\tsortInput = !support.sortStable && results.slice(0);\n\tresults.sort(sortOrder);\n\n\tif (hasDuplicate) {\n\t\twhile ((elem = results[i++])) {\n\t\t\tif (elem === results[i]) {\n\t\t\t\tj = duplicates.push(i);\n\t\t\t}\n\t\t}\n\t\twhile (j--) {\n\t\t\tresults.splice(duplicates[j], 1);\n\t\t}\n\t}\n\n\t// Clear input after sorting to release objects\n\t// See https://github.com/jquery/sizzle/pull/225\n\tsortInput = null;\n\n\treturn results;\n};\n\n/**\n * Utility function for retrieving the text value of an array of DOM nodes\n * @param {Array|Element} elem\n */\ngetText = Sizzle.getText = function(elem) {\n\tvar node,\n\t\tret = \"\",\n\t\ti = 0,\n\t\tnodeType = elem.nodeType;\n\n\tif (!nodeType) {\n\t\t// If no nodeType, this is expected to be an array\n\t\twhile ((node = elem[i++])) {\n\t\t\t// Do not traverse comment nodes\n\t\t\tret += getText(node);\n\t\t}\n\t} else if (nodeType === 1 || nodeType === 9 || nodeType === 11) {\n\t\t// Use textContent for elements\n\t\t// innerText usage removed for consistency of new lines (jQuery #11153)\n\t\tif (typeof elem.textContent === \"string\") {\n\t\t\treturn elem.textContent;\n\t\t} else {\n\t\t\t// Traverse its children\n\t\t\tfor (elem = elem.firstChild; elem; elem = elem.nextSibling) {\n\t\t\t\tret += getText(elem);\n\t\t\t}\n\t\t}\n\t} else if (nodeType === 3 || nodeType === 4) {\n\t\treturn elem.nodeValue;\n\t}\n\t// Do not include comment or processing instruction nodes\n\n\treturn ret;\n};\n\nExpr = Sizzle.selectors = {\n\n\t// Can be adjusted by the user\n\tcacheLength: 50,\n\n\tcreatePseudo: markFunction,\n\n\tmatch: matchExpr,\n\n\tattrHandle: {},\n\n\tfind: {},\n\n\trelative: {\n\t\t">\": { dir: \"parentNode\", first: true },\n\t\t" \": { dir: \"parentNode\" },\n\t\t"+\": { dir: \"previousSibling\", first: true },\n\t\t"~\": { dir: \"previousSibling\" }\n\t},\n\n\tpreFilter: {\n\t\t\"ATTR\": function(match) {\n\t\t\tmatch[1] =

match[1].replace(runescape, funescape);\n\n\t\t\t// Move the given value to match[3] whether quoted or unquoted\n\t\t\tmatch[3] = (match[3] || match[4] || match[5] || \"\").replace(runescape, funescape);\n\n\t\t\tif (match[2] === \"~=\") {\n\t\t\t\tmatch[3] = \" \" + match[3] + \" \";\n\t\t\t}\n\n\t\t\treturn match.slice(0, 4);\n\t\t},\n\n\t\t\t"CHILD\": function(match) {\n\t\t\t/* matches from matchExpr[\"CHILD\"]\n\t\t\t\t1 type (only|nth|...)\n\t\t\t\t2 what (child|of-type)\n\t\t\t\t3 argument (even|odd|\\d*|\\d*n([+-]\\d+)?|...)\n\t\t\t\t4 xn-component of xn+y argument ([+-]?\\d*n|)\n\t\t\t\t5 sign of xn-component\n\t\t\t\t6 x of xn-component\n\t\t\t\t7 sign of y-component\n\t\t\t\t8 y of y-component\n\t\t\t*/\n\t\t\tmatch[1] = match[1].toLowerCase();\n\n\t\t\tif (match[1].slice(0, 3) === \"nth\") {\n\t\t\t\t// nth-* requires argument\n\t\t\t\tif (!match[3]) {\n\t\t\t\t\tSizzle.error(match[0]);\n\t\t\t\t}\n\n\t\t\t\t// numeric x and y parameters for Expr.filter.CHILD\n\t\t\t\t// remember that false/true cast respectively to 0/1\n\t\t\t\tmatch[4] = +(match[4] ? match[5] + (match[6] || 1) : 2 * (match[3] === \"even\" || match[3] === \"odd\"));\n\t\t\t\tmatch[5] = +((match[7] + match[8]) || match[3] === \"odd\");\n\n\t\t\t\t// other types prohibit arguments\n\t\t\t} else if (match[3]) {\n\t\t\t\tSizzle.error(match[0]);\n\t\t\t}\n\n\t\t\treturn match;\n\t\t},\n\n\t\t\t"PSEUDO\": function(match) {\n\t\t\tvar excess,\n\t\t\t\tunquoted = !match[6] && match[2];\n\n\t\t\tif (matchExpr[\"CHILD\"].test(match[0])) {\n\t\t\t\treturn null;\n\t\t\t}\n\n\t\t\t// Accept quoted arguments as-is\n\t\t\tif (match[3]) {\n\t\t\t\tmatch[2] = match[4] || match[5] || \"\";\n\n\t\t\t// Strip excess characters from unquoted arguments\n\t\t\t} else if (unquoted && rpseudo.test(unquoted) &&\n\t\t\t\t// Get excess from tokenize (recursively)\n\t\t\t\t(excess = tokenize(unquoted, true)) &&\n\t\t\t\t// advance to the next closing parenthesis\n\t\t\t\t(excess = unquoted.indexOf(\")\", unquoted.length - excess) - unquoted.length)) {\n\n\t\t\t\t// excess is a negative index\n\t\t\t\tmatch[0] = match[0].slice(0, excess);\n\t\t\t\tmatch[2] = unquoted.slice(0, excess);\n\t\t\t}\n\n\t\t\t// Return only captures needed by the pseudo filter method (type and argument)\n\t\t\treturn match.slice(0, 3);\n\t\t}\n\t},\n\n\tfilter: {\n\n\t\t\t"TAG\": function(nodeNameSelector) {\n\t\t\tvar nodeName = nodeNameSelector.replace(runescape, funescape).toLowerCase();\n\t\t\treturn nodeNameSelector === \"*\" ?\n\t\t\t\tfunction() { return true; } :\n\t\t\t\tfunction(elem) {\n\t\t\t\t\treturn elem.nodeName && elem.nodeName.toLowerCase() === nodeName;\n\t\t\t};\n\t\t},\n\n\t\t\t"CLASS\": function(className) {\n\t\t\tvar pattern = classCache[className + \" \"];\n\n\t\t\treturn pattern ||\n\t\t\t\t(pattern = new RegExp(\"(^|\" + whitespace + \")\" + className + \"(\" + whitespace + \"|$)\")) &&\n\t\t\t\tclassCache(className, function(elem) {\n\t\t\t\t\treturn pattern.test(typeof elem.className === \"string\" && elem.className || typeof elem.getAttribute !== \"undefined\" && elem.getAttribute(\"class\") || \"\");\n\t\t\t});\n\t\t},\n\n\t\t\t"ATTR\": function(name, operator, check) {\n\t\t\treturn function(elem) {\n\t\t\t\tvar result = Sizzle.attr(elem, name);\n\n\t\t\t\tif (result == null) {\n\t\t\t\t\treturn operator === \"!=\";\n\t\t\t\t}\n\t\t\t\tif (!operator) {\n\t\t\t\t\treturn true;\n\t\t\t\t}\n\n\t\t\t\tresult += \"\";\n\n\t\t\t\treturn operator === \"=\" ? result === check :\n\t\t\t\t\toperator === \"!=\" ? result !== check :\n\t\t\t\t\toperator === \"^=\" ? check && result.indexOf(check) === 0 :\n\t\t\t\t\toperator === \"*=\" ? check && result.indexOf(check) > -1 :\n\t\t\t\t\toperator === \"$=\" ? check && result.slice(-check.length) === check :\n\t\t\t\t\toperator === \"~=\" ? (\" \" + result.replace(rwhitespace, \" \") + \" \").indexOf(check) > -1 :\n\t\t\t\t\toperator === \"|=\" ? result === check || result.slice(0, check.length + 1) === check + \"-\" :\n\t\t\t\tfalse;\n\t\t\t};\n\t\t},\n\n\t\t\t"CHILD\": function(type, what, argument, first, last) {\n\t\t\tvar simple = type.slice(0, 3) !== \"nth\",\n\t\t\t\tforward = type.slice(-4) !== \"last\",\n\t\t\t\tofType = what === \"of-type\";\n\n\t\t\treturn first === 1 && last === 0 ?\n\n\t\t\t\t// Shortcut for :nth-*(n)\n\t\t\t\tfunction(elem) {\n\t\t\t\t\treturn !!elem.parentNode;\n\t\t\t\t} :\n\n\t\t\t\tfunction(elem, context, xml) {\n\t\t\t\t\tvar cache, uniqueCache, outerCache, node, nodeIndex, start,\n\t\t\t\t\t\tdir = simple !== forward ? \"nextSibling\" : \"previousSibling\",\n\t\t\t\t\t\tparent = elem.parentNode,\n\t\t\t\t\t\tname = ofType && elem.nodeName.toLowerCase(),\n\t\t\t\t\t\tuseCache = !xml && !ofType,\n\t\t\t\t\t\tdiff = false;\n\n\t\t\t\t\tif (parent) {\n\n\t\t\t\t\t\t// :(first|last|only)-(child|of-type)\n\t\t\t\t\t\tif (simple) {\n\t\t\t\t\t\t\twhile (dir) {\n\t\t\t\t\t\t\t\tnode = elem;\n\t\t\t\t\t\t\t\twhile ((node = node[dir])) {\n\t\t\t\t\t\t\t\t\tif (ofType ?\n\t\t\t\t\t\t\t\t\t\tnode.nodeName.toLowerCase() === name :\n\t\t\t\t\t\t\t\t\t\tnode.nodeType === 1) {\n\n\t\t\t\t\t\t\t\t\t\treturn false;\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t// Reverse direction for :only-* (if we haven't yet done so)\n\t\t\t\t\t\t\t\tstart = dir = type === \"only\" && !start && \"nextSibling\";\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t\tstart = [forward ? parent.firstChild :

parent.lastChild];\n\n\t\t\t\t\t// non-xml :nth-child(...) stores cache data on `parent`\n\t\t\t\t\t\tif (forward && useCache) {\n\n\t\t\t\t\t\t\t// Seek `elem` from a previously-cached index\n\n\t\t\t\t\t\t\t// ...in a gzip-friendly way\n\t\t\t\t\t\t\tnode = parent;\n\t\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\t\tcache = uniqueCache[type] || [];\n\t\t\t\t\t\t\tnodeIndex = cache[0] === dirruns && cache[1];\n\t\t\t\t\t\t\tdiff = nodeIndex && cache[2];\n\t\t\t\t\t\t\tnode = nodeIndex && parent.childNodes[nodeIndex];\n\n\t\t\t\t\t\t\twhile ((node = ++nodeIndex && node && node[dir] ||\n\n\t\t\t\t\t\t\t\t// Fallback to seeking `elem` from the start\n\t\t\t\t\t\t\t\t(diff = nodeIndex = 0) || start.pop())) {\n\n\t\t\t\t\t\t\t\t// When found, cache indexes on `parent` and break\n\t\t\t\t\t\t\t\tif (node.nodeType === 1 && ++diff && node === elem) {\n\t\t\t\t\t\t\t\t\tuniqueCache[type] = [dirruns, nodeIndex, diff];\n\t\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t// Use previously-cached element index if available\n\t\t\t\t\t\t\tif (useCache) {\n\t\t\t\t\t\t\t\t// ...in a gzip-friendly way\n\t\t\t\t\t\t\t\tnode = elem;\n\t\t\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\t\t\tcache = uniqueCache[type] || [];\n\t\t\t\t\t\t\t\tnodeIndex = cache[0] === dirruns && cache[1];\n\t\t\t\t\t\t\t\tdiff = nodeIndex;\n\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t// xml :nth-child(...)\n\t\t\t\t\t\t\t// or :nth-last-child(...) or :nth(-last)?-of-type(...)\n\t\t\t\t\t\t\tif (diff === false) {\n\t\t\t\t\t\t\t\t// Use the same loop as above to seek `elem` from the start\n\t\t\t\t\t\t\t\twhile ((node = ++nodeIndex && node && node[dir] ||\n\t\t\t\t\t\t\t\t\t(diff = nodeIndex = 0) || start.pop())) {\n\n\t\t\t\t\t\t\t\t\tif ((ofType ?\n\t\t\t\t\t\t\t\t\t\tnode.nodeName.toLowerCase() === name :\n\t\t\t\t\t\t\t\t\t\tnode.nodeType === 1) &&\n\t\t\t\t\t\t\t\t\t\t++diff) {\n\n\t\t\t\t\t\t\t\t\t\t// Cache the index of each encountered element\n\t\t\t\t\t\t\t\t\t\tif (useCache) {\n\t\t\t\t\t\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\t\t\t\t\t\tuniqueCache[type] = [dirruns, diff];\n\t\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t\tif (node === elem) {\n\t\t\t\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\n\t\t\t\t\t\t// Incorporate the offset, then check against cycle size\n\t\t\t\t\t\tdiff -= last;\n\t\t\t\t\t\treturn diff === first || (diff % first === 0 && diff / first >= 0);\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t},\n\n\t\t"PSEUDO\": function(pseudo, argument) {\n\t\t\t// pseudo-class names are case-insensitive\n\t\t\t// http://www.w3.org/TR/selectors/#pseudo-classes\n\t\t\t// Prioritize by case sensitivity in case custom pseudos are added with uppercase letters\n\t\t\t// Remember that setFilters inherits from pseudos\n\t\t\tvar args,\n\t\t\t\tfn = Expr.pseudos[pseudo] || Expr.setFilters[pseudo.toLowerCase()] ||\n\t\t\t\tSizzle.error(\"unsupported pseudo: \" + pseudo);\n\n\t\t\t// The user may use createPseudo to indicate that\n\t\t\t// arguments are needed to create the filter function\n\t\t\t// just as Sizzle does\n\t\t\tif (fn[expando]) {\n\t\t\t\treturn fn(argument);\n\t\t\t}\n\n\t\t\t// But maintain support for old signatures\n\t\t\tif (fn.length > 1) {\n\t\t\t\targs = [pseudo, pseudo, \"\", argument];\n\t\t\t\treturn Expr.setFilters.hasOwnProperty(pseudo.toLowerCase()) ?\n\t\t\t\t\tmarkFunction(function(seed, matches) {\n\t\t\t\t\t\tvar idx,\n\t\t\t\t\t\t\tmatched = fn(seed, argument),\n\t\t\t\t\t\t\ti = matched.length;\n\t\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\t\tidx = indexOf(seed, matched[i]);\n\t\t\t\t\t\t\tseed[idx] = !(matches[idx] = matched[i]);\n\t\t\t\t\t\t}\n\t\t\t\t\t}) :\n\t\t\t\t\tfunction(elem) {\n\t\t\t\t\t\treturn fn(elem, 0, args);\n\t\t\t\t\t};\n\t\t\t}\n\n\t\t\treturn fn;\n\t\t}\n\t},\n\n\tpseudos: {\n\t\t// Potentially complex pseudos\n\t\t\"not\": markFunction(function(selector) {\n\t\t\t// Trim the selector passed to compile\n\t\t\t// to avoid treating leading and trailing\n\t\t\t// spaces as combinators\n\t\t\tvar input = [],\n\t\t\t\tresults = [],\n\t\t\t\tmatcher = compile(selector.replace(rtrim, \"$1\"));\n\n\t\t\treturn matcher[expando] ?\n\t\t\t\tmarkFunction(function(seed, matches, context, xml) {\n\t\t\t\t\tvar elem,\n\t\t\t\t\t\tunmatched = matcher(seed, null, xml, []),\n\t\t\t\t\t\ti = seed.length;\n\n\t\t\t\t\t// Match elements unmatched by `matcher`\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tif ((elem = unmatched[i])) {\n\t\t\t\t\t\t\tseed[i] = !(matches[i] = elem);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}) :\n\t\t\t\tfunction(elem, context, xml) {\n\t\t\t\t\tinput[0] = elem;\n\t\t\t\t\tmatcher(input, null, xml, results);\n\t\t\t\t\t// Don't keep the

element (issue #299)\n\t\t\t\tinput[0] = null;\n\t\t\t\treturn !results.pop();\n\t\t\t};\n\t\t}),\n\n\t\t\"has\": markFunction(function(selector) {\n\t\t\treturn function(elem) {\n\t\t\t\treturn Sizzle(selector, elem).length > 0;\n\t\t};\n\t}),\n\n\t\t\"contains\": markFunction(function(text) {\n\t\t\ttext = text.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\treturn (elem.textContent || elem.innerText || getText(elem)).indexOf(text) > -1;\n\t\t\t};\n\t\t}),\n\n\t\t// \"Whether an element is represented by a :lang() selector\n\t\t// is based solely on the element's language value\n\t\t// being equal to the identifier C,\n\t\t// or beginning with the identifier C immediately followed by \"-\".\n\t\t// The matching of C against the element's language value is performed case-insensitively.\n\t\t// The identifier C does not have to be a valid language name.\"\n\t\t// http://www.w3.org/TR/selectors/#lang-pseudo\n\t\t\"lang\": markFunction(function(lang) {\n\t\t\t// lang value must be a valid identifier\n\t\t\tif (!ridentifier.test(lang || \"\")) {\n\t\t\t\tSizzle.error(\"unsupported lang: \" + lang);\n\t\t\t}\n\t\t\tlang = lang.replace(runescape, funescape).toLowerCase();\n\t\t\treturn function(elem) {\n\t\t\t\tvar elemLang;\n\t\t\t\tdo {\n\t\t\t\t\tif ((elemLang = documentIsHTML ?\n\t\t\t\t\t\telem.lang :\n\t\t\t\t\t\telem.getAttribute(\"xml:lang\") || elem.getAttribute(\"lang\"))) {\n\t\t\t\t\t\telemLang = elemLang.toLowerCase();\n\t\t\t\t\t\treturn elemLang === lang || elemLang.indexOf(lang + \"-\") === 0;\n\t\t\t\t\t}\n\t\t\t\t} while ((elem = elem.parentNode) && elem.nodeType === 1);\n\t\t\t\treturn false;\n\t\t};\n\t}),\n\n\t\t// Miscellaneous\n\t\t\"target\": function(elem) {\n\t\t\tvar hash = window.location && window.location.hash;\n\t\t\treturn hash && hash.slice(1) === elem.id;\n\t\t},\n\n\t\t\"root\": function(elem) {\n\t\t\treturn elem === docElem;\n\t\t},\n\n\t\t\"focus\": function(elem) {\n\t\t\treturn elem === document.activeElement && (!document.hasFocus || document.hasFocus()) && !!(elem.type || elem.href || ~elem.tabIndex);\n\t\t},\n\n\t\t// Boolean properties\n\t\t\"enabled\": createDisabledPseudo(false),\n\t\t\"disabled\": createDisabledPseudo(true),\n\n\t\t\"checked\": function(elem) {\n\t\t\t// In CSS3, :checked should return both checked and selected elements\n\t\t\t// http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked\n\t\t\tvar nodeName = elem.nodeName.toLowerCase();\n\t\t\treturn (nodeName === \"input\" && !!elem.checked) || (nodeName === \"option\" && !!elem.selected);\n\t\t},\n\n\t\t\"selected\": function(elem) {\n\t\t\t// Accessing this property makes selected-by-default\n\t\t\t// options in Safari work properly\n\t\t\tif (elem.parentNode) {\n\t\t\t\telem.parentNode.selectedIndex;\n\t\t\t}\n\n\t\t\treturn elem.selected === true;\n\t\t},\n\n\t\t// Contents\n\t\t\"empty\": function(elem) {\n\t\t\t// http://www.w3.org/TR/selectors/#empty-pseudo\n\t\t\t// :empty is negated by element (1) or content nodes (text: 3; cdata: 4; entity ref: 5),\n\t\t\t//   but not by others (comment: 8; processing instruction: 7; etc.)\n\t\t\t// nodeType < 6 works because attributes (2) do not appear as children\n\t\t\tfor (elem = elem.firstChild; elem; elem = elem.nextSibling) {\n\t\t\t\tif (elem.nodeType < 6) {\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn true;\n\t\t},\n\n\t\t\"parent\": function(elem) {\n\t\t\treturn !Expr.pseudos[\"empty\"](elem);\n\t\t},\n\n\t\t// Element/input types\n\t\t\"header\": function(elem) {\n\t\t\treturn rheader.test(elem.nodeName);\n\t\t},\n\n\t\t\"input\": function(elem) {\n\t\t\treturn rinputs.test(elem.nodeName);\n\t\t},\n\n\t\t\"button\": function(elem) {\n\t\t\tvar name = elem.nodeName.toLowerCase();\n\t\t\treturn name === \"input\" && elem.type === \"button\" || name === \"button\";\n\t\t},\n\n\t\t\"text\": function(elem) {\n\t\t\tvar attr;\n\t\t\treturn elem.nodeName.toLowerCase() === \"input\" &&\n\t\t\t\telem.type === \"text\" &&\n\n\t\t\t\t// Support: IE<8\n\t\t\t\t// New HTML5 attribute values (e.g., \"search\") appear with elem.type === \"text\"\n\t\t\t\t((attr = elem.getAttribute(\"type\")) == null || attr.toLowerCase() === \"text\");\n\t\t},\n\n\t\t// Position-in-collection\n\t\t\"first\": createPositionalPseudo(function() {\n\t\t\treturn [0];\n\t\t}),\n\n\t\t\"last\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\treturn [length - 1];\n\t\t}),\n\n\t\t\"eq\": createPositionalPseudo(function(matchIndexes, length, argument) {\n\t\t\treturn [argument < 0 ? argument + length : argument];\n\t\t}),\n\n\t\t\"even\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\tvar i = 0;\n\t\t\tfor (; i < length; i += 2) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"odd\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\tvar i = 1;\n\t\t\tfor (; i < length; i += 2) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"lt\": createPositionalPseudo(function(matchIndexes, length, argument) {\n\t\t\tvar i = argument < 0 ? argument + length : argument;\n\t\t\tfor (; --i >= 0;) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"gt\": createPositionalPseudo(function(matchIndexes, length,

argument) {\n\t\t\tvar i = argument < 0 ? argument + length : argument;\n\t\t\tfor (; ++i < length;) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t})\n\t}\n};\n\nExpr.pseudos[\"nth\"] = Expr.pseudos[\"eq\"];\n\n// Add button/input type pseudos\nfor (i in { radio: true, checkbox: true, file: true, password: true, image: true }) {\n\tExpr.pseudos[i] = createInputPseudo(i);\n}\nfor (i in { submit: true, reset: true }) {\n\tExpr.pseudos[i] = createButtonPseudo(i);\n}\n\n// Easy API for creating new setFilters\nfunction setFilters() {}\nsetFilters.prototype = Expr.filters = Expr.pseudos;\nExpr.setFilters = new setFilters();\n\ntokenize = Sizzle.tokenize = function(selector, parseOnly) {\n\tvar matched, match, tokens, type,\n\t\tsoFar, groups, preFilters,\n\t\tcached = tokenCache[selector + \" \"];\n\n\tif (cached) {\n\t\treturn parseOnly ? 0 : cached.slice(0);\n\t}\n\n\tsoFar = selector;\n\tgroups = [];\n\tpreFilters = Expr.preFilter;\n\n\twhile (soFar) {\n\n\t\t// Comma and first run\n\t\tif (!matched || (match = rcomma.exec(soFar))) {\n\t\t\tif (match) {\n\t\t\t\t// Don't consume trailing commas as valid\n\t\t\t\tsoFar = soFar.slice(match[0].length) || soFar;\n\t\t\t}\n\t\t\tgroups.push((tokens = []));\n\t\t}\n\n\t\tmatched = false;\n\n\t\t// Combinators\n\t\tif ((match = rcombinators.exec(soFar))) {\n\t\t\tmatched = match.shift();\n\t\t\ttokens.push({\n\t\t\t\tvalue: matched,\n\t\t\t\t// Cast descendant combinators to space\n\t\t\t\ttype: match[0].replace(rtrim, \" \")\n\t\t\t});\n\t\t\tsoFar = soFar.slice(matched.length);\n\t\t}\n\n\t\t// Filters\n\t\tfor (type in Expr.filter) {\n\t\t\tif ((match = matchExpr[type].exec(soFar)) && (!preFilters[type] ||\n\t\t\t\t(match = preFilters[type](match)))) {\n\t\t\t\tmatched = match.shift();\n\t\t\t\ttokens.push({\n\t\t\t\t\tvalue: matched,\n\t\t\t\t\ttype: type,\n\t\t\t\t\tmatches: match\n\t\t\t\t});\n\t\t\t\tsoFar = soFar.slice(matched.length);\n\t\t\t}\n\t\t}\n\n\t\tif (!matched) {\n\t\t\tbreak;\n\t\t}\n\t}\n\n\t// Return the length of the invalid excess\n\t// if we're just parsing\n\t// Otherwise, throw an error or return tokens\n\treturn parseOnly ?\n\t\tsoFar.length :\n\t\tsoFar ?\n\t\t\tSizzle.error(selector) :\n\t\t\t// Cache the tokens\n\t\t\ttokenCache(selector, groups).slice(0);\n};\n\nfunction toSelector(tokens) {\n\tvar i = 0,\n\t\tlen = tokens.length,\n\t\tselector = \"\";\n\tfor (; i < len; i++) {\n\t\tselector += tokens[i].value;\n\t}\n\treturn selector;\n}\n\nfunction addCombinator(matcher, combinator, base) {\n\tvar dir = combinator.dir,\n\t\tskip = combinator.next,\n\t\tkey = skip || dir,\n\t\tcheckNonElements = base && key === \"parentNode\",\n\t\tdoneName = done++;\n\n\treturn combinator.first ?\n\t\t// Check against closest ancestor/preceding element\n\t\tfunction(elem, context, xml) {\n\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\treturn matcher(elem, context, xml);\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t} :\n\n\t\t// Check against all ancestor/preceding elements\n\t\tfunction(elem, context, xml) {\n\t\t\tvar oldCache, uniqueCache, outerCache,\n\t\t\t\tnewCache = [dirruns, doneName];\n\n\t\t\t// We can't set arbitrary data on XML nodes, so they don't benefit from combinator caching\n\t\t\tif (xml) {\n\t\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\t\tif (matcher(elem, context, xml)) {\n\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\t\touterCache = elem[expando] || (elem[expando] = {});\n\n\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\tuniqueCache = outerCache[elem.uniqueID] || (outerCache[elem.uniqueID] = {});\n\n\t\t\t\t\t\tif (skip && skip === elem.nodeName.toLowerCase()) {\n\t\t\t\t\t\t\telem = elem[dir] || elem;\n\t\t\t\t\t\t} else if ((oldCache = uniqueCache[key]) &&\n\t\t\t\t\t\t\toldCache[0] === dirruns && oldCache[1] === doneName) {\n\n\t\t\t\t\t\t\t// Assign to newCache so results back-propagate to previous elements\n\t\t\t\t\t\t\treturn (newCache[2] = oldCache[2]);\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t// Reuse newcache so results back-propagate to previous elements\n\t\t\t\t\t\t\tuniqueCache[key] = newCache;\n\n\t\t\t\t\t\t\t// A match means we're done; a fail means we have to keep checking\n\t\t\t\t\t\t\tif ((newCache[2] = matcher(elem, context, xml))) {\n\t\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t};\n}\n\nfunction elementMatcher(matchers) {\n\treturn matchers.length > 1 ?\n\t\tfunction(elem, context, xml) {\n\t\t\tvar i = matchers.length;\n\t\t\twhile (i--) {\n\t\t\t\tif (!matchers[i](elem, context, xml)) {\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn true;\n\t\t} :\n\t\tmatchers[0];\n}\n\nfunction multipleContexts(selector, contexts, results) {\n\tvar i = 0,\n\t\tlen = contexts.length;\n\tfor (; i < len; i++) {\n\t\tSizzle(selector, contexts[i], results);\n\t}\n\treturn results;\n}\n\nfunction condense(unmatched, map, filter, context, xml) {\n\tvar elem,\n\t\tnewUnmatched = [],\n\t\ti = 0,\n\t\tlen = unmatched.length,\n\t\tmapped = map != null;\n\n\tfor (; i < len;

i++) {\n\t\tif ((elem = unmatched[i])) {\n\t\t\tif (!filter || filter(elem, context, xml)) {\n\t\t\t\tnewUnmatched.push(elem);\n\t\t\t\tif (mapped) {\n\t\t\t\t\tmap.push(i);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn newUnmatched;\n}\n\nfunction setMatcher(preFilter, selector, matcher, postFilter, postFinder, postSelector) {\n\tif (postFilter && !postFilter[expando]) {\n\t\tpostFilter = setMatcher(postFilter);\n\t}\n\tif (postFinder && !postFinder[expando]) {\n\t\tpostFinder = setMatcher(postFinder, postSelector);\n\t}\n\treturn markFunction(function(seed, results, context, xml) {\n\t\tvar temp, i, elem,\n\t\t\tpreMap = [],\n\t\t\tpostMap = [],\n\t\t\tpreexisting = results.length,\n\n\t\t\t// Get initial elements from seed or context\n\t\t\telems = seed || multipleContexts(selector || \"*\", context.nodeType ? [context] : context, []),\n\n\t\t\t// Prefilter to get matcher input, preserving a map for seed-results synchronization\n\t\t\tmatcherIn = preFilter && (seed || !selector) ?\n\t\t\t\tcondense(elems, preMap, preFilter, context, xml) :\n\t\t\t\telems,\n\n\t\t\tmatcherOut = matcher ?\n\t\t\t\t// If we have a postFinder, or filtered seed, or non-seed postFilter or preexisting results,\n\t\t\t\tpostFinder || (seed ? preFilter : preexisting || postFilter) ?\n\n\t\t\t\t\t// ...intermediate processing is necessary\n\t\t\t\t\t[] :\n\n\t\t\t\t\t// ...otherwise use results directly\n\t\t\t\t\tresults :\n\t\t\t\tmatcherIn;\n\n\t\t// Find primary matches\n\t\tif (matcher) {\n\t\t\tmatcher(matcherIn, matcherOut, context, xml);\n\t\t}\n\n\t\t// Apply postFilter\n\t\tif (postFilter) {\n\t\t\ttemp = condense(matcherOut, postMap);\n\t\t\tpostFilter(temp, [], context, xml);\n\n\t\t\t// Un-match failing elements by moving them back to matcherIn\n\t\t\ti = temp.length;\n\t\t\twhile (i--) {\n\t\t\t\tif ((elem = temp[i])) {\n\t\t\t\t\tmatcherOut[postMap[i]] = !(matcherIn[postMap[i]] = elem);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\tif (seed) {\n\t\t\tif (postFinder || preFilter) {\n\t\t\t\tif (postFinder) {\n\t\t\t\t\t// Get the final matcherOut by condensing this intermediate into postFinder contexts\n\t\t\t\t\ttemp = [];\n\t\t\t\t\ti = matcherOut.length;\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tif ((elem = matcherOut[i])) {\n\t\t\t\t\t\t\t// Restore matcherIn since elem is not yet a final match\n\t\t\t\t\t\t\ttemp.push((matcherIn[i] = elem));\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tpostFinder(null, (matcherOut = []), temp, xml);\n\t\t\t\t}\n\n\t\t\t\t// Move matched elements from seed to results to keep them synchronized\n\t\t\t\ti = matcherOut.length;\n\t\t\t\twhile (i--) {\n\t\t\t\t\tif ((elem = matcherOut[i]) &&\n\t\t\t\t\t\t(temp = postFinder ? indexOf(seed, elem) : preMap[i]) > -1) {\n\n\t\t\t\t\t\tseed[temp] = !(results[temp] = elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t// Add elements to results, through postFinder if defined\n\t\t} else {\n\t\t\tmatcherOut = condense(\n\t\t\t\tmatcherOut === results ?\n\t\t\t\t\tmatcherOut.splice(preexisting, matcherOut.length) :\n\t\t\t\t\tmatcherOut\n\t\t\t);\n\t\t\tif (postFinder) {\n\t\t\t\tpostFinder(null, results, matcherOut, xml);\n\t\t\t} else {\n\t\t\t\tpush.apply(results, matcherOut);\n\t\t\t}\n\t\t}\n\t});\n}\n\nfunction matcherFromTokens(tokens) {\n\tvar checkContext, matcher, j,\n\t\tlen = tokens.length,\n\t\tleadingRelative = Expr.relative[tokens[0].type],\n\t\timplicitRelative = leadingRelative || Expr.relative[\" \"],\n\t\ti = leadingRelative ? 1 : 0,\n\n\t\t// The foundational matcher ensures that elements are reachable from top-level context(s)\n\t\tmatchContext = addCombinator(function(elem) {\n\t\t\treturn elem === checkContext;\n\t\t}, implicitRelative, true),\n\t\tmatchAnyContext = addCombinator(function(elem) {\n\t\t\treturn indexOf(checkContext, elem) > -1;\n\t\t}, implicitRelative, true),\n\t\tmatchers = [function(elem, context, xml) {\n\t\t\tvar ret = (!leadingRelative && (xml || context !== outermostContext)) || (\n\t\t\t\t(checkContext = context).nodeType ?\n\t\t\t\t\tmatchContext(elem, context, xml) :\n\t\t\t\t\tmatchAnyContext(elem, context, xml));\n\t\t\t// Avoid hanging onto element (issue #299)\n\t\t\tcheckContext = null;\n\t\t\treturn ret;\n\t\t}];\n\n\tfor (; i < len; i++) {\n\t\tif ((matcher = Expr.relative[tokens[i].type])) {\n\t\t\tmatchers = [addCombinator(elementMatcher(matchers), matcher)];\n\t\t} else {\n\t\t\tmatcher = Expr.filter[tokens[i].type].apply(null, tokens[i].matches);\n\n\t\t\t// Return special upon seeing a positional matcher\n\t\t\tif (matcher[expando]) {\n\t\t\t\t// Find the next relative operator (if any) for proper handling\n\t\t\t\tj = ++i;\n\t\t\t\tfor (; j < len; j++) {\n\t\t\t\t\tif (Expr.relative[tokens[j].type]) {\n\t\t\t\t\t\tbreak;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn setMatcher(\n\t\t\t\t\ti > 1 && elementMatcher(matchers),\n\t\t\t\t\ti > 1 && toSelector(\n\t\t\t\t\t\t// If the preceding token was a descendant combinator, insert an implicit any-element `*`\n\t\t\t\t\t\ttokens.slice(0, i - 1).concat({ value: tokens[i - 2].type === \" \" ? \"*\" : \"\" })\n\t\t\t\t\t).replace(rtrim, \"$1\"),\n\t\t\t\t\tmatcher,\n\t\t\t\t\ti < j && matcherFromTokens(tokens.slice(i, j)),\n\t\t\t\t\tj < len && matcherFromTokens((tokens = tokens.slice(j))),\n\t\t\t\t\tj < len && toSelector(tokens)\n\t\t\t\t);\n\t\t\t}\n\t\t\tmatchers.push(matcher);\n\t\t}\n\t}\n\n\treturn elementMatcher(matchers);\n}\n\nfunction

matcherFromGroupMatchers(elementMatchers, setMatchers) {\n\tvar bySet = setMatchers.length > 0,\n\t\tbyElement = elementMatchers.length > 0,\n\t\tsuperMatcher = function(seed, context, xml, results, outermost) {\n\t\t\tvar elem, j, matcher,\n\t\t\t\tmatchedCount = 0,\n\t\t\t\ti = \"0\",\n\t\t\t\tunmatched = seed && [],\n\t\t\t\tsetMatched = [],\n\t\t\t\tcontextBackup = outermostContext,\n\t\t\t\t// We must always have either seed elements or outermost context\n\t\t\t\telems = seed || byElement && Expr.find[\"TAG\"](\"*\", outermost),\n\t\t\t\t// Use integer dirruns iff this is the outermost matcher\n\t\t\t\tdirrunsUnique = (dirruns += contextBackup == null ? 1 : Math.random() || 0.1),\n\t\t\t\tlen = elems.length;\n\n\t\t\tif (outermost) {\n\t\t\t\toutermostContext = context === document || context || outermost;\n\t\t\t}\n\n\t\t\t// Add elements passing elementMatchers directly to results\n\t\t\t// Support: IE<9, Safari\n\t\t\t// Tolerate NodeList properties (IE: \"length\"; Safari: <number>) matching elements by id\n\t\t\tfor (; i !== len && (elem = elems[i]) != null; i++) {\n\t\t\t\tif (byElement && elem) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\tif (!context && elem.ownerDocument !== document) {\n\t\t\t\t\t\tsetDocument(elem);\n\t\t\t\t\t\txml = !documentIsHTML;\n\t\t\t\t\t}\n\t\t\t\t\twhile ((matcher = elementMatchers[j++])) {\n\t\t\t\t\t\tif (matcher(elem, context || document, xml)) {\n\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tif (outermost) {\n\t\t\t\t\t\tdirruns = dirrunsUnique;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Track unmatched elements for set filters\n\t\t\t\tif (bySet) {\n\t\t\t\t\t// They will have gone through all possible matchers\n\t\t\t\t\tif ((elem = !matcher && elem)) {\n\t\t\t\t\t\tmatchedCount--;\n\t\t\t\t\t}\n\n\t\t\t\t\t// Lengthen the array for every element, matched or not\n\t\t\t\t\tif (seed) {\n\t\t\t\t\t\tunmatched.push(elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// `i` is now the count of elements visited above, and adding it to `matchedCount`\n\t\t\t// makes the latter nonnegative.\n\t\t\tmatchedCount += i;\n\n\t\t\t// Apply set filters to unmatched elements\n\t\t\t// NOTE: This can be skipped if there are no unmatched elements (i.e., `matchedCount`\n\t\t\t// equals `i`), unless we didn't visit _any_ elements in the above loop because we have\n\t\t\t// no element matchers and no seed.\n\t\t\t// Incrementing an initially-string \"0\" `i` allows `i` to remain a string only in that\n\t\t\t// case, which will result in a \"00\" `matchedCount` that differs from `i` but is also\n\t\t\t// numerically zero.\n\t\t\tif (bySet && i !== matchedCount) {\n\t\t\t\tj = 0;\n\t\t\t\twhile ((matcher = setMatchers[j++])) {\n\t\t\t\t\tmatcher(unmatched, setMatched, context, xml);\n\t\t\t\t}\n\n\t\t\t\tif (seed) {\n\t\t\t\t\t// Reintegrate element matches to eliminate the need for sorting\n\t\t\t\t\tif (matchedCount > 0) {\n\t\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\t\tif (!(unmatched[i] || setMatched[i])) {\n\t\t\t\t\t\t\t\tsetMatched[i] = pop.call(results);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Discard index placeholder values to get only actual matches\n\t\t\t\t\tsetMatched = condense(setMatched);\n\t\t\t\t}\n\n\t\t\t\t// Add matches to results\n\t\t\t\tpush.apply(results, setMatched);\n\n\t\t\t\t// Seedless set matches succeeding multiple successful matchers stipulate sorting\n\t\t\t\tif (outermost && !seed && setMatched.length > 0 &&\n\t\t\t\t\t(matchedCount + setMatchers.length) > 1) {\n\n\t\t\t\t\tSizzle.uniqueSort(results);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Override manipulation of globals by nested matchers\n\t\t\tif (outermost) {\n\t\t\t\tdirruns = dirrunsUnique;\n\t\t\t\toutermostContext = contextBackup;\n\t\t\t}\n\n\t\t\treturn unmatched;\n\t\t};\n\n\treturn bySet ?\n\t\tmarkFunction(superMatcher) :\n\t\tsuperMatcher;\n}\n\ncompile = Sizzle.compile = function(selector, match /* Internal Use Only */) {\n\tvar i,\n\t\tsetMatchers = [],\n\t\telementMatchers = [],\n\t\tcached = compilerCache[selector + \" \"];\n\n\tif (!cached) {\n\t\t// Generate a function of recursive functions that can be used to check each element\n\t\tif (!match) {\n\t\t\tmatch = tokenize(selector);\n\t\t}\n\t\ti = match.length;\n\t\twhile (i--) {\n\t\t\tcached = matcherFromTokens(match[i]);\n\t\t\tif (cached[expando]) {\n\t\t\t\tsetMatchers.push(cached);\n\t\t\t} else {\n\t\t\t\telementMatchers.push(cached);\n\t\t\t}\n\t\t}\n\n\t\t// Cache the compiled function\n\t\tcached = compilerCache(selector, matcherFromGroupMatchers(elementMatchers, setMatchers));\n\n\t\t// Save selector and tokenization\n\t\tcached.selector = selector;\n\t}\n\treturn cached;\n};\n\n/**\n * A low-level selection function that works with Sizzle's compiled\n * selector functions\n * @param {String|Function} selector A selector or a pre-compiled\n * selector function built with Sizzle.compile\n * @param {Element} context\n * @param {Array} [results]\n * @param {Array} [seed] A set of elements to match against\n */\nselect = Sizzle.select = function(selector, context, results, seed) {\n\tvar i, tokens, token, type, find,\n\t\tcompiled = typeof selector === \"function\" && selector,\n\t\tmatch = !seed && tokenize((selector = compiled.selector || selector));\n\n\tresults = results || [];\n\n\t// Try to minimize operations if there is only one selector in the list and no seed\n\t// (the latter of which

guarantees us context)\n\tif (match.length === 1) {\n\n\t\t// Reduce context if the leading compound selector is an ID\n\t\ttokens = match[0] = match[0].slice(0);\n\t\tif (tokens.length > 2 && (token = tokens[0]).type === \"ID\" &&\n\t\t\t\tcontext.nodeType === 9 && documentIsHTML && Expr.relative[tokens[1].type]) {\n\n\t\t\tcontext = (Expr.find[\"ID\"](token.matches[0].replace(runescape, funescape), context) || [])[0];\n\t\t\tif (!context) {\n\t\t\t\treturn results;\n\n\t\t\t// Precompiled matchers will still verify ancestry, so step up a level\n\t\t\t} else if (compiled) {\n\t\t\t\tcontext = context.parentNode;\n\t\t\t}\n\n\t\t\tselector = selector.slice(tokens.shift().value.length);\n\t\t}\n\n\t\t// Fetch a seed set for right-to-left matching\n\t\ti = matchExpr[\"needsContext\"].test(selector) ? 0 : tokens.length;\n\t\twhile (i--) {\n\t\t\ttoken = tokens[i];\n\n\t\t\t// Abort if we hit a combinator\n\t\t\tif (Expr.relative[(type = token.type)]) {\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tif ((find = Expr.find[type])) {\n\t\t\t\t// Search, expanding context for leading sibling combinators\n\t\t\t\tif ((seed = find(\n\t\t\t\t\ttoken.matches[0].replace(runescape, funescape),\n\t\t\t\t\trsibling.test(tokens[0].type) && testContext(context.parentNode) || context\n\t\t\t\t))) {\n\n\t\t\t\t\t// If seed is empty or no tokens remain, we can return early\n\t\t\t\t\ttokens.splice(i, 1);\n\t\t\t\t\tselector = seed.length && toSelector(tokens);\n\t\t\t\t\tif (!selector) {\n\t\t\t\t\t\tpush.apply(results, seed);\n\t\t\t\t\t\treturn results;\n\t\t\t\t\t}\n\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// Compile and execute a filtering function if one is not provided\n\t// Provide `match` to avoid retokenization if we modified the selector above\n\t(compiled || compile(selector, match))(\n\t\tseed,\n\t\tcontext,\n\t\t!documentIsHTML,\n\t\tresults,\n\t\t!context || rsibling.test(selector) && testContext(context.parentNode) || context\n\t);\n\treturn results;\n}\n\n// One-time assignments\n\n// Sort stability\nsupport.sortStable = expando.split(\"\").sort(sortOrder).join(\"\") === expando;\n\n// Support: Chrome 14-35+\n// Always assume duplicates if they aren't passed to the comparison function\nsupport.detectDuplicates = !!hasDuplicate;\n\n// Initialize against the default document\nsetDocument();\n\n// Support: Webkit<537.32 - Safari 6.0.3/Chrome 25 (fixed in Chrome 27)\n// Detached nodes confoundingly follow *each other*\nsupport.sortDetached = assert(function(el) {\n\t// Should return 1, but returns 4 (following)\n\treturn el.compareDocumentPosition(document.createElement(\"fieldset\")) & 1;\n});\n\n// Support: IE<8\n// Prevent attribute/property \"interpolation\"\n// https://msdn.microsoft.com/en-us/library/ms536429%28VS.85%29.aspx\nif (!assert(function(el) {\n\tel.innerHTML = \"\";\n\treturn el.firstChild.getAttribute(\"href\") === \"#\" ;\n})) {\n\taddHandle(\"type|href|height|width\", function(elem, name, isXML) {\n\t\tif (!isXML) {\n\t\t\treturn elem.getAttribute(name, name.toLowerCase() === \"type\" ? 1 : 2);\n\t\t}\n\t});\n}\n\n// Support: IE<9\n// Use defaultValue in place of getAttribute(\"value\")\nif (!support.attributes || !assert(function(el) {\n\tel.innerHTML = \"<input/>\";\n\tel.firstChild.setAttribute(\"value\", \"\");\n\treturn el.firstChild.getAttribute(\"value\") === \"\";\n})) {\n\taddHandle(\"value\", function(elem, name, isXML) {\n\t\tif (!isXML && elem.nodeName.toLowerCase() === \"input\") {\n\t\t\treturn elem.defaultValue;\n\t\t}\n\t});\n}\n\n// Support: IE<9\n// Use getAttributeNode to fetch booleans when getAttribute lies\nif (!assert(function(el) {\n\treturn el.getAttribute(\"disabled\") == null;\n})) {\n\taddHandle(booleans, function(elem, name, isXML) {\n\t\tvar val;\n\t\tif (!isXML) {\n\t\t\treturn elem[name] === true ? name.toLowerCase() :\n\t\t\t\t\t(val = elem.getAttributeNode(name)) && val.specified ?\n\t\t\t\t\tval.value :\n\t\t\t\tnull;\n\t\t}\n\t});\n}\n\nreturn Sizzle;\n\n})(window);\n\n\njQuery.find = Sizzle;\njQuery.expr = Sizzle.selectors;\n\n// Deprecated\njQuery.expr[\":\"] = jQuery.expr.pseudos;\njQuery.uniqueSort = jQuery.unique = Sizzle.uniqueSort;\njQuery.text = Sizzle.getText;\njQuery.isXMLDoc = Sizzle.isXML;\njQuery.contains = Sizzle.contains;\njQuery.escapeSelector = Sizzle.escape;\n\n\n\nvar dir = function(elem, dir, until) {\n\tvar matched = [],\n\t\ttruncate = until !== undefined;\n\n\twhile ((elem = elem[dir]) && elem.nodeType !== 9) {\n\t\tif (elem.nodeType === 1) {\n\t\t\tif (truncate && jQuery(elem).is(until)) {\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tmatched.push(elem);\n\t\t}\n\t}\n\treturn matched;\n};\n\n\nvar siblings = function(n, elem) {\n\tvar matched = [];\n\n\tfor (; n; n = n.nextSibling) {\n\t\tif (n.nodeType === 1 && n !== elem) {\n\t\t\tmatched.push(n);\n\t\t}\n\t}\n\n\treturn matched;\n};\n\n\nvar rneedsContext = jQuery.expr.match.needsContext;\n\n\n\nfunction nodeName(elem, name) {\n\n return elem.nodeName && elem.nodeName.toLowerCase() === name.toLowerCase();\n\n};\nvar rsingleTag = (/^<([a-z][^\\/\\0>:\\x20\\t\\r\\n\\f]*)[\\x20\\t\\r\\n\\f]*\\/?>(?:<\\/\\1>|)$/i);\n\n\n\n// Implement the identical functionality for

filter and not\nfunction winnow(elements, qualifier, not) {\n\tif (isFunction(qualifier)) {\n\t\treturn jQuery.grep(elements, function(elem, i) {\n\t\t\treturn !!qualifier.call(elem, i, elem) !== not;\n\t\t});\n\t}\n\n\t// Single element\n\tif (qualifier.nodeType) {\n\t\treturn jQuery.grep(elements, function(elem) {\n\t\t\treturn (elem === qualifier) !== not;\n\t\t});\n\t}\n\n\t// Arraylike of elements (jQuery, arguments, Array)\n\tif (typeof qualifier !== \"string\") {\n\t\treturn jQuery.grep(elements, function(elem) {\n\t\t\treturn (indexOf.call(qualifier, elem) > -1) !== not;\n\t\t});\n\t}\n\n\t// Filtered directly for both simple and complex selectors\n\treturn jQuery.filter(qualifier, elements, not);\n}\n\njQuery.filter = function(expr, elems, not) {\n\tvar elem = elems[0];\n\n\tif (not) {\n\t\texpr = \":not(\" + expr + \")\";\n\t}\n\n\tif (elems.length === 1 && elem.nodeType === 1) {\n\t\treturn jQuery.find.matchesSelector(elem, expr) ? [elem] : [];\n\t}\n\n\treturn jQuery.find.matches(expr, jQuery.grep(elems, function(elem) {\n\t\treturn elem.nodeType === 1;\n\t}));\n};\n\njQuery.fn.extend({\n\tfind: function(selector) {\n\t\tvar i, ret,\n\t\t\tlen = this.length,\n\t\t\tself = this;\n\n\t\tif (typeof selector !== \"string\") {\n\t\t\treturn this.pushStack(jQuery(selector).filter(function() {\n\t\t\t\tfor (i = 0; i < len; i++) {\n\t\t\t\t\tif (jQuery.contains(self[i], this)) {\n\t\t\t\t\t\treturn true;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}));\n\t\t}\n\n\t\tret = this.pushStack([]);\n\n\t\tfor (i = 0; i < len; i++) {\n\t\t\tjQuery.find(selector, self[i], ret);\n\t\t}\n\n\t\treturn len > 1 ? jQuery.uniqueSort(ret) : ret;\n\t},\n\tfilter: function(selector) {\n\t\treturn this.pushStack(winnow(this, selector || [], false));\n\t},\n\tnot: function(selector) {\n\t\treturn this.pushStack(winnow(this, selector || [], true));\n\t},\n\tis: function(selector) {\n\t\treturn !!winnow(\n\t\t\tthis,\n\n\t\t\t// If this is a positional/relative selector, check membership in the returned set\n\t\t\t// so $(\"p:first\").is(\"p:last\") won't return true for a doc with two \"p\".\n\t\t\ttypeof selector === \"string\" && rneedsContext.test(selector) ?\n\t\t\t\tjQuery(selector) :\n\t\t\t\tselector || [],\n\t\t\tfalse\n\t\t).length;\n\t}\n});\n\n\n// Initialize a jQuery object\n\n\n// A central reference to the root jQuery(document)\nvar rootjQuery,\n\n\t// A simple way to check for HTML strings\n\t// Prioritize #id over <tag> to avoid XSS via location.hash (#9521)\n\t// Strict HTML recognition (#11290: must start with <)\n\t// Shortcut simple #id case for speed\n\trquickExpr = /^(?:\\s*(<[\\w\\W]+>)[^>]*|#([\\w-]+))$/,\n\n\tinit = jQuery.fn.init = function(selector, context, root) {\n\t\tvar match, elem;\n\n\t\t// HANDLE: $(\"\"), $(null), $(undefined), $(false)\n\t\tif (!selector) {\n\t\t\treturn this;\n\t\t}\n\n\t\t// Method init() accepts an alternate rootjQuery\n\t\t// so migrate can support jQuery.sub (gh-2101)\n\t\troot = root || rootjQuery;\n\n\t\t// Handle HTML strings\n\t\tif (typeof selector === \"string\") {\n\t\t\tif (selector[0] === \"<\" &&\n\t\t\t\tselector[selector.length - 1] === \">\" &&\n\t\t\t\tselector.length >= 3) {\n\n\t\t\t\t// Assume that strings that start and end with <> are HTML and skip the regex check\n\t\t\t\tmatch = [null, selector, null];\n\n\t\t\t} else {\n\t\t\t\tmatch = rquickExpr.exec(selector);\n\t\t\t}\n\n\t\t\t// Match html or make sure no context is specified for #id\n\t\t\tif (match && (match[1] || !context)) {\n\n\t\t\t\t// HANDLE: $(html) -> $(array)\n\t\t\t\tif (match[1]) {\n\t\t\t\t\tcontext = context instanceof jQuery ? context[0] : context;\n\n\t\t\t\t\t// Option to run scripts is true for back-compat\n\t\t\t\t\t// Intentionally let the error be thrown if parseHTML is not present\n\t\t\t\t\tjQuery.merge(this, jQuery.parseHTML(\n\t\t\t\t\t\tmatch[1],\n\t\t\t\t\t\tcontext && context.nodeType ? context.ownerDocument || context : document,\n\t\t\t\t\t\ttrue\n\t\t\t\t\t));\n\n\t\t\t\t\t// HANDLE: $(html, props)\n\t\t\t\t\tif (rsingleTag.test(match[1]) && jQuery.isPlainObject(context)) {\n\t\t\t\t\t\tfor (match in context) {\n\n\t\t\t\t\t\t\t// Properties of context are called as methods if possible\n\t\t\t\t\t\t\tif (isFunction(this[match])) {\n\t\t\t\t\t\t\t\tthis[match](context[match]);\n\n\t\t\t\t\t\t\t// ...and otherwise set as attributes\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tthis.attr(match, context[match]);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\treturn this;\n\n\t\t\t\t// HANDLE: $(#id)\n\t\t\t\t} else {\n\t\t\t\t\telem = document.getElementById(match[2]);\n\n\t\t\t\t\tif (elem) {\n\n\t\t\t\t\t\t// Inject the element directly into the jQuery object\n\t\t\t\t\t\tthis[0] = elem;\n\t\t\t\t\t\tthis.length = 1;\n\t\t\t\t\t}\n\t\t\t\t\treturn this;\n\t\t\t\t}\n\n\t\t\t// HANDLE: $(expr, $(...))\n\t\t\t} else if (!context || context.jquery) {\n\t\t\t\treturn (context || root).find(selector);\n\n\t\t\t// HANDLE: $(expr, context)\n\t\t\t// (which is just equivalent to: $(context).find(expr)\n\t\t\t} else {\n\t\t\t\treturn this.constructor(context).find(selector);\n\t\t\t}\n\n\t\t// HANDLE: $(DOMElement)\n\t\t} else if (selector.nodeType) {\n\t\t\tthis[0] = selector;\n\t\t\tthis.length = 1;\n\t\t\treturn this;\n\n\t\t// HANDLE: $(function)\n\t\t// Shortcut for document ready\n\t\t} else if (isFunction(selector)) {\n\t\t\treturn root.ready !== undefined ?\n\t\t\t\troot.ready(selector) :\n\n\t\t\t\t// Execute immediately if ready is not present\n\t\t\t\tselector(jQuery);\n\t\t}\n\n\t\treturn jQuery.makeArray(selector, this);\n\t};\n\n// Give

the init function the jQuery prototype for later instantiation\ninit.prototype = jQuery.fn;\n\n// Initialize central reference\nrootjQuery = jQuery(document);\n\n\nvar rparentsprev = /^(?:parents|prev(?:Until|All))/,\n\n\t// Methods guaranteed to produce a unique set when starting from a unique set\n\tguaranteedUnique = {\n\t\tchildren: true,\n\t\tcontents: true,\n\t\tnext: true,\n\t\tprev: true\n\t};\n\njQuery.fn.extend({\n\thas: function(target) {\n\t\tvar targets = jQuery(target, this),\n\t\t\tl = targets.length;\n\n\t\treturn this.filter(function() {\n\t\t\tvar i = 0;\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tif (jQuery.contains(this, targets[i])) {\n\t\t\t\t\treturn true;\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t},\n\n\tclosest: function(selectors, context) {\n\t\tvar cur,\n\t\t\ti = 0,\n\t\t\tl = this.length,\n\t\t\tmatched = [],\n\t\t\ttargets = typeof selectors !== \"string\" && jQuery(selectors);\n\n\t\t// Positional selectors never match, since there's no _selection_ context\n\t\tif (!rneedsContext.test(selectors)) {\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tfor (cur = this[i]; cur && cur !== context; cur = cur.parentNode) {\n\n\t\t\t\t\t// Always skip document fragments\n\t\t\t\t\tif (cur.nodeType < 11 && (targets ?\n\t\t\t\t\t\ttargets.index(cur) > -1 :\n\n\t\t\t\t\t\t// Don't pass non-elements to Sizzle\n\t\t\t\t\t\tcur.nodeType === 1 &&\n\t\t\t\t\t\t\tjQuery.find.matchesSelector(cur, selectors))) {\n\n\t\t\t\t\t\tmatched.push(cur);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this.pushStack(matched.length > 1 ? jQuery.uniqueSort(matched) : matched);\n\t},\n\n\t// Determine the position of an element within the set\n\tindex: function(elem) {\n\n\t\t// No argument, return index in parent\n\t\tif (!elem) {\n\t\t\treturn (this[0] && this[0].parentNode) ? this.first().prevAll().length : -1;\n\t\t}\n\n\t\t// Index in selector\n\t\tif (typeof elem === \"string\") {\n\t\t\treturn indexOf.call(jQuery(elem), this[0]);\n\t\t}\n\n\t\t// Locate the position of the desired element\n\t\treturn indexOf.call(this,\n\n\t\t\t// If it receives a jQuery object, the first element is used\n\t\t\telem.jquery ? elem[0] : elem);\n\t},\n\n\tadd: function(selector, context) {\n\t\treturn this.pushStack(\n\t\t\tjQuery.uniqueSort(\n\t\t\t\tjQuery.merge(this.get(), jQuery(selector, context))\n\t\t\t)\n\t\t);\n\t},\n\n\taddBack: function(selector) {\n\t\treturn this.add(selector == null ?\n\t\t\tthis.prevObject : this.prevObject.filter(selector)\n\t\t);\n\t}\n});\n\nfunction sibling(cur, dir) {\n\twhile ((cur = cur[dir]) && cur.nodeType !== 1) {}\n\treturn cur;\n}\n\njQuery.each({\n\tparent: function(elem) {\n\t\tvar parent = elem.parentNode;\n\t\treturn parent && parent.nodeType !== 11 ? parent : null;\n\t},\n\tparents: function(elem) {\n\t\treturn dir(elem, \"parentNode\");\n\t},\n\tparentsUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"parentNode\", until);\n\t},\n\tnext: function(elem) {\n\t\treturn sibling(elem, \"nextSibling\");\n\t},\n\tprev: function(elem) {\n\t\treturn sibling(elem, \"previousSibling\");\n\t},\n\tnextAll: function(elem) {\n\t\treturn dir(elem, \"nextSibling\");\n\t},\n\tprevAll: function(elem) {\n\t\treturn dir(elem, \"previousSibling\");\n\t},\n\tnextUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"nextSibling\", until);\n\t},\n\tprevUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"previousSibling\", until);\n\t},\n\tsiblings: function(elem) {\n\t\treturn siblings((elem.parentNode || {}).firstChild, elem);\n\t},\n\tchildren: function(elem) {\n\t\treturn siblings(elem.firstChild);\n\t},\n\tcontents: function(elem) {\n   if (nodeName(elem, \"iframe\")) {\n   return elem.contentDocument;\n   }\n\n   // Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only\n   // Treat the template element as a regular one in browsers that\n   // don't support it.\n   if (nodeName(elem, \"template\")) {\n   elem = elem.content || elem;\n   }\n\n   return jQuery.merge([], elem.childNodes);\n\t}\n}, function(name, fn) {\n\tjQuery.fn[name] = function(until, selector) {\n\t\tvar matched = jQuery.map(this, fn, until);\n\n\t\tif (name.slice(-5) !== \"Until\") {\n\t\t\tselector = until;\n\t\t}\n\n\t\tif (selector && typeof selector === \"string\") {\n\t\t\tmatched = jQuery.filter(selector, matched);\n\t\t}\n\n\t\tif (this.length > 1) {\n\n\t\t\t// Remove duplicates\n\t\t\tif (!guaranteedUnique[name]) {\n\t\t\t\tjQuery.uniqueSort(matched);\n\t\t\t}\n\n\t\t\t// Reverse order for parents* and prev-derivatives\n\t\t\tif (rparentsprev.test(name)) {\n\t\t\t\tmatched.reverse();\n\t\t\t}\n\t\t}\n\n\t\treturn this.pushStack(matched);\n\t};\n});\nvar rnothtmlwhite = (/[^\\x20\\t\\r\\n\\f]+/g);\n\n\n\n// Convert String-formatted options into Object-formatted ones\nfunction createOptions(options) {\n\tvar object = {};\n\tjQuery.each(options.match(rnothtmlwhite) || [],\n\t\tfunction(_, flag) {\n\t\t\tobject[flag] = true;\n\t\t});\n\treturn object;\n}\n\n/*\n * Create a callback list using the following parameters:\n *\n *\toptions: an optional list of space-separated options that will change how\n *\t\t\tthe callback list behaves or a more traditional option object\n *\n * By default a callback list will act like an event callback list and can be\n * \"fired\" multiple times.\n *\n * Possible options:\n *\n *\tonce:\t\twill ensure the callback list can only be fired once (like a Deferred)\n *\n *\tmemory:\t\t\twill keep track of previous values and will

call any callback added\n *\t\t\t\tafter the list has been fired right away with the latest \"memorized\"\n *\t\t\t\tvalues (like a Deferred)\n *\n *\tunique:\t\t\twill ensure a callback can only be added once (no duplicate in the list)\n *\n *\tstopOnFalse:\tinterrupt callings when a callback returns false\n *\n */\njQuery.Callbacks = function(options) {\n\t// Convert options from String-formatted to Object-formatted if needed\n\t// (we check in cache first)\n\toptions = typeof options === \"string\" ?\n\t\tcreateOptions(options) :\n\t\tjQuery.extend({}, options);\n\n\tvar // Flag to know if list is currently firing\n\t\tfiring,\n\n\t\t// Last fire value for non-forgettable lists\n\t\tmemory,\n\n\t\t// Flag to know if list was already fired\n\t\tfired,\n\n\t\t// Flag to prevent firing\n\t\tlocked,\n\n\t\t// Actual callback list\n\t\tlist = [],\n\n\t\t// Queue of execution data for repeatable lists\n\t\tqueue = [],\n\n\t\t// Index of currently firing callback (modified by add/remove as needed)\n\t\tfiringIndex = -1,\n\n\t\t// Fire callbacks\n\t\tfire = function() {\n\n\t\t\t// Enforce single-firing\n\t\t\tlocked = locked || options.once;\n\n\t\t\t// Execute callbacks for all pending executions,\n\t\t\t// respecting firingIndex overrides and runtime changes\n\t\t\tfired = firing = true;\n\t\t\tfor (; queue.length; firingIndex = -1) {\n\t\t\t\tmemory = queue.shift();\n\t\t\t\twhile (++firingIndex < list.length) {\n\n\t\t\t\t\t// Run callback and check for early termination\n\t\t\t\t\tif (list[firingIndex].apply(memory[0], memory[1]) === false &&\n\t\t\t\t\t\toptions.stopOnFalse) {\n\n\t\t\t\t\t\t// Jump to end and forget the data so .add doesn't re-fire\n\t\t\t\t\t\tfiringIndex = list.length;\n\t\t\t\t\t\tmemory = false;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Forget the data if we're done with it\n\t\t\tif (!options.memory) {\n\t\t\t\tmemory = false;\n\t\t\t}\n\n\t\t\tfiring = false;\n\n\t\t\t// Clean up if we're done firing for good\n\t\t\tif (locked) {\n\n\t\t\t\t// Keep an empty list if we have data for future add calls\n\t\t\t\tif (memory) {\n\t\t\t\t\tlist = [];\n\n\t\t\t\t// Otherwise, this object is spent\n\t\t\t\t} else {\n\t\t\t\t\tlist = \"\";\n\t\t\t\t}\n\t\t\t}\n\t\t},\n\n\t\t// Actual Callbacks object\n\t\tself = {\n\n\t\t\t// Add a callback or a collection of callbacks to the list\n\t\t\tadd: function() {\n\t\t\t\tif (list) {\n\n\t\t\t\t\t// If we have memory from a past run, we should fire after adding\n\t\t\t\t\tif (memory && !firing) {\n\t\t\t\t\t\tfiringIndex = list.length - 1;\n\t\t\t\t\t\tqueue.push(memory);\n\t\t\t\t\t}\n\n\t\t\t\t\t(function add(args) {\n\t\t\t\t\t\tjQuery.each(args, function(_, arg) {\n\t\t\t\t\t\t\tif (isFunction(arg)) {\n\t\t\t\t\t\t\t\tif (!options.unique || !self.has(arg)) {\n\t\t\t\t\t\t\t\t\tlist.push(arg);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t} else if (arg && arg.length && toType(arg) !== \"string\") {\n\n\t\t\t\t\t\t\t\t// Inspect recursively\n\t\t\t\t\t\t\t\tadd(arg);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t});\n\t\t\t\t\t})(arguments);\n\n\t\t\t\t\tif (memory && !firing) {\n\t\t\t\t\t\tfire();\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Remove a callback from the list\n\t\t\tremove: function() {\n\t\t\t\tjQuery.each(arguments, function(_, arg) {\n\t\t\t\t\tvar index;\n\t\t\t\t\twhile ((index = jQuery.inArray(arg, list, index)) > -1) {\n\t\t\t\t\t\tlist.splice(index, 1);\n\n\t\t\t\t\t\t// Handle firing indexes\n\t\t\t\t\t\tif (index <= firingIndex) {\n\t\t\t\t\t\t\tfiringIndex--;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t});\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Check if a given callback is in the list.\n\t\t\t// If no argument is given, return whether or not list has callbacks attached.\n\t\t\thas: function(fn) {\n\t\t\t\treturn fn ?\n\t\t\t\t\tjQuery.inArray(fn, list) > -1 :\n\t\t\t\t\tlist.length > 0;\n\t\t\t},\n\n\t\t\t// Remove all callbacks from the list\n\t\t\tempty: function() {\n\t\t\t\tif (list) {\n\t\t\t\t\tlist = [];\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Disable .fire and .add\n\t\t\t// Abort any current/pending executions\n\t\t\t// Clear all callbacks and values\n\t\t\tdisable: function() {\n\t\t\t\tlocked = queue = [];\n\t\t\t\tlist = memory = \"\";\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\tdisabled: function() {\n\t\t\t\treturn !list;\n\t\t\t},\n\n\t\t\t// Disable .fire\n\t\t\t// Also disable .add unless we have memory (since it would have no effect)\n\t\t\t// Abort any pending executions\n\t\t\tlock: function() {\n\t\t\t\tlocked = queue = [];\n\t\t\t\tif (!memory && !firing) {\n\t\t\t\t\tlist = memory = \"\";\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\tlocked: function() {\n\t\t\t\treturn !!locked;\n\t\t\t},\n\n\t\t\t// Call all callbacks with the given context and arguments\n\t\t\tfireWith: function(context, args) {\n\t\t\t\tif (!locked) {\n\t\t\t\t\targs = args || [];\n\t\t\t\t\targs = [context, args.slice ? args.slice() : args];\n\t\t\t\t\tqueue.push(args);\n\t\t\t\t\tif (!firing) {\n\t\t\t\t\t\tfire();\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Call all the callbacks with the given arguments\n\t\t\tfire: function() {\n\t\t\t\tself.fireWith(this, arguments);\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// To know if the callbacks have already been called at least once\n\t\t\tfired: function() {\n\t\t\t\treturn !!fired;\n\t\t\t}\n\t\t};\n\n\treturn self;\n};\n\n\nfunction Identity(v) {\n\treturn v;\n}\nfunction Thrower(ex) {\n\tthrow ex;\n}\n\nfunction adoptValue(value, resolve, reject, noValue) {\n\tvar method;\n\n\ttry {\n\n\t\t// Check for promise aspect first to privilege synchronous behavior\n\t\tif (value && isFunction((method =

value.promise))) {\n\t\t\tmethod.call(value).done(resolve).fail(reject);\n\n\t\t\t// Other thenables\n\t\t} else if (value && isFunction((method = value.then))) {\n\t\t\tmethod.call(value, resolve, reject);\n\n\t\t\t// Other non-thenables\n\t\t} else {\n\n\t\t\t// Control `resolve` arguments by letting Array#slice cast boolean `noValue` to integer:\n\t\t\t// * false: [value].slice(0) => resolve(value)\n\t\t\t// * true: [value].slice(1) => resolve()\n\t\t\tresolve.apply(undefined, [value].slice(noValue));\n\t\t}\n\n\t// For Promises/A+, convert exceptions into rejections\n\t// Since jQuery.when doesn't unwrap thenables, we can skip the extra checks appearing in\n\t// Deferred#then to conditionally suppress rejection.\n\t} catch (value) {\n\n\t\t// Support: Android 4.0 only\n\t\t// Strict mode functions invoked without .call/.apply get global-object context\n\t\treject.apply(undefined, [value]);\n\t}\n}\n\njQuery.extend({\n\n\tDeferred: function(func) {\n\t\tvar tuples = [\n\n\t\t\t// action, add listener, callbacks,\n\t\t\t// ... .then handlers, argument index, [final state]\n\t\t\t[\"notify\", \"progress\", jQuery.Callbacks(\"memory\"),\n\t\t\t\tjQuery.Callbacks(\"memory\"), 2],\n\t\t\t[\"resolve\", \"done\", jQuery.Callbacks(\"once memory\"),\n\t\t\t\tjQuery.Callbacks(\"once memory\"), 0, \"resolved\"],\n\t\t\t[\"reject\", \"fail\", jQuery.Callbacks(\"once memory\"),\n\t\t\t\tjQuery.Callbacks(\"once memory\"), 1, \"rejected\"]\n\t\t],\n\t\tstate = \"pending\",\n\t\tpromise = {\n\t\t\tstate: function() {\n\t\t\t\treturn state;\n\t\t\t},\n\t\t\talways: function() {\n\t\t\t\tdeferred.done(arguments).fail(arguments);\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\t"catch": function(fn) {\n\t\t\t\treturn promise.then(null, fn);\n\t\t\t},\n\n\t\t\t// Keep pipe for back-compat\n\t\t\tpipe: function(/* fnDone, fnFail, fnProgress */) {\n\t\t\t\tvar fns = arguments;\n\n\t\t\t\treturn jQuery.Deferred(function(newDefer) {\n\t\t\t\t\tjQuery.each(tuples, function(i, tuple) {\n\n\t\t\t\t\t\t// Map tuples (progress, done, fail) to arguments (done, fail, progress)\n\t\t\t\t\t\tvar fn = isFunction(fns[tuple[4]]) && fns[tuple[4]];\n\n\t\t\t\t\t\t// deferred.progress(function() { bind to newDefer or newDefer.notify })\n\t\t\t\t\t\t// deferred.done(function() { bind to newDefer or newDefer.resolve })\n\t\t\t\t\t\t// deferred.fail(function() { bind to newDefer or newDefer.reject })\n\t\t\t\t\t\tdeferred[tuple[1]](function() {\n\t\t\t\t\t\t\tvar returned = fn && fn.apply(this, arguments);\n\t\t\t\t\t\t\tif (returned && isFunction(returned.promise)) {\n\t\t\t\t\t\t\t\treturned.promise()\n\t\t\t\t\t\t\t\t\t.progress(newDefer.notify)\n\t\t\t\t\t\t\t\t\t.done(newDefer.resolve)\n\t\t\t\t\t\t\t\t\t.fail(newDefer.reject);\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tnewDefer[tuple[0] + \"With\"](\n\t\t\t\t\t\t\t\t\tthis,\n\t\t\t\t\t\t\t\t\tfn ? [returned] : arguments\n\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t});\n\t\t\t\t\t});\n\t\t\t\t\tfns = null;\n\t\t\t\t}).promise();\n\t\t\t},\n\t\t\tthen: function(onFulfilled, onRejected, onProgress) {\n\t\t\t\tvar maxDepth = 0;\n\t\t\t\tfunction resolve(depth, deferred, handler, special) {\n\t\t\t\t\treturn function() {\n\t\t\t\t\t\tvar that = this,\n\t\t\t\t\t\t\targs = arguments,\n\t\t\t\t\t\t\tmightThrow = function() {\n\t\t\t\t\t\t\t\tvar returned, then;\n\n\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.3\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-59\n\t\t\t\t\t\t\t\t// Ignore double-resolution attempts\n\t\t\t\t\t\t\t\tif (depth < maxDepth) {\n\t\t\t\t\t\t\t\t\treturn;\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\treturned = handler.apply(that, args);\n\n\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.1\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-48\n\t\t\t\t\t\t\t\tif (returned === deferred.promise()) {\n\t\t\t\t\t\t\t\t\tthrow new TypeError(\"Thenable self-resolution\");\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t// Support: Promises/A+ sections 2.3.3.1, 3.5\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-54\n\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-75\n\t\t\t\t\t\t\t\t// Retrieve `then` only once\n\t\t\t\t\t\t\t\tthen = returned &&\n\n\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.4\n\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-64\n\t\t\t\t\t\t\t\t\t// Only check objects and functions for thenability\n\t\t\t\t\t\t\t\t\t(typeof returned === \"object\" ||\n\t\t\t\t\t\t\t\t\t\ttypeof returned === \"function\") &&\n\t\t\t\t\t\t\t\t\treturned.then;\n\n\t\t\t\t\t\t\t\t// Handle a returned thenable\n\t\t\t\t\t\t\t\tif (isFunction(then)) {\n\n\t\t\t\t\t\t\t\t\t// Special processors (notify) just wait for resolution\n\t\t\t\t\t\t\t\t\tif (special) {\n\t\t\t\t\t\t\t\t\t\tthen.call(\n\t\t\t\t\t\t\t\t\t\t\treturned,\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity, special),\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Thrower, special)\n\t\t\t\t\t\t\t\t\t\t);\n\n\t\t\t\t\t\t\t\t\t// Normal processors (resolve) also hook into progress\n\t\t\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t\t\t// ...and disregard older resolution values\n\t\t\t\t\t\t\t\t\t\tmaxDepth++;\n\n\t\t\t\t\t\t\t\t\t\tthen.call(\n\t\t\t\t\t\t\t\t\t\t\treturned,\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity, special),\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Thrower, special

),\n\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity,\n\t\t\t\t\t\t\t\t\t\tdeferred.notifyWith)\n\t\t\t\t\t\t\t\t\tt);\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t// Handle all other returned values\n\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t// Only substitute handlers pass on context\n\t\t\t\t\t\t\t\t// and multiple values (non-spec behavior)\n\t\t\t\t\t\t\t\tif (handler !== Identity) {\n\t\t\t\t\t\t\t\t\tthat = undefined;\n\t\t\t\t\t\t\t\t\targs = [returned];\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t// Process the value(s)\n\t\t\t\t\t\t\t\t// Default process is resolve\n\t\t\t\t\t\t\t\t(special || deferred.resolveWith)(that, args);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t},\n\n\t\t\t\t\t\t\t// Only normal processors (resolve) catch and reject exceptions\n\t\t\t\t\t\t\tprocess = special ?\n\t\t\t\t\t\t\t\tmightThrow :\n\t\t\t\t\t\t\t\tfunction() {\n\t\t\t\t\t\t\t\t\ttry {\n\t\t\t\t\t\t\t\t\t\tmightThrow();\n\t\t\t\t\t\t\t\t\t} catch (e) {\n\n\t\t\t\t\t\t\t\t\t\tif (jQuery.Deferred.exceptionHook) {\n\t\t\t\t\t\t\t\t\t\t\tjQuery.Deferred.exceptionHook(e,\n\t\t\t\t\t\t\t\t\t\t\t\tprocess.stackTrace);\n\t\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.4.1\n\t\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-61\n\t\t\t\t\t\t\t\t\t\t// Ignore post-resolution exceptions\n\t\t\t\t\t\t\t\t\t\tif (depth + 1 >= maxDepth) {\n\n\t\t\t\t\t\t\t\t\t\t\t// Only substitute handlers pass on context\n\t\t\t\t\t\t\t\t\t\t\t// and multiple values (non-spec behavior)\n\t\t\t\t\t\t\t\t\t\t\tif (handler !== Thrower) {\n\t\t\t\t\t\t\t\t\t\t\t\tthat = undefined;\n\t\t\t\t\t\t\t\t\t\t\t\targs = [e];\n\t\t\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t\t\tdeferred.rejectWith(that, args);\n\t\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t};\n\n\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.1\n\t\t\t\t\t\t\t// https://promisesaplus.com/#point-57\n\t\t\t\t\t\t\t// Re-resolve promises immediately to dodge false rejection from\n\t\t\t\t\t\t\t// subsequent errors\n\t\t\t\t\t\t\tif (depth) {\n\t\t\t\t\t\t\t\tprocess();\n\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t// Call an optional hook to record the stack, in case of exception\n\t\t\t\t\t\t\t\t// since it's otherwise lost when execution goes async\n\t\t\t\t\t\t\t\tif (jQuery.Deferred.getStackHook) {\n\t\t\t\t\t\t\t\t\tprocess.stackTrace = jQuery.Deferred.getStackHook();\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\twindow.setTimeout(process);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t};\n\t\t\t\t\t}\n\n\t\t\t\treturn jQuery.Deferred(function(newDefer) {\n\n\t\t\t\t\t// progress_handlers.add(...)\n\t\t\t\t\ttuples[0][3].add(\n\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\tisFunction(onProgress) ?\n\t\t\t\t\t\t\t\tonProgress :\n\t\t\t\t\t\t\t\tIdentity,\n\t\t\t\t\t\t\tnewDefer.notifyWith\n\t\t\t\t\t\t)\n\t\t\t\t\t);\n\n\t\t\t\t\t// fulfilled_handlers.add(...)\n\t\t\t\t\ttuples[1][3].add(\n\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\tisFunction(onFulfilled) ?\n\t\t\t\t\t\t\t\tonFulfilled :\n\t\t\t\t\t\t\t\tIdentity\n\t\t\t\t\t\t)\n\t\t\t\t\t);\n\n\t\t\t\t\t// rejected_handlers.add(...)\n\t\t\t\t\ttuples[2][3].add(\n\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\tisFunction(onRejected) ?\n\t\t\t\t\t\t\t\tonRejected :\n\t\t\t\t\t\t\t\tThrower\n\t\t\t\t\t\t)\n\t\t\t\t\t);\n\t\t\t\t}).promise();\n\t\t\t},\n\n\t\t\t// Get a promise for this deferred\n\t\t\t// If obj is provided, the promise aspect is added to the object\n\t\t\tpromise: function(obj) {\n\t\t\t\treturn obj != null ? jQuery.extend(obj, promise) : promise;\n\t\t\t}\n\t\t},\n\t\tdeferred = {};\n\n\t// Add list-specific methods\n\tjQuery.each(tuples, function(i, tuple) {\n\t\tvar list = tuple[2],\n\t\t\tstateString = tuple[5];\n\n\t\t// promise.progress = list.add\n\t\t// promise.done = list.add\n\t\t// promise.fail = list.add\n\t\tpromise[tuple[1]] = list.add;\n\n\t\t// Handle state\n\t\tif (stateString) {\n\t\t\tlist.add(\n\t\t\t\tfunction() {\n\n\t\t\t\t\t// state = "resolved" (i.e., fulfilled)\n\t\t\t\t\t// state = "rejected"\n\t\t\t\t\tstate = stateString;\n\t\t\t\t},\n\n\t\t\t\t// rejected_callbacks.disable\n\t\t\t\t// fulfilled_callbacks.disable\n\t\t\t\ttuples[3 - i][2].disable,\n\n\t\t\t\t// rejected_handlers.disable\n\t\t\t\t// fulfilled_handlers.disable\n\t\t\t\ttuples[3 - i][3].disable,\n\n\t\t\t\t// progress_callbacks.lock\n\t\t\t\ttuples[0][2].lock,\n\n\t\t\t\t// progress_handlers.lock\n\t\t\t\ttuples[0][3].lock\n\t\t\t);\n\t\t}\n\n\t\t// progress_handlers.fire\n\t\t// fulfilled_handlers.fire\n\t\t// rejected_handlers.fire\n\t\tlist.add(tuple[3].fire);\n\n\t\t// deferred.notify = function() { deferred.notifyWith(...) }\n\t\t// deferred.resolve = function() { deferred.resolveWith(...) }\n\t\t// deferred.reject = function() { deferred.rejectWith(...) }\n\t\tdeferred[tuple[0]] = function() {\n\t\t\tdeferred[tuple[0] + "With"](this === deferred ? undefined : this, arguments);\n\t\t\treturn this;\n\t\t};\n\n\t\t// deferred.notifyWith = list.fireWith\n\t\t// deferred.resolveWith = list.fireWith\n\t\t// deferred.rejectWith = list.fireWith\n\t\tdeferred[

tuple[0] + \"With\"] = list.fireWith;\n\t\t});\n\n\t\t// Make the deferred a promise\n\t\tpromise.promise(deferred);\n\n\t\t// Call given func if any\n\t\tif (func) {\n\t\t\tfunc.call(deferred, deferred);\n\t\t}\n\n\t\t// All done!\n\t\treturn deferred;\n\t},\n\n\t// Deferred helper\n\twhen: function(singleValue) {\n\t\tvar\n\n\t\t\t// count of uncompleted subordinates\n\t\t\tremaining = arguments.length,\n\n\t\t\t// count of unprocessed arguments\n\t\t\ti = remaining,\n\n\t\t\t// subordinate fulfillment data\n\t\t\tresolveContexts = Array(i),\n\t\t\tresolveValues = slice.call(arguments),\n\n\t\t\t// the master Deferred\n\t\t\tmaster = jQuery.Deferred(),\n\n\t\t\t// subordinate callback factory\n\t\t\tupdateFunc = function(i) {\n\t\t\t\treturn function(value) {\n\t\t\t\t\tresolveContexts[i] = this;\n\t\t\t\t\tresolveValues[i] = arguments.length > 1 ? slice.call(arguments) : value;\n\t\t\t\t\tif (!(--remaining)) {\n\t\t\t\t\t\tmaster.resolveWith(resolveContexts, resolveValues);\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t\t};\n\n\t\t// Single- and empty arguments are adopted like Promise.resolve\n\t\tif (remaining <= 1) {\n\t\t\tadoptValue(singleValue, master.done(updateFunc(i)).resolve, master.reject,\n\t\t\t\t!remaining);\n\n\t\t\t// Use .then() to unwrap secondary thenables (cf. gh-3000)\n\t\t\tif (master.state() === \"pending\" ||\n\t\t\t\tisFunction(resolveValues[i] && resolveValues[i].then)) {\n\n\t\t\t\treturn master.then();\n\t\t\t}\n\t\t}\n\n\t\t// Multiple arguments are aggregated like Promise.all array elements\n\t\twhile (i--) {\n\t\t\tadoptValue(resolveValues[i], updateFunc(i), master.reject);\n\t\t}\n\n\t\treturn master.promise();\n\t}\n});\n\n\n// These usually indicate a programmer mistake during development,\n// warn about them ASAP rather than swallowing them by default.\nvar rerrorNames = /^(Eval|Internal|Range|Reference|Syntax|Type|URI)Error$/;\n\njQuery.Deferred.exceptionHook = function(error, stack) {\n\n\t// Support: IE 8 - 9 only\n\t// Console exists when dev tools are open, which can happen at any time\n\tif (window.console && window.console.warn && error && rerrorNames.test(error.name)) {\n\t\twindow.console.warn(\"jQuery.Deferred exception: \" + error.message, error.stack, stack);\n\t}\n};\n\n\n\njQuery.readyException = function(error) {\n\twindow.setTimeout(function() {\n\t\tthrow error;\n\t});\n};\n\n\n\n\n// The deferred used on DOM ready\nvar readyList = jQuery.Deferred();\n\njQuery.fn.ready = function(fn) {\n\n\treadyList\n\t\t.then(fn)\n\n\t\t// Wrap jQuery.readyException in a function so that the lookup\n\t\t// happens at the time of error handling instead of callback\n\t\t// registration.\n\t\t.catch(function(error) {\n\t\t\tjQuery.readyException(error);\n\t\t});\n\n\treturn this;\n};\n\njQuery.extend({\n\n\t// Is the DOM ready to be used? Set to true once it occurs.\n\tisReady: false,\n\n\t// A counter to track how many items to wait for before\n\t// the ready event fires. See #6781\n\treadyWait: 1,\n\n\t// Handle when the DOM is ready\n\tready: function(wait) {\n\n\t\t// Abort if there are pending holds or we're already ready\n\t\tif (wait === true ? --jQuery.readyWait : jQuery.isReady) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Remember that the DOM is ready\n\t\tjQuery.isReady = true;\n\n\t\t// If a normal DOM Ready event fired, decrement, and wait if need be\n\t\tif (wait !== true && --jQuery.readyWait > 0) {\n\t\t\treturn;\n\t\t}\n\n\t\t// If there are functions bound, to execute\n\t\treadyList.resolveWith(document, [jQuery]);\n\t}\n});\n\njQuery.ready.then = readyList.then;\n\n// The ready event handler and self cleanup method\nfunction completed() {\n\tdocument.removeEventListener(\"DOMContentLoaded\", completed);\n\twindow.removeEventListener(\"load\", completed);\n\tjQuery.ready();\n}\n\n\n// Catch cases where $(document).ready() is called\n// after the browser event has already occurred.\n// Support: IE <=9 - 10 only\n// Older IE sometimes signals \"interactive\" too soon\nif (
document.readyState === \"complete\" ||\n\t(document.readyState !== \"loading\" && !document.documentElement.doScroll)) {\n\n\t// Handle it asynchronously to allow scripts the opportunity to delay ready\n\twindow.setTimeout(jQuery.ready);\n\n} else {\n\n\t// Use the handy event callback\n\tdocument.addEventListener(\"DOMContentLoaded\", completed);\n\n\t// A fallback to window.onload, that will always work\n\twindow.addEventListener(\"load\", completed);\n}\n\n\n\n\n// Multifunctional method to get and set values of a collection\n// The value/s can optionally be executed if it's a function\nvar access = function(elems, fn, key, value, chainable, emptyGet, raw) {\n\tvar i = 0,\n\t\tlen = elems.length,\n\t\tbulk = key == null;\n\n\t// Sets many values\n\tif (toType(key) === \"object\") {\n\t\tchainable = true;\n\t\tfor (i in key) {\n\t\t\taccess(elems, fn, i, key[i], true, emptyGet, raw);\n\t\t}\n\n\t// Sets one value\n\t} else if (value !== undefined) {\n\t\tchainable = true;\n\n\t\tif (!isFunction(value)) {\n\t\t\traw = true;\n\t\t}\n\n\t\tif (bulk) {\n\n\t\t\t// Bulk operations run against the entire set\n\t\t\tif (raw) {\n\t\t\t\tfn.call(elems, value);\n\t\t\t\tfn = null;\n\n\t\t\t// ...except when executing function values\n\t\t\t} else {\n\t\t\t\tbulk = fn;\n\t\t\t\tfn = function(elem,

key, value) {\n\t\t\t\treturn bulk.call(jQuery(elem), value);\n\t\t\t};\n\t\t}\n\t\t}\n\n\t\tif (fn) {\n\t\t\tfor (; i < len; i++) {\n\t\t\t\tfn(\n\t\t\t\t\telems[i], key, raw ?\n\t\t\t\t\tvalue :\n\t\t\t\t\tvalue.call(elems[i], i, fn(elems[i], key))\n\t\t\t\t);\n\t\t\t}\n\t\t}\n\t}\n\n\tif (chainable) {\n\t\treturn elems;\n\t}\n\n\t// Gets\n\tif (bulk) {\n\t\treturn fn.call(elems);\n\t}\n\n\treturn len ? fn(elems[0], key) : emptyGet;\n};\n\n\n// Matches dashed string for camelizing\nvar rmsPrefix = /^-ms-/,\n\trdashAlpha = /-([a-z])/g;\n\n// Used by camelCase as callback to replace()\nfunction fcamelCase(all, letter) {\n\treturn letter.toUpperCase();\n}\n\n\n// Convert dashed to camelCase; used by the css and data modules\n// Support: IE <=9 - 11, Edge 12 - 15\n// Microsoft forgot to hump their vendor prefix (#9572)\nfunction camelCase(string) {\n\treturn string.replace(rmsPrefix, \"ms-\").replace(rdashAlpha, fcamelCase);\n}\nvar acceptData = function(owner) {\n\n\t// Accepts only:\n\t// - Node\n\t//   - Node.ELEMENT_NODE\n\t//   - Node.DOCUMENT_NODE\n\t// - Object\n\t//   - Any\n\treturn owner.nodeType === 1 || owner.nodeType === 9 || !(+owner.nodeType);\n};\n\n\n\nfunction Data() {\n\tthis.expando = jQuery.expando + Data.uid++;\n}\n\nData.uid = 1;\n\nData.prototype = {\n\n\tcache: function(owner) {\n\n\t\t// Check if the owner object already has a cache\n\t\tvar value = owner[this.expando];\n\n\t\t// If not, create one\n\t\tif (!value) {\n\t\t\tvalue = {};\n\n\t\t\t// We can accept data for non-element nodes in modern browsers,\n\t\t\t// but we should not, see #8335.\n\t\t\t// Always return an empty object.\n\t\t\tif (acceptData(owner)) {\n\n\t\t\t\t// If it is a node unlikely to be stringify-ed or looped over\n\t\t\t\t// use plain assignment\n\t\t\t\tif (owner.nodeType) {\n\t\t\t\t\towner[this.expando] = value;\n\n\t\t\t\t// Otherwise secure it in a non-enumerable property\n\t\t\t\t// configurable must be true to allow the property to be\n\t\t\t\t// deleted when data is removed\n\t\t\t\t} else {\n\t\t\t\t\tObject.defineProperty(owner, this.expando, {\n\t\t\t\t\t\tvalue: value,\n\t\t\t\t\t\tconfigurable: true\n\t\t\t\t\t});\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn value;\n\t},\n\tset: function(owner, data, value) {\n\t\tvar prop,\n\t\t\tcache = this.cache(owner);\n\n\t\t// Handle: [owner, key, value] args\n\t\t// Always use camelCase key (gh-2257)\n\t\tif (typeof data === \"string\") {\n\t\t\tcache[camelCase(data)] = value;\n\n\t\t// Handle: [owner, { properties }] args\n\t\t} else {\n\n\t\t\t// Copy the properties one-by-one to the cache object\n\t\t\tfor (prop in data) {\n\t\t\t\tcache[camelCase(prop)] = data[prop];\n\t\t\t}\n\t\t}\n\t\treturn cache;\n\t},\n\tget: function(owner, key) {\n\t\treturn key === undefined ?\n\t\t\tthis.cache(owner) :\n\n\t\t\t// Always use camelCase key (gh-2257)\n\t\t\towner[this.expando] && owner[this.expando][camelCase(key)];\n\t},\n\taccess: function(owner, key, value) {\n\n\t\t// In cases where either:\n\t\t//\n\t\t//   1. No key was specified\n\t\t//   2. A string key was specified, but no value provided\n\t\t//\n\t\t// Take the \"read\" path and allow the get method to determine\n\t\t// which value to return, respectively either:\n\t\t//\n\t\t//   1. The entire cache object\n\t\t//   2. The data stored at the key\n\t\t//\n\t\tif (key === undefined ||\n\t\t\t\t((key && typeof key === \"string\") && value === undefined)) {\n\n\t\t\treturn this.get(owner, key);\n\t\t}\n\n\t\t// When the key is not a string, or both a key and value\n\t\t// are specified, set or extend (existing objects) with either:\n\t\t//\n\t\t//   1. An object of properties\n\t\t//   2. A key and value\n\t\t//\n\t\tthis.set(owner, key, value);\n\n\t\t// Since the \"set\" path can have two possible entry points\n\t\t// return the expected data based on which path was taken[*]\n\t\treturn value !== undefined ? value : key;\n\t},\n\tremove: function(owner, key) {\n\t\tvar i,\n\t\t\tcache = owner[this.expando];\n\n\t\tif (cache === undefined) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (key !== undefined) {\n\n\t\t\t// Support array or space separated string of keys\n\t\t\tif (Array.isArray(key)) {\n\n\t\t\t\t// If key is an array of keys...\n\t\t\t\t// We always set camelCase keys, so remove that.\n\t\t\t\tkey = key.map(camelCase);\n\t\t\t} else {\n\t\t\t\tkey = camelCase(key);\n\n\t\t\t\t// If a key with the spaces exists, use it.\n\t\t\t\t// Otherwise, create an array by matching non-whitespace\n\t\t\t\tkey = key in cache ?\n\t\t\t\t\t[key] :\n\t\t\t\t\t(key.match(rnothtmlwhite) || []);\n\t\t\t}\n\n\t\t\ti = key.length;\n\n\t\t\twhile (i--) {\n\t\t\t\tdelete cache[key[i]];\n\t\t\t}\n\t\t}\n\n\t\t// Remove the expando if there's no more data\n\t\tif (key === undefined || jQuery.isEmptyObject(cache)) {\n\n\t\t\t// Support: Chrome <=35 - 45\n\t\t\t// Webkit & Blink performance suffers when deleting properties\n\t\t\t// from DOM nodes, so set to undefined instead\n\t\t\t// https://bugs.chromium.org/p/chromium/issues/detail?id=378607 (bug restricted)\n\t\t\tif (owner.nodeType) {\n\t\t\t\towner[this.expando] = undefined;\n\t\t\t} else {\n\t\t\t\tdelete owner[this.expando];\n\t\t\t}\n\t\t}\n\t},\n\thasData: function(owner) {\n\t\tvar cache = owner[this.expando];\n\t\treturn cache !== undefined && !jQuery.isEmptyObject(cache);\n\t}\n};\nvar dataPriv = new Data();\n\nvar dataUser = new Data();\n\n\n\n//\tImplementation Summary\n//\n//\t1. Enforce API surface and semantic compatibility with 1.9.x

branch\n//\t2. Improve the module's maintainability by reducing the storage\n//\t\tpaths to a single mechanism.\n//\t3. Use the same single mechanism to support \"private\" and \"user\" data.\n//\t4. _Never_ expose \"private\" data to user code (TODO: Drop _data, _removeData)\n//\t5. Avoid exposing implementation details on user objects (eg. expando properties)\n//\t6. Provide a clear path for implementation upgrade to WeakMap in 2014\n\nvar rbrace = /^(?:\\{[\\w\\W]*\\}|\\[[\\w\\W]*\\])$/,\n\trmultiDash = /[A-Z]/g;\n\nfunction getData(data) {\n\tif (data === \"true\") {\n\t\treturn true;\n\t}\n\n\tif (data === \"false\") {\n\t\treturn false;\n\t}\n\n\tif (data === \"null\") {\n\t\treturn null;\n\t}\n\n\t// Only convert to a number if it doesn't change the string\n\tif (data === +data + \"\") {\n\t\treturn +data;\n\t}\n\n\tif (rbrace.test(data)) {\n\t\treturn JSON.parse(data);\n\t}\n\n\treturn data;\n}\n\nfunction dataAttr(elem, key, data) {\n\tvar name;\n\n\t// If nothing was found internally, try to fetch any\n\t// data from the HTML5 data-* attribute\n\tif (data === undefined && elem.nodeType === 1) {\n\t\tname = \"data-\" + key.replace(rmultiDash, \"-$&\").toLowerCase();\n\t\tdata = elem.getAttribute(name);\n\n\t\tif (typeof data === \"string\") {\n\t\t\ttry {\n\t\t\t\tdata = getData(data);\n\t\t\t} catch (e) {}\n\n\t\t\t// Make sure we set the data so it isn't changed later\n\t\t\tdataUser.set(elem, key, data);\n\t\t} else {\n\t\t\tdata = undefined;\n\t\t}\n\t}\n\treturn data;\n}\n\njQuery.extend({\n\thasData: function(elem) {\n\t\treturn dataUser.hasData(elem) || dataPriv.hasData(elem);\n\t},\n\n\tdata: function(elem, name, data) {\n\t\treturn dataUser.access(elem, name, data);\n\t},\n\n\tremoveData: function(elem, name) {\n\t\tdataUser.remove(elem, name);\n\t},\n\n\t// TODO: Now that all calls to _data and _removeData have been replaced\n\t// with direct calls to dataPriv methods, these can be deprecated.\n\t_data: function(elem, name, data) {\n\t\treturn dataPriv.access(elem, name, data);\n\t},\n\n\t_removeData: function(elem, name) {\n\t\tdataPriv.remove(elem, name);\n\t}\n});\n\njQuery.fn.extend({\n\tdata: function(key, value) {\n\t\tvar i, name, data,\n\t\telem = this[0],\n\t\tattrs = elem && elem.attributes;\n\n\t\t// Gets all values\n\t\tif (key === undefined) {\n\t\t\tif (this.length) {\n\t\t\t\tdata = dataUser.get(elem);\n\n\t\t\t\tif (elem.nodeType === 1 && !dataPriv.get(elem, \"hasDataAttrs\")) {\n\t\t\t\t\ti = attrs.length;\n\t\t\t\t\twhile (i--) {\n\n\t\t\t\t\t\t// Support: IE 11 only\n\t\t\t\t\t\t// The attrs elements can be null (#14894)\n\t\t\t\t\t\tif (attrs[i]) {\n\t\t\t\t\t\t\tname = attrs[i].name;\n\t\t\t\t\t\t\tif (name.indexOf(\"data-\") === 0) {\n\t\t\t\t\t\t\t\tname = camelCase(name.slice(5));\n\t\t\t\t\t\t\t\tdataAttr(elem, name, data[name]);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tdataPriv.set(elem, \"hasDataAttrs\", true);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\treturn data;\n\t\t}\n\n\t\t// Sets multiple values\n\t\tif (typeof key === \"object\") {\n\t\t\treturn this.each(function() {\n\t\t\t\tdataUser.set(this, key);\n\t\t\t});\n\t\t}\n\n\t\treturn access(this, function(value) {\n\t\t\tvar data;\n\n\t\t\t// The calling jQuery object (element matches) is not empty\n\t\t\t// (and therefore has an element appears at this[0]) and the\n\t\t\t// `value` parameter was not undefined. An empty jQuery object\n\t\t\t// will result in `undefined` for elem = this[0] which will\n\t\t\t// throw an exception if an attempt to read a data cache is made.\n\t\t\tif (elem && value === undefined) {\n\n\t\t\t\t// Attempt to get data from the cache\n\t\t\t\t// The key will always be camelCased in Data\n\t\t\t\tdata = dataUser.get(elem, key);\n\t\t\t\tif (data !== undefined) {\n\t\t\t\t\treturn data;\n\t\t\t\t}\n\n\t\t\t\t// Attempt to \"discover\" the data in\n\t\t\t\t// HTML5 custom data-* attrs\n\t\t\t\tdata = dataAttr(elem, key);\n\t\t\t\tif (data !== undefined) {\n\t\t\t\t\treturn data;\n\t\t\t\t}\n\n\t\t\t\t// We tried really hard, but the data doesn't exist.\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// Set the data...\n\t\t\tthis.each(function() {\n\n\t\t\t\t// We always store the camelCased key\n\t\t\t\tdataUser.set(this, key, value);\n\t\t\t});\n\t\t}, null, value, arguments.length > 1, null, true);\n\t},\n\n\tremoveData: function(key) {\n\t\treturn this.each(function() {\n\t\t\tdataUser.remove(this, key);\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tqueue: function(elem, type, data) {\n\t\tvar queue;\n\n\t\tif (elem) {\n\t\t\ttype = (type || \"fx\") + \"queue\";\n\t\t\tqueue = dataPriv.get(elem, type);\n\n\t\t\t// Speed up dequeue by getting out quickly if this is just a lookup\n\t\t\tif (data) {\n\t\t\t\tif (!queue || Array.isArray(data)) {\n\t\t\t\t\tqueue = dataPriv.access(elem, type, jQuery.makeArray(data));\n\t\t\t\t} else {\n\t\t\t\t\tqueue.push(data);\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn queue || [];\n\t\t}\n\t},\n\n\tdequeue: function(elem, type) {\n\t\ttype = type || \"fx\";\n\n\t\tvar queue = jQuery.queue(elem, type),\n\t\t\tstartLength = queue.length,\n\t\t\tfn = queue.shift(),\n\t\t\thooks = jQuery._queueHooks(elem, type),\n\t\t\tnext = function() {\n\t\t\t\tjQuery.dequeue(elem, type);\n\t\t\t};\n\n\t\t// If the fx queue is dequeued, always remove the progress sentinel\n\t\tif (fn === \"inprogress\") {\n\t\t\tfn = queue.shift();\n\t\t\tstartLength--;\n\t\t}\n\n\t\tif (fn) {\n\n\t\t\t// Add a progress sentinel to prevent the fx queue from being\n\t\t\t// automatically

dequeued\n\t\t\tif (type === \"fx\") {\n\t\t\tqueue.unshift(\"inprogress\");\n\t\t\t}\n\n\t\t\t// Clear up the last queue stop function\n\t\t\tdelete hooks.stop;\n\t\t\tfn.call(elem, next, hooks);\n\t\t\t}\n\n\t\tif (!startLength && hooks) {\n\t\t\thooks.empty.fire();\n\t\t}\n\t},\n\n\t// Not public - generate a queueHooks object, or return the current one\n\t_queueHooks: function(elem, type) {\n\t\tvar key = type + \"queueHooks\";\n\t\treturn dataPriv.get(elem, key) || dataPriv.access(elem, key, {\n\t\t\tempty: jQuery.Callbacks(\"once memory\").add(function() {\n\t\t\t\tdataPriv.remove(elem, [type + \"queue\", key]);\n\t\t\t})\n\t\t});\n\t}\n});\n\njQuery.fn.extend({\n\tqueue: function(type, data) {\n\t\tvar setter = 2;\n\n\t\tif (typeof type !== \"string\") {\n\t\t\tdata = type;\n\t\t\ttype = \"fx\";\n\t\t\tsetter--;\n\t\t}\n\n\t\tif (arguments.length < setter) {\n\t\t\treturn jQuery.queue(this[0], type);\n\t\t}\n\n\t\treturn data === undefined ?\n\t\t\tthis :\n\t\t\tthis.each(function() {\n\t\t\t\tvar queue = jQuery.queue(this, type, data);\n\n\t\t\t\t// Ensure a hooks for this queue\n\t\t\t\tjQuery._queueHooks(this, type);\n\n\t\t\t\tif (type === \"fx\" && queue[0] !== \"inprogress\") {\n\t\t\t\t\tjQuery.dequeue(this, type);\n\t\t\t\t}\n\t\t\t});\n\t},\n\tdequeue: function(type) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.dequeue(this, type);\n\t\t});\n\t},\n\tclearQueue: function(type) {\n\t\treturn this.queue(type || \"fx\", []);\n\t},\n\n\t// Get a promise resolved when queues of a certain type\n\t// are emptied (fx is the type by default)\n\tpromise: function(type, obj) {\n\t\tvar tmp,\n\t\t\tcount = 1,\n\t\t\tdefer = jQuery.Deferred(),\n\t\t\telements = this,\n\t\t\ti = this.length,\n\t\t\tresolve = function() {\n\t\t\t\tif (!(--count)) {\n\t\t\t\t\tdefer.resolveWith(elements, [elements]);\n\t\t\t\t}\n\t\t\t};\n\n\t\tif (typeof type !== \"string\") {\n\t\t\tobj = type;\n\t\t\ttype = undefined;\n\t\t}\n\t\ttype = type || \"fx\";\n\n\t\twhile (i--) {\n\t\t\ttmp = dataPriv.get(elements[i], type + \"queueHooks\");\n\t\t\tif (tmp && tmp.empty) {\n\t\t\t\tcount++;\n\t\t\t\ttmp.empty.add(resolve);\n\t\t\t}\n\t\t}\n\t\tresolve();\n\t\treturn defer.promise(obj);\n\t}\n});\nvar pnum = (/[+-]?(?:\\d*\\.|)\\d+(?:[eE][+-]?\\d+|)/).source;\n\nvar rcssNum = new RegExp(\"^(?:([+-])=|)(\" + pnum + \")([a-z%]*)$\", \"i\");\n\n\nvar cssExpand = [\"Top\", \"Right\", \"Bottom\", \"Left\"];\n\nvar isHiddenWithinTree = function(elem, el) {\n\n\t\t// isHiddenWithinTree might be called from jQuery#filter function;\n\t\t// in that case, element will be second argument\n\t\telem = el || elem;\n\n\t\t// Inline style trumps all\n\t\treturn elem.style.display === \"none\" ||\n\t\t\telem.style.display === \"\" &&\n\n\t\t\t// Otherwise, check computed style\n\t\t\t// Support: Firefox <=43 - 45\n\t\t\t// Disconnected elements can have computed display: none, so first confirm that elem is\n\t\t\t// in the document.\n\t\t\tjQuery.contains(elem.ownerDocument, elem) &&\n\n\t\t\tjQuery.css(elem, \"display\") === \"none\";\n\t};\n\nvar swap = function(elem, options, callback, args) {\n\tvar ret, name,\n\t\told = {};\n\n\t// Remember the old values, and insert the new ones\n\tfor (name in options) {\n\t\told[name] = elem.style[name];\n\t\telem.style[name] = options[name];\n\t}\n\n\tret = callback.apply(elem, args || []);\n\n\t// Revert the old values\n\tfor (name in options) {\n\t\telem.style[name] = old[name];\n\t}\n\n\treturn ret;\n};\n\n\n\nfunction adjustCSS(elem, prop, valueParts, tween) {\n\tvar adjusted, scale,\n\t\tmaxIterations = 20,\n\t\tcurrentValue = tween ?\n\t\t\tfunction() {\n\t\t\t\treturn tween.cur();\n\t\t\t} :\n\t\t\tfunction() {\n\t\t\t\treturn jQuery.css(elem, prop, \"\");\n\t\t\t},\n\t\tinitial = currentValue(),\n\t\tunit = valueParts && valueParts[3] || (jQuery.cssNumber[prop] ? \"\" : \"px\"),\n\n\t\t// Starting value computation is required for potential unit mismatches\n\t\tinitialInUnit = (jQuery.cssNumber[prop] || unit !== \"px\" && +initial) &&\n\t\t\trcssNum.exec(jQuery.css(elem, prop));\n\n\tif (initialInUnit && initialInUnit[3] !== unit) {\n\n\t\t// Support: Firefox <=54\n\t\t// Halve the iteration target value to prevent interference from CSS upper bounds (gh-2144)\n\t\tinitial = initial / 2;\n\n\t\t// Trust units reported by jQuery.css\n\t\tunit = unit || initialInUnit[3];\n\n\t\t// Iteratively approximate from a nonzero starting point\n\t\tinitialInUnit = +initial || 1;\n\n\t\twhile (maxIterations--) {\n\n\t\t\t// Evaluate and update our best guess (doubling guesses that zero out).\n\t\t\t// Finish if the scale equals or crosses 1 (making the old*new product non-positive).\n\t\t\tjQuery.style(elem, prop, initialInUnit + unit);\n\t\t\tif ((1 - scale) * (1 - (scale = currentValue() / initial || 0.5)) <= 0) {\n\t\t\t\tmaxIterations = 0;\n\t\t\t}\n\t\t\tinitialInUnit = initialInUnit / scale;\n\n\t\t}\n\n\t\tinitialInUnit = initialInUnit * 2;\n\t\tjQuery.style(elem, prop, initialInUnit + unit);\n\n\t\t// Make sure we update the tween properties later on\n\t\tvalueParts = valueParts || [];\n\t}\n\n\tif (valueParts) {\n\t\tinitialInUnit = +initialInUnit || +initial || 0;\n\n\t\t// Apply relative offset (+=/-=) if specified\n\t\tadjusted = valueParts[1] ?\n\t\t\tinitialInUnit + (valueParts[1] + 1) * valueParts[2] :\n\t\t\t+valueParts[2];\n\t\tif (tween) {\n\t\t\ttween.unit = unit;\n\t\t\ttween.start = initialInUnit;\n\t\t\ttween.end = adjusted;\n\t\t}\n\t}\n\treturn adjusted;\n}\n\n\nvar defaultDisplayMap = {};\n\nfunction getDefaultDisplay(elem

) {\n\tvar temp,\n\t\tdoc = elem.ownerDocument,\n\t\tnodeName = elem.nodeName,\n\t\tdisplay = defaultDisplayMap[nodeName];\n\n\tif (display) {\n\t\treturn display;\n\t}\n\n\ttemp = doc.body.appendChild(doc.createElement(nodeName));\n\tdisplay = jQuery.css(temp, \"display\");\n\n\ttemp.parentNode.removeChild(temp);\n\n\tif (display === \"none\") {\n\t\tdisplay = \"block\";\n\t}\n\tdefaultDisplayMap[nodeName] = display;\n\n\treturn display;\n}\n\nfunction showHide(elements, show) {\n\tvar display, elem,\n\t\tvalues = [],\n\t\tindex = 0,\n\t\tlength = elements.length;\n\n\t// Determine new display value for elements that need to change\n\tfor (; index < length; index++) {\n\t\telem = elements[index];\n\t\tif (!elem.style) {\n\t\t\tcontinue;\n\t\t}\n\n\t\tdisplay = elem.style.display;\n\t\tif (show) {\n\n\t\t\t// Since we force visibility upon cascade-hidden elements, an immediate (and slow)\n\t\t\t// check is required in this first loop unless we have a nonempty display value (either\n\t\t\t// inline or about-to-be-restored)\n\t\t\tif (display === \"none\") {\n\t\t\t\tvalues[index] = dataPriv.get(elem, \"display\") || null;\n\t\t\t\tif (!values[index]) {\n\t\t\t\t\telem.style.display = \"\";\n\t\t\t\t}\n\t\t\t}\n\t\t\tif (elem.style.display === \"\" && isHiddenWithinTree(elem)) {\n\t\t\t\tvalues[index] = getDefaultDisplay(elem);\n\t\t\t}\n\t\t} else {\n\t\t\tif (display !== \"none\") {\n\t\t\t\tvalues[index] = \"none\";\n\n\t\t\t\t// Remember what we're overwriting\n\t\t\t\tdataPriv.set(elem, \"display\", display);\n\t\t\t}\n\t\t}\n\t}\n\n\t// Set the display of the elements in a second loop to avoid constant reflow\n\tfor (index = 0; index < length; index++) {\n\t\tif (values[index] != null) {\n\t\t\telements[index].style.display = values[index];\n\t\t}\n\t}\n\n\treturn elements;\n}\n\njQuery.fn.extend({\n\tshow: function() {\n\t\treturn showHide(this, true);\n\t},\n\thide: function() {\n\t\treturn showHide(this);\n\t},\n\ttoggle: function(state) {\n\t\tif (typeof state === \"boolean\") {\n\t\t\treturn state ? this.show() : this.hide();\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tif (isHiddenWithinTree(this)) {\n\t\t\t\tjQuery(this).show();\n\t\t\t} else {\n\t\t\t\tjQuery(this).hide();\n\t\t\t}\n\t\t});\n\t}\n});\nvar rcheckableType = (/^(?:checkbox|radio)$/i);\nvar rtagName = (/<([a-z][^\\/\\0>\\x20\\t\\r\\n\\f]+)/i);\nvar rscriptType = (/^$|^module$|\\/(?:java|ecma)script/i);\n\n\n// We have to close these tags to support XHTML (#13200)\nvar wrapMap = {\n\n\t// Support: IE <=9 only\n\toption: [1, \"<select multiple='multiple'>\", \"</select>\"],\n\n\t// XHTML parsers do not magically insert elements in the\n\t// same way that tag soup parsers do. So we cannot shorten\n\t// this by omitting <tbody> or other required elements.\n\tthead: [1, \"<table>\", \"</table>\"],\n\tcol: [2, \"<table><colgroup>\", \"</colgroup></table>\"],\n\ttr: [2, \"<table><tbody>\", \"</tbody></table>\"],\n\ttd: [3, \"<table><tbody><tr>\", \"</tr></tbody></table>\"],\n\n\t_default: [0, \"\", \"\"]\n};\n\n// Support: IE <=9 only\nwrapMap.optgroup = wrapMap.option;\n\nwrapMap.tbody = wrapMap.tfoot = wrapMap.colgroup = wrapMap.caption = wrapMap.thead;\nwrapMap.th = wrapMap.td;\n\n\nfunction getAll(context, tag) {\n\n\t// Support: IE <=9 - 11 only\n\t// Use typeof to avoid zero-argument method invocation on host objects (#15151)\n\tvar ret;\n\n\tif (typeof context.getElementsByTagName !== \"undefined\") {\n\t\tret = context.getElementsByTagName(tag || \"*\");\n\n\t} else if (typeof context.querySelectorAll !== \"undefined\") {\n\t\tret = context.querySelectorAll(tag || \"*\");\n\n\t} else {\n\t\tret = [];\n\t}\n\n\tif (tag === undefined || tag && nodeName(context, tag)) {\n\t\treturn jQuery.merge([context], ret);\n\t}\n\n\treturn ret;\n}\n\n\n// Mark scripts as having already been evaluated\nfunction setGlobalEval(elems, refElements) {\n\tvar i = 0,\n\t\tl = elems.length;\n\n\tfor (; i < l; i++) {\n\t\tdataPriv.set(\n\t\t\telems[i],\n\t\t\t\"globalEval\",\n\t\t\t!refElements || dataPriv.get(refElements[i], \"globalEval\")\n\t\t);\n\t}\n}\n\n\nvar rhtml = /<|&#?\\w+;/;\n\nfunction buildFragment(elems, context, scripts, selection, ignored) {\n\tvar elem, tmp, tag, wrap, contains, j,\n\t\tfragment = context.createDocumentFragment(),\n\t\tnodes = [],\n\t\ti = 0,\n\t\tl = elems.length;\n\n\tfor (; i < l; i++) {\n\t\telem = elems[i];\n\n\t\tif (elem || elem === 0) {\n\n\t\t\t// Add nodes directly\n\t\t\tif (toType(elem) === \"object\") {\n\n\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\tjQuery.merge(nodes, elem.nodeType ? [elem] : elem);\n\n\t\t\t// Convert non-html into a text node\n\t\t\t} else if (!rhtml.test(elem)) {\n\t\t\t\tnodes.push(context.createTextNode(elem));\n\n\t\t\t// Convert html into DOM nodes\n\t\t\t} else {\n\t\t\t\ttmp = tmp || fragment.appendChild(context.createElement(\"div\"));\n\n\t\t\t\t// Deserialize a standard representation\n\t\t\t\ttag = (rtagName.exec(elem) || [\"\", \"\"])[1].toLowerCase();\n\t\t\t\twrap = wrapMap[tag] || wrapMap._default;\n\t\t\t\ttmp.innerHTML = wrap[1] + jQuery.htmlPrefilter(elem) + wrap[2];\n\n\t\t\t\t// Descend through wrappers to the right content\n\t\t\t\tj = wrap[

0];\n\t\t\twhile (j--) {\n\t\t\t\t\ttmp = tmp.lastChild;\n\t\t\t\t}\n\n\t\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\tjQuery.merge(nodes, tmp.childNodes);\n\n\t\t\t\t// Remember the top-level container\n\t\t\t\ttmp = fragment.firstChild;\n\n\t\t\t\t// Ensure the created nodes are orphaned (#12392)\n\t\t\t\ttmp.textContent = \"\";\n\t\t\t}\n\t\t}\n\t}\n\n\t// Remove wrapper from fragment\n\tfragment.textContent = \"\";\n\n\ti = 0;\n\twhile ((elem = nodes[i++])) {\n\n\t\t// Skip elements already in the context collection (trac-4087)\n\t\tif (selection && jQuery.inArray(elem, selection) > -1) {\n\t\t\tif (ignored) {\n\t\t\t\tignored.push(elem);\n\t\t\t}\n\n\t\t\tcontinue;\n\t\t}\n\n\t\tcontains = jQuery.contains(elem.ownerDocument, elem);\n\n\t\t// Append to fragment\n\t\ttmp = getAll(fragment.appendChild(elem), \"script\");\n\n\t\t// Preserve script evaluation history\n\t\tif (contains) {\n\t\t\tsetGlobalEval(tmp);\n\t\t}\n\n\t\t// Capture executables\n\t\tif (scripts) {\n\t\t\tj = 0;\n\t\t\twhile ((elem = tmp[j++])) {\n\t\t\t\tif (rscriptType.test(elem.type || \"\")) {\n\t\t\t\t\tscripts.push(elem);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn fragment;\n}\n\n\n(function() {\n\tvar fragment = document.createDocumentFragment(),\n\t\tdiv = fragment.appendChild(document.createElement(\"div\")),\n\t\tinput = document.createElement(\"input\");\n\n\t// Support: Android 4.0 - 4.3 only\n\t// Check state lost if the name is set (#11217)\n\t// Support: Windows Web Apps (WWA)\n\t// `name` and `type` must use .setAttribute for WWA (#14901)\n\tinput.setAttribute(\"type\", \"radio\");\n\tinput.setAttribute(\"checked\", \"checked\");\n\tinput.setAttribute(\"name\", \"t\");\n\tdiv.appendChild(input);\n\n\t// Support: Android <=4.1 only\n\t// Older WebKit doesn't clone checked state correctly in fragments\n\tsupport.checkClone = div.cloneNode(true).cloneNode(true).lastChild.checked;\n\n\t// Support: IE <=11 only\n\t// Make sure textarea (and checkbox) defaultValue is properly cloned\n\tdiv.innerHTML = \"<textarea>x</textarea>\";\n\tsupport.noCloneChecked = !!div.cloneNode(true).lastChild.defaultValue;\n})();\nvar documentElement = document.documentElement;\n\n\nvar\n\trkeyEvent = /^key/,\n\trmouseEvent = /^(?:mouse|pointer|contextmenu|drag|drop)|click/,\n\trtypenamespace = /^([^.]*)(?:\\.(.+)|)/;\n\nfunction returnTrue() {\n\treturn true;\n}\n\nfunction returnFalse() {\n\treturn false;\n}\n\n// Support: IE <=9 only\n// See #13393 for more info\nfunction safeActiveElement() {\n\ttry {\n\t\treturn document.activeElement;\n\t} catch (err) { }\n}\n\nfunction on(elem, types, selector, data, fn, one) {\n\tvar origFn, type;\n\n\t// Types can be a map of types/handlers\n\tif (typeof types === \"object\") {\n\n\t\t// (types-Object, selector, data)\n\t\tif (typeof selector !== \"string\") {\n\n\t\t\t// (types-Object, data)\n\t\t\tdata = data || selector;\n\t\t\tselector = undefined;\n\t\t}\n\t\tfor (type in types) {\n\t\t\ton(elem, type, selector, data, types[type], one);\n\t\t}\n\t\treturn elem;\n\t}\n\n\tif (data == null && fn == null) {\n\n\t\t// (types, fn)\n\t\tfn = selector;\n\t\tdata = selector = undefined;\n\t} else if (fn == null) {\n\t\tif (typeof selector === \"string\") {\n\n\t\t\t// (types, selector, fn)\n\t\t\tfn = data;\n\t\t\tdata = undefined;\n\t\t} else {\n\n\t\t\t// (types, data, fn)\n\t\t\tfn = data;\n\t\t\tdata = selector;\n\t\t\tselector = undefined;\n\t\t}\n\t}\n\tif (fn === false) {\n\t\tfn = returnFalse;\n\t} else if (!fn) {\n\t\treturn elem;\n\t}\n\n\tif (one === 1) {\n\t\torigFn = fn;\n\t\tfn = function(event) {\n\n\t\t\t// Can use an empty set, since event contains the info\n\t\t\tjQuery().off(event);\n\t\t\treturn origFn.apply(this, arguments);\n\t\t};\n\n\t\t// Use same guid so caller can remove using origFn\n\t\tfn.guid = origFn.guid || (origFn.guid = jQuery.guid++);\n\t}\n\treturn elem.each(function() {\n\t\tjQuery.event.add(this, types, fn, data, selector);\n\t});\n}\n\n/*\n * Helper functions for managing events -- not part of the public interface.\n * Props to Dean Edwards' addEvent library for many of the ideas.\n */\njQuery.event = {\n\n\tglobal: {},\n\n\tadd: function(elem, types, handler, data, selector) {\n\n\t\tvar handleObjIn, eventHandle, tmp,\n\t\t\tevents, t, handleObj,\n\t\t\tspecial, handlers, type, namespaces, origType,\n\t\t\telemData = dataPriv.get(elem);\n\n\t\t// Don't attach events to noData or text/comment nodes (but allow plain objects)\n\t\tif (!elemData) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Caller can pass in an object of custom data in lieu of the handler\n\t\tif (handler.handler) {\n\t\t\thandleObjIn = handler;\n\t\t\thandler = handleObjIn.handler;\n\t\t\tselector = handleObjIn.selector;\n\t\t}\n\n\t\t// Ensure that invalid selectors throw exceptions at attach time\n\t\t// Evaluate against documentElement in case elem is a non-element node (e.g., document)\n\t\tif (selector) {\n\t\t\tjQuery.find.matchesSelector(documentElement, selector);\n\t\t}\n\n\t\t// Make sure that the handler has a unique ID, used to find/remove it later\n\t\tif (!handler.guid) {\n\t\t\thandler.guid = jQuery.guid++;\n\t\t}\n\n\t\t// Init the element's event structure and main handler, if this is the first\n\t\tif (!(events = elemData.events)) {\n\t\t\tevents = elemData.events = {};\n\t\t}\n\t\tif (!(eventHandle = elemData.handle))

{\n\t\t\teventHandle = elemData.handle = function(e) {\n\n\t\t\t\t// Discard the second event of a jQuery.event.trigger() and\n\t\t\t\t// when an event is called after a page has unloaded\n\t\t\t\treturn typeof jQuery !== \"undefined\" && jQuery.event.triggered !== e.type ?\n\t\t\t\t\tjQuery.event.dispatch.apply(elem, arguments) : undefined;\n\t\t\t};\n\t\t}\n\n\t\t// Handle multiple events separated by a space\n\t\ttypes = (types || \"\").match(rnothtmlwhite) || [\"\"];\n\t\tt = types.length;\n\t\twhile (t--) {\n\t\t\ttmp = rtypenamespace.exec(types[t]) || [];\n\t\t\ttype = origType = tmp[1];\n\t\t\tnamespaces = (tmp[2] || \"\").split(\".\").sort();\n\n\t\t\t// There *must* be a type, no attaching namespace-only handlers\n\t\t\tif (!type) {\n\t\t\t\tcontinue;\n\t\t\t}\n\n\t\t\t// If event changes its type, use the special event handlers for the changed type\n\t\t\tspecial = jQuery.event.special[type] || {};\n\n\t\t\t// If selector defined, determine special event api type, otherwise given type\n\t\t\ttype = (selector ? special.delegateType : special.bindType) || type;\n\n\t\t\t// Update special based on newly reset type\n\t\t\tspecial = jQuery.event.special[type] || {};\n\n\t\t\t// handleObj is passed to all event handlers\n\t\t\thandleObj = jQuery.extend({\n\t\t\t\ttype: type,\n\t\t\t\torigType: origType,\n\t\t\t\tdata: data,\n\t\t\t\thandler: handler,\n\t\t\t\tguid: handler.guid,\n\t\t\t\tselector: selector,\n\t\t\t\tneedsContext: selector && jQuery.expr.match.needsContext.test(selector),\n\t\t\t\tnamespace: namespaces.join(\".\")\n\t\t\t}, handleObjIn);\n\n\t\t\t// Init the event handler queue if we're the first\n\t\t\tif (!(handlers = events[type])) {\n\t\t\t\thandlers = events[type] = [];\n\t\t\t\thandlers.delegateCount = 0;\n\n\t\t\t\t// Only use addEventListener if the special events handler returns false\n\t\t\t\tif (!special.setup ||\n\t\t\t\t\tspecial.setup.call(elem, data, namespaces, eventHandle) === false) {\n\n\t\t\t\t\tif (elem.addEventListener) {\n\t\t\t\t\t\telem.addEventListener(type, eventHandle);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\tif (special.add) {\n\t\t\t\tspecial.add.call(elem, handleObj);\n\n\t\t\t\tif (!handleObj.handler.guid) {\n\t\t\t\t\thandleObj.handler.guid = handler.guid;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Add to the element's handler list, delegates in front\n\t\t\tif (selector) {\n\t\t\t\thandlers.splice(handlers.delegateCount++, 0, handleObj);\n\t\t\t} else {\n\t\t\t\thandlers.push(handleObj);\n\t\t\t}\n\n\t\t\t// Keep track of which events have ever been used, for event optimization\n\t\t\tjQuery.event.global[type] = true;\n\t\t}\n\n\t},\n\n\t// Detach an event or set of events from an element\n\tremove: function(elem, types, handler, selector, mappedTypes) {\n\n\t\tvar j, origCount, tmp,\n\t\t\tevents, t, handleObj,\n\t\t\tspecial, handlers, type, namespaces, origType,\n\t\t\telemData = dataPriv.hasData(elem) && dataPriv.get(elem);\n\n\t\tif (!elemData || !(events = elemData.events)) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Once for each type.namespace in types; type may be omitted\n\t\ttypes = (types || \"\").match(rnothtmlwhite) || [\"\"];\n\t\tt = types.length;\n\t\twhile (t--) {\n\t\t\ttmp = rtypenamespace.exec(types[t]) || [];\n\t\t\ttype = origType = tmp[1];\n\t\t\tnamespaces = (tmp[2] || \"\").split(\".\").sort();\n\n\t\t\t// Unbind all events (on this namespace, if provided) for the element\n\t\t\tif (!type) {\n\t\t\t\tfor (type in events) {\n\t\t\t\t\tjQuery.event.remove(elem, type + types[t], handler, selector, true);\n\t\t\t\t}\n\t\t\t\tcontinue;\n\t\t\t}\n\n\t\t\tspecial = jQuery.event.special[type] || {};\n\t\t\ttype = (selector ? special.delegateType : special.bindType) || type;\n\t\t\thandlers = events[type] || [];\n\t\t\ttmp = tmp[2] &&\n\t\t\t\tnew RegExp(\"(^|\\\\.)\" + namespaces.join(\"\\\\.(?:.*\\\\.|)\") + \"(\\\\.|$)\");\n\n\t\t\t// Remove matching events\n\t\t\torigCount = j = handlers.length;\n\t\t\twhile (j--) {\n\t\t\t\thandleObj = handlers[j];\n\n\t\t\t\tif ((mappedTypes || origType === handleObj.origType) &&\n\t\t\t\t\t(!handler || handler.guid === handleObj.guid) &&\n\t\t\t\t\t(!tmp || tmp.test(handleObj.namespace)) &&\n\t\t\t\t\t(!selector || selector === handleObj.selector ||\n\t\t\t\t\t\tselector === \"**\" && handleObj.selector)) {\n\t\t\t\t\thandlers.splice(j, 1);\n\n\t\t\t\t\tif (handleObj.selector) {\n\t\t\t\t\t\thandlers.delegateCount--;\n\t\t\t\t\t}\n\t\t\t\t\tif (special.remove) {\n\t\t\t\t\t\tspecial.remove.call(elem, handleObj);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Remove generic event handler if we removed something and no more handlers exist\n\t\t\t// (avoids potential for endless recursion during removal of special event handlers)\n\t\t\tif (origCount && !handlers.length) {\n\t\t\t\tif (!special.teardown ||\n\t\t\t\t\tspecial.teardown.call(elem, namespaces, elemData.handle) === false) {\n\n\t\t\t\t\tjQuery.removeEvent(elem, type, elemData.handle);\n\t\t\t\t}\n\n\t\t\t\tdelete events[type];\n\t\t\t}\n\t\t}\n\n\t\t// Remove data and the expando if it's no longer used\n\t\tif (jQuery.isEmptyObject(events)) {\n\t\t\tdataPriv.remove(elem, \"handle events\");\n\t\t}\n\t},\n\n\tdispatch: function(nativeEvent) {\n\n\t\t// Make a writable jQuery.Event from the native event object\n\t\tvar event = jQuery.event.fix(nativeEvent);\n\n\t\tvar i, j, ret, matched, handleObj, handlerQueue,\n\t\t\targs = new Array(arguments.length),\n\t\t\thandlers = (dataPriv.get(this, \"events\") || {})[

event.type] || [],\n\t\t\tspecial = jQuery.event.special[event.type] || {};\n\n\t\t\t// Use the fix-ed jQuery.Event rather than the (read-only) native event\n\t\targs[0] = event;\n\n\t\tfor (i = 1; i < arguments.length; i++) {\n\t\t\targs[i] = arguments[i];\n\t\t}\n\n\t\tevent.delegateTarget = this;\n\t\t// Call the preDispatch hook for the mapped type, and let it bail if desired\n\t\tif (special.preDispatch && special.preDispatch.call(this, event) === false) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Determine handlers\n\t\thandlerQueue = jQuery.event.handlers.call(this, event, handlers);\n\t\t// Run delegates first; they may want to stop propagation beneath us\n\t\ti = 0;\n\t\twhile ((matched = handlerQueue[i++]) && !event.isPropagationStopped()) {\n\t\t\tevent.currentTarget = matched.elem;\n\n\t\t\tj = 0;\n\t\t\twhile ((handleObj = matched.handlers[j++]) &&\n\t\t\t\t!event.isImmediatePropagationStopped()) {\n\n\t\t\t\t// Triggered event must either 1) have no namespace, or 2) have namespace(s)\n\t\t\t\t// a subset or equal to those in the bound event (both can have no namespace).\n\t\t\t\tif (!event.rnamespace || event.rnamespace.test(handleObj.namespace)) {\n\n\t\t\t\t\tevent.handleObj = handleObj;\n\t\t\t\t\tevent.data = handleObj.data;\n\n\t\t\t\t\tret = ((jQuery.event.special[handleObj.origType] || {}).handle ||\n\t\t\t\t\t\thandleObj.handler).apply(matched.elem, args);\n\n\t\t\t\t\tif (ret !== undefined) {\n\t\t\t\t\t\tif ((event.result = ret) === false) {\n\t\t\t\t\t\t\tevent.preventDefault();\n\t\t\t\t\t\t\tevent.stopPropagation();\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Call the postDispatch hook for the mapped type\n\t\tif (special.postDispatch) {\n\t\t\tspecial.postDispatch.call(this, event);\n\t\t}\n\n\t\treturn event.result;\n\t},\n\n\thandlers: function(event, handlers) {\n\t\tvar i, handleObj, sel, matchedHandlers, matchedSelectors,\n\t\t\thandlerQueue = [],\n\t\t\tdelegateCount = handlers.delegateCount,\n\t\t\tcur = event.target;\n\n\t\t// Find delegate handlers\n\t\tif (delegateCount &&\n\n\t\t\t// Support: IE <=9\n\t\t\t// Black-hole SVG <use> instance trees (trac-13180)\n\t\t\tcur.nodeType &&\n\n\t\t\t// Support: Firefox <=42\n\t\t\t// Suppress spec-violating clicks indicating a non-primary pointer button (trac-3861)\n\t\t\t// https://www.w3.org/TR/DOM-Level-3-Events/#event-type-click\n\t\t\t// Support: IE 11 only\n\t\t\t// ...but not arrow key \"clicks\" of radio inputs, which can have `button` -1 (gh-2343)\n\t\t\t!(event.type === \"click\" && event.button >= 1)) {\n\n\t\t\tfor (; cur !== this; cur = cur.parentNode || this) {\n\n\t\t\t\t// Don't check non-elements (#13208)\n\t\t\t\t// Don't process clicks on disabled elements (#6911, #8165, #11382, #11764)\n\t\t\t\tif (cur.nodeType === 1 && !(event.type === \"click\" && cur.disabled === true)) {\n\t\t\t\t\tmatchedHandlers = [];\n\t\t\t\t\tmatchedSelectors = {};\n\t\t\t\t\tfor (i = 0; i < delegateCount; i++) {\n\t\t\t\t\t\thandleObj = handlers[i];\n\n\t\t\t\t\t\t// Don't conflict with Object.prototype properties (#13203)\n\t\t\t\t\t\tsel = handleObj.selector + \" \";\n\n\t\t\t\t\t\tif (matchedSelectors[sel] === undefined) {\n\t\t\t\t\t\t\tmatchedSelectors[sel] = handleObj.needsContext ?\n\t\t\t\t\t\t\t\tjQuery(sel, this).index(cur) > -1 :\n\t\t\t\t\t\t\t\tjQuery.find(sel, this, null, [cur]).length;\n\t\t\t\t\t\t}\n\t\t\t\t\t\tif (matchedSelectors[sel]) {\n\t\t\t\t\t\t\tmatchedHandlers.push(handleObj);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tif (matchedHandlers.length) {\n\t\t\t\t\t\thandlerQueue.push({ elem: cur, handlers: matchedHandlers });\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Add the remaining (directly-bound) handlers\n\t\tcur = this;\n\t\tif (delegateCount < handlers.length) {\n\t\t\thandlerQueue.push({ elem: cur, handlers: handlers.slice(delegateCount) });\n\t\t}\n\n\t\treturn handlerQueue;\n\t},\n\n\taddProp: function(name, hook) {\n\t\tObject.defineProperty(jQuery.Event.prototype, name, {\n\t\t\tenumerable: true,\n\t\t\tconfigurable: true,\n\n\t\t\tget: isFunction(hook) ?\n\t\t\t\tfunction() {\n\t\t\t\t\tif (this.originalEvent) {\n\t\t\t\t\t\t\treturn hook(this.originalEvent);\n\t\t\t\t\t}\n\t\t\t\t} :\n\t\t\t\tfunction() {\n\t\t\t\t\tif (this.originalEvent) {\n\t\t\t\t\t\t\treturn this.originalEvent[name];\n\t\t\t\t\t}\n\t\t\t\t},\n\n\t\t\tset: function(value) {\n\t\t\t\tObject.defineProperty(this, name, {\n\t\t\t\t\tenumerable: true,\n\t\t\t\t\tconfigurable: true,\n\t\t\t\t\twritable: true,\n\t\t\t\t\tvalue: value\n\t\t\t\t});\n\t\t\t}\n\t\t});\n\t},\n\n\tfix: function(originalEvent) {\n\t\treturn originalEvent[jQuery.expando] ?\n\t\t\toriginalEvent :\n\t\t\tnew jQuery.Event(originalEvent);\n\t},\n\n\tspecial: {\n\t\tload: {\n\n\t\t\t// Prevent triggered image.load events from bubbling to window.load\n\t\t\tnoBubble: true\n\t\t},\n\t\tfocus: {\n\n\t\t\t// Fire native event if possible so blur/focus sequence is correct\n\t\t\ttrigger: function() {\n\t\t\t\tif (this !== safeActiveElement() && this.focus) {\n\t\t\t\t\tthis.focus();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\t\t\tdelegateType: \"focusin\"\n\t\t},\n\t\tblur: {\n\t\t\ttrigger: function() {\n\t\t\t\tif (this === safeActiveElement() && this.blur) {\n\t\t\t\t\tthis.blur();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\t\t\tdelegateType: \"focusout\"\n\t\t},\n\t\tclick:

{\n\n\t\t\t// For checkbox, fire native event so checked state will be right\n\t\t\ttrigger: function() {\n\t\t\t\tif (this.type === \"checkbox\" && this.click && nodeName(this, \"input\")) {\n\t\t\t\t\tthis.click();\n\t\t\t\t\treturn false;\n\t\t\t}\n\t\t\t},\n\n\t\t\t// For cross-browser consistency, don't fire native .click() on links\n\t\t\t_default: function(event) {\n\t\t\t\treturn nodeName(event.target, \"a\");\n\t\t\t}\n\t\t},\n\n\t\tbeforeunload: {\n\t\t\tpostDispatch: function(event) {\n\n\t\t\t\t// Support: Firefox 20+\n\t\t\t\t// Firefox doesn't alert if the returnValue field is not set.\n\t\t\t\tif (event.result !== undefined && event.originalEvent) {\n\t\t\t\t\tevent.originalEvent.returnValue = event.result;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n};\n\njQuery.removeEvent = function(elem, type, handle) {\n\n\t// This \"if\" is needed for plain objects\n\tif (elem.removeEventListener) {\n\t\telem.removeEventListener(type, handle);\n\t}\n};\n\njQuery.Event = function(src, props) {\n\n\t// Allow instantiation without the 'new' keyword\n\tif (!(this instanceof jQuery.Event)) {\n\t\treturn new jQuery.Event(src, props);\n\t}\n\n\t// Event object\n\tif (src && src.type) {\n\t\tthis.originalEvent = src;\n\t\tthis.type = src.type;\n\n\t\t// Events bubbling up the document may have been marked as prevented\n\t\t// by a handler lower down the tree; reflect the correct value.\n\t\tthis.isDefaultPrevented = src.defaultPrevented ||\n\t\t\t\tsrc.defaultPrevented === undefined &&\n\n\t\t\t\t// Support: Android <=2.3 only\n\t\t\t\tsrc.returnValue === false ?\n\t\t\treturnTrue :\n\t\t\treturnFalse;\n\n\t\t// Create target properties\n\t\t// Support: Safari <=6 - 7 only\n\t\t// Target should not be a text node (#504, #13143)\n\t\tthis.target = (src.target && src.target.nodeType === 3) ?\n\t\t\tsrc.target.parentNode :\n\t\t\tsrc.target;\n\n\t\tthis.currentTarget = src.currentTarget;\n\t\tthis.relatedTarget = src.relatedTarget;\n\n\t// Event type\n\t} else {\n\t\tthis.type = src;\n\t}\n\n\t// Put explicitly provided properties onto the event object\n\tif (props) {\n\t\tjQuery.extend(this, props);\n\t}\n\n\t// Create a timestamp if incoming event doesn't have one\n\tthis.timeStamp = src && src.timeStamp || Date.now();\n\n\t// Mark it as fixed\n\tthis[jQuery.expando] = true;\n};\n\n// jQuery.Event is based on DOM3 Events as specified by the ECMAScript Language Binding\n// https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-script-binding.html\njQuery.Event.prototype = {\n\tconstructor: jQuery.Event,\n\tisDefaultPrevented: returnFalse,\n\tisPropagationStopped: returnFalse,\n\tisImmediatePropagationStopped: returnFalse,\n\tisSimulated: false,\n\n\tpreventDefault: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isDefaultPrevented = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.preventDefault();\n\t\t}\n\t},\n\tstopPropagation: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isPropagationStopped = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.stopPropagation();\n\t\t}\n\t},\n\tstopImmediatePropagation: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isImmediatePropagationStopped = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.stopImmediatePropagation();\n\t\t}\n\n\t\tthis.stopPropagation();\n\t}\n};\n\n// Includes all common event props including KeyEvent and MouseEvent specific props\njQuery.each({\n\taltKey: true,\n\tbubbles: true,\n\tcancelable: true,\n\tchangedTouches: true,\n\tctrlKey: true,\n\tdetail: true,\n\teventPhase: true,\n\tmetaKey: true,\n\tpageX: true,\n\tpageY: true,\n\tshiftKey: true,\n\tview: true,\n\t\"char\": true,\n\tcharCode: true,\n\tkey: true,\n\tkeyCode: true,\n\tbutton: true,\n\tbuttons: true,\n\tclientX: true,\n\tclientY: true,\n\toffsetX: true,\n\toffsetY: true,\n\tpointerId: true,\n\tpointerType: true,\n\tscreenX: true,\n\tscreenY: true,\n\ttargetTouches: true,\n\ttoElement: true,\n\ttouches: true,\n\n\twhich: function(event) {\n\t\tvar button = event.button;\n\n\t\t// Add which for key events\n\t\tif (event.which == null && rkeyEvent.test(event.type)) {\n\t\t\treturn event.charCode != null ? event.charCode : event.keyCode;\n\t\t}\n\n\t\t// Add which for click: 1 === left; 2 === middle; 3 === right\n\t\tif (!event.which && button !== undefined && rmouseEvent.test(event.type)) {\n\t\t\tif (button & 1) {\n\t\t\t\treturn 1;\n\t\t\t}\n\n\t\t\tif (button & 2) {\n\t\t\t\treturn 3;\n\t\t\t}\n\n\t\t\tif (button & 4) {\n\t\t\t\treturn 2;\n\t\t\t}\n\n\t\t\treturn 0;\n\t\t}\n\n\t\treturn event.which;\n\t}\n}, jQuery.event.addProp);\n\n// Create mouseenter/leave events using mouseover/out and event-time checks\n// so that event delegation works in jQuery.\n// Do the same for pointerenter/pointerleave and pointerover/pointerout\n//\n// Support: Safari 7 only\n// Safari sends mouseenter too often; see:\n// https://bugs.chromium.org/p/chromium/issues/detail?id=470258\n// for the description of the bug (it existed in older Chrome versions as well).\njQuery.each({\n\tmouseenter: \"mouseover\",\n\tmouseleave: \"mouseout\",\n\tpointerenter: \"pointerover\",\n\tpointerleave: \"pointerout\"\n}, function(orig, fix) {\n\tjQuery.event.special[orig] = {\n\t\tdelegateType: fix,\n\t\tbindType: fix,\n\n\t\thandle:

function(event) {\n\t\t\tvar ret,\n\t\t\t\ttarget = this,\n\t\t\t\trelated = event.relatedTarget,\n\t\t\t\thandleObj = event.handleObj;\n\n\t\t\t// For mouseenter/leave call the handler if related is outside the target.\n\t\t\t// NB: No relatedTarget if the mouse left/entered the browser window\n\t\t\tif (!related || (related !== target && !jQuery.contains(target, related))) {\n\t\t\t\tevent.type = handleObj.origType;\n\t\t\t\tret = handleObj.handler.apply(this, arguments);\n\t\t\t\tevent.type = fix;\n\t\t\t}\n\t\t\treturn ret;\n\t\t}\n\t};\n});\n\njQuery.fn.extend({\n\n\ton: function(types, selector, data, fn) {\n\t\treturn on(this, types, selector, data, fn);\n\t},\n\tone: function(types, selector, data, fn) {\n\t\treturn on(this, types, selector, data, fn, 1);\n\t},\n\toff: function(types, selector, fn) {\n\t\tvar handleObj, type;\n\t\tif (types && types.preventDefault && types.handleObj) {\n\n\t\t\t// (event) dispatched jQuery.Event\n\t\t\thandleObj = types.handleObj;\n\t\t\tjQuery(types.delegateTarget).off(\n\t\t\t\thandleObj.namespace ?\n\t\t\t\t\thandleObj.origType + \".\" + handleObj.namespace :\n\t\t\t\t\thandleObj.origType,\n\t\t\t\thandleObj.selector,\n\t\t\t\thandleObj.handler\n\t\t\t);\n\t\t\treturn this;\n\t\t}\n\t\tif (typeof types === \"object\") {\n\n\t\t\t// (types-object [, selector])\n\t\t\tfor (type in types) {\n\t\t\t\tthis.off(type, selector, types[type]);\n\t\t\t}\n\t\t\treturn this;\n\t\t}\n\t\tif (selector === false || typeof selector === \"function\") {\n\n\t\t\t// (types [, fn])\n\t\t\tfn = selector;\n\t\t\tselector = undefined;\n\t\t}\n\t\tif (fn === false) {\n\t\t\tfn = returnFalse;\n\t\t}\n\t\treturn this.each(function() {\n\t\t\tjQuery.event.remove(this, types, fn, selector);\n\t\t});\n\t}\n});\n\n\nvar\n\n\t/* eslint-disable max-len */\n\n\t// See https://github.com/eslint/eslint/issues/3229\n\trxhtmlTag = /<(?!area|br|col|embed|hr|img|input|link|meta|param)(([a-z][^\/\0>\x20\t\r\n\f]*)[^>]*)\/>/gi,\n\n\t/* eslint-enable */\n\n\t// Support: IE <=10 - 11, Edge 12 - 13 only\n\t// In IE/Edge using regex groups here causes severe slowdowns.\n\t// See https://connect.microsoft.com/IE/feedback/details/1736512/\n\trnoInnerhtml = /<script|<style|<link/i,\n\n\t// checked=\"checked\" or checked\n\trchecked = /checked\s*(?:[^=]|=\s*.checked.)/i,\n\trcleanScript = /^\s*<!(?:\[CDATA\[|--)|(?:\]\]|--)>\s*$/g;\n\n// Prefer a tbody over its parent table for containing new rows\nfunction manipulationTarget(elem, content) {\n\tif (nodeName(elem, \"table\") &&\n\t\tnodeName(content.nodeType !== 11 ? content : content.firstChild, \"tr\")) {\n\n\t\treturn jQuery(elem).children(\"tbody\")[0] || elem;\n\t}\n\n\treturn elem;\n}\n\n// Replace/restore the type attribute of script elements for safe DOM manipulation\nfunction disableScript(elem) {\n\telem.type = (elem.getAttribute(\"type\") !== null) + \"/\" + elem.type;\n\treturn elem;\n}\nfunction restoreScript(elem) {\n\tif ((elem.type || \"\").slice(0, 5) === \"true/\") {\n\t\telem.type = elem.type.slice(5);\n\t} else {\n\t\telem.removeAttribute(\"type\");\n\t}\n\n\treturn elem;\n}\n\nfunction cloneCopyEvent(src, dest) {\n\tvar i, l, type, pdataOld, pdataCur, udataOld, udataCur, events;\n\n\tif (dest.nodeType !== 1) {\n\t\treturn;\n\t}\n\n\t// 1. Copy private data: events, handlers, etc.\n\tif (dataPriv.hasData(src)) {\n\t\tpdataOld = dataPriv.access(src);\n\t\tpdataCur = dataPriv.set(dest, pdataOld);\n\t\tevents = pdataOld.events;\n\n\t\tif (events) {\n\t\t\tdelete pdataCur.handle;\n\t\t\tpdataCur.events = {};\n\n\t\t\tfor (type in events) {\n\t\t\t\tfor (i = 0, l = events[type].length; i < l; i++) {\n\t\t\t\t\tjQuery.event.add(dest, type, events[type][i]);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// 2. Copy user data\n\tif (dataUser.hasData(src)) {\n\t\tudataOld = dataUser.access(src);\n\t\tudataCur = jQuery.extend({}, udataOld);\n\n\t\tdataUser.set(dest, udataCur);\n\t}\n}\n\n// Fix IE bugs, see support tests\nfunction fixInput(src, dest) {\n\tvar nodeName = dest.nodeName.toLowerCase();\n\n\t// Fails to persist the checked state of a cloned checkbox or radio button.\n\tif (nodeName === \"input\" && rcheckableType.test(src.type)) {\n\t\tdest.checked = src.checked;\n\n\t// Fails to return the selected option to the default selected state when cloning options\n\t} else if (nodeName === \"input\" || nodeName === \"textarea\") {\n\t\tdest.defaultValue = src.defaultValue;\n\t}\n}\n\nfunction domManip(collection, args, callback, ignored) {\n\n\t// Flatten any nested arrays\n\targs = concat.apply([], args);\n\n\tvar fragment, first, scripts, hasScripts, node, doc,\n\t\ti = 0,\n\t\tl = collection.length,\n\t\tiNoClone = l - 1,\n\t\tvalue = args[0],\n\t\tvalueIsFunction = isFunction(value);\n\n\t// We can't cloneNode fragments that contain checked, in WebKit\n\tif (valueIsFunction ||\n\t\t\t(l > 1 && typeof value === \"string\" &&\n\t\t\t\t!support.checkClone && rchecked.test(value))) {\n\t\treturn collection.each(function(index) {\n\t\t\tvar self = collection.eq(index);\n\t\t\tif (valueIsFunction) {\n\t\t\t\targs[0] = value.call(this, index, self.html());\n\t\t\t}\n\t\t\tdomManip(self, args, callback, ignored);\n\t\t});\n\t}\n\n\tif (l) {\n\t\tfragment = buildFragment(args, collection[0

].ownerDocument, false, collection, ignored);\n\t\tfirst = fragment.firstChild;\n\n\t\tif (fragment.childNodes.length === 1) {\n\t\t\tfragment = first;\n\t\t}\n\n\t\t// Require either new content or an interest in ignored elements to invoke the callback\n\t\tif (first || ignored) {\n\t\t\tscripts = jQuery.map(getAll(fragment, \"script\"), disableScript);\n\t\t\thasScripts = scripts.length;\n\n\t\t\t// Use the original fragment for the last item\n\t\t\t// instead of the first\n\t\t\t// because it can end up\n\t\t\t// being emptied incorrectly in certain situations (#8070).\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tnode = fragment;\n\n\t\t\t\tif (i !== iNoClone) {\n\t\t\t\t\tnode = jQuery.clone(node, true, true);\n\n\t\t\t\t\t// Keep references to cloned scripts for later restoration\n\t\t\t\t\tif (hasScripts) {\n\n\t\t\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\t\t\tjQuery.merge(scripts, getAll(node, \"script\"));\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\tcallback.call(collection[i], node, i);\n\t\t\t}\n\n\t\t\tif (hasScripts) {\n\t\t\t\tdoc = scripts[scripts.length - 1].ownerDocument;\n\n\t\t\t\t// Reenable scripts\n\t\t\t\tjQuery.map(scripts, restoreScript);\n\n\t\t\t\t// Evaluate executable scripts on first document insertion\n\t\t\t\tfor (i = 0; i < hasScripts; i++) {\n\t\t\t\t\tnode = scripts[i];\n\t\t\t\t\tif (rscriptType.test(node.type || \"\") &&\n\t\t\t\t\t\t!dataPriv.access(node, \"globalEval\") &&\n\t\t\t\t\t\tjQuery.contains(doc, node)) {\n\n\t\t\t\t\t\tif (node.src && (node.type || \"\").toLowerCase() !== \"module\") {\n\n\t\t\t\t\t\t\t// Optional AJAX dependency, but won't run scripts if not present\n\t\t\t\t\t\t\tif (jQuery._evalUrl) {\n\t\t\t\t\t\t\t\tjQuery._evalUrl(node.src);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\tDOMEval(node.textContent.replace(rcleanScript, \"\"), doc, node);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn collection;\n}\n\nfunction remove(elem, selector, keepData) {\n\tvar node,\n\t\tnodes = selector ? jQuery.filter(selector, elem) : elem,\n\t\ti = 0;\n\n\tfor (; (node = nodes[i]) != null; i++) {\n\t\tif (!keepData && node.nodeType === 1) {\n\t\t\tjQuery.cleanData(getAll(node));\n\t\t}\n\n\t\tif (node.parentNode) {\n\t\t\tif (keepData && jQuery.contains(node.ownerDocument, node)) {\n\t\t\t\tsetGlobalEval(getAll(node, \"script\"));\n\t\t\t}\n\t\t\tnode.parentNode.removeChild(node);\n\t\t}\n\t}\n\n\treturn elem;\n}\n\njQuery.extend({\n\thtmlPrefilter: function(html) {\n\t\treturn html.replace(rxhtmlTag, \"<$1></$2>\");\n\t},\n\n\tclone: function(elem, dataAndEvents, deepDataAndEvents) {\n\t\tvar i, l, srcElements, destElements,\n\t\t\tclone = elem.cloneNode(true),\n\t\t\tinPage = jQuery.contains(elem.ownerDocument, elem);\n\n\t\t// Fix IE cloning issues\n\t\tif (!support.noCloneChecked && (elem.nodeType === 1 || elem.nodeType === 11) &&\n\t\t\t\t!jQuery.isXMLDoc(elem)) {\n\n\t\t\t// We eschew Sizzle here for performance reasons: https://jsperf.com/getall-vs-sizzle/2\n\t\t\tdestElements = getAll(clone);\n\t\t\tsrcElements = getAll(elem);\n\n\t\t\tfor (i = 0, l = srcElements.length; i < l; i++) {\n\t\t\t\tfixInput(srcElements[i], destElements[i]);\n\t\t\t}\n\t\t}\n\n\t\t// Copy the events from the original to the clone\n\t\tif (dataAndEvents) {\n\t\t\tif (deepDataAndEvents) {\n\t\t\t\tsrcElements = srcElements || getAll(elem);\n\t\t\t\tdestElements = destElements || getAll(clone);\n\n\t\t\t\tfor (i = 0, l = srcElements.length; i < l; i++) {\n\t\t\t\t\tcloneCopyEvent(srcElements[i], destElements[i]);\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tcloneCopyEvent(elem, clone);\n\t\t\t}\n\t\t}\n\n\t\t// Preserve script evaluation history\n\t\tdestElements = getAll(clone, \"script\");\n\t\tif (destElements.length > 0) {\n\t\t\tsetGlobalEval(destElements, !inPage && getAll(elem, \"script\"));\n\t\t}\n\n\t\t// Return the cloned set\n\t\treturn clone;\n\t},\n\n\tcleanData: function(elems) {\n\t\tvar data, elem, type,\n\t\t\tspecial = jQuery.event.special,\n\t\t\ti = 0;\n\n\t\tfor (; (elem = elems[i]) !== undefined; i++) {\n\t\t\tif (acceptData(elem)) {\n\t\t\t\tif ((data = elem[dataPriv.expando])) {\n\t\t\t\t\tif (data.events) {\n\t\t\t\t\t\tfor (type in data.events) {\n\t\t\t\t\t\t\tif (special[type]) {\n\t\t\t\t\t\t\t\tjQuery.event.remove(elem, type);\n\n\t\t\t\t\t\t\t// This is a shortcut to avoid jQuery.event.remove's overhead\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tjQuery.removeEvent(elem, type, data.handle);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Support: Chrome <=35 - 45+\n\t\t\t\t\t// Assign undefined instead of using delete, see Data#remove\n\t\t\t\t\telem[dataPriv.expando] = undefined;\n\t\t\t\t}\n\t\t\t\tif (elem[dataUser.expando]) {\n\n\t\t\t\t\t// Support: Chrome <=35 - 45+\n\t\t\t\t\t// Assign undefined instead of using delete, see Data#remove\n\t\t\t\t\telem[dataUser.expando] = undefined;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n});\n\njQuery.fn.extend({\n\tdetach: function(selector) {\n\t\treturn remove(this, selector, true);\n\t},\n\n\tremove: function(selector) {\n\t\treturn remove(this, selector);\n\t},\n\n\ttext: function(value) {\n\t\treturn access(this, function(value) {\n\t\t\treturn value === undefined ?\n\t\t\t\tjQuery.text(this) :\n\t\t\t\tthis.empty().each(function() {\n\t\t\t\t\tif (this.nodeType === 1 || this.nodeType

=== 11 || this.nodeType === 9) {\n\t\t\t\t\t\tthis.textContent = value;\n\t\t\t\t}\n\t\t\t\t});\n\t\t}, null, value, arguments.length);\n\t},\n\n\tappend: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9) {\n\t\t\t\tvar target = manipulationTarget(this, elem);\n\t\t\t\ttarget.appendChild(elem);\n\t\t\t}\n\t\t});\n\t},\n\n\tprepend: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9) {\n\t\t\t\tvar target = manipulationTarget(this, elem);\n\t\t\t\ttarget.insertBefore(elem, target.firstChild);\n\t\t\t}\n\t\t});\n\t},\n\n\tbefore: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.parentNode) {\n\t\t\t\tthis.parentNode.insertBefore(elem, this);\n\t\t\t}\n\t\t});\n\t},\n\n\tafter: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.parentNode) {\n\t\t\t\tthis.parentNode.insertBefore(elem, this.nextSibling);\n\t\t\t}\n\t\t});\n\t},\n\n\tempty: function() {\n\t\tvar elem,\n\t\t\ti = 0;\n\n\t\tfor (; (elem = this[i]) != null; i++) {\n\t\t\tif (elem.nodeType === 1) {\n\n\t\t\t\t// Prevent memory leaks\n\t\t\t\tjQuery.cleanData(getAll(elem, false));\n\n\t\t\t\t// Remove any remaining nodes\n\t\t\t\telem.textContent = \"\";\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\tclone: function(dataAndEvents, deepDataAndEvents) {\n\t\tdataAndEvents = dataAndEvents == null ? false : dataAndEvents;\n\t\tdeepDataAndEvents = deepDataAndEvents == null ? dataAndEvents : deepDataAndEvents;\n\n\t\treturn this.map(function() {\n\t\t\treturn jQuery.clone(this, dataAndEvents, deepDataAndEvents);\n\t\t});\n\t},\n\n\thtml: function(value) {\n\t\treturn access(this, function(value) {\n\t\t\tvar elem = this[0] || {},\n\t\t\t\ti = 0,\n\t\t\t\tl = this.length;\n\n\t\t\tif (value === undefined && elem.nodeType === 1) {\n\t\t\t\treturn elem.innerHTML;\n\t\t\t}\n\n\t\t\t// See if we can take a shortcut and just use innerHTML\n\t\t\tif (typeof value === \"string\" && !rnoInnerhtml.test(value) &&\n\t\t\t\t!wrapMap[(rtagName.exec(value) || [\"\", \"\"])[1].toLowerCase()]) {\n\n\t\t\t\tvalue = jQuery.htmlPrefilter(value);\n\n\t\t\t\ttry {\n\t\t\t\t\tfor (; i < l; i++) {\n\t\t\t\t\t\telem = this[i] || {};\n\n\t\t\t\t\t\t// Remove element nodes and prevent memory leaks\n\t\t\t\t\t\tif (elem.nodeType === 1) {\n\t\t\t\t\t\t\tjQuery.cleanData(getAll(elem, false));\n\t\t\t\t\t\t\telem.innerHTML = value;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\telem = 0;\n\n\t\t\t\t// If using innerHTML throws an exception, use the fallback method\n\t\t\t\t} catch (e) {}\n\t\t\t}\n\n\t\t\tif (elem) {\n\t\t\t\tthis.empty().append(value);\n\t\t\t}\n\t\t}, null, value, arguments.length);\n\t},\n\n\treplaceWith: function() {\n\t\tvar ignored = [];\n\n\t\t// Make the changes, replacing each non-ignored context element with the new content\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tvar parent = this.parentNode;\n\n\t\t\tif (jQuery.inArray(this, ignored) < 0) {\n\t\t\t\tjQuery.cleanData(getAll(this));\n\t\t\t\tif (parent) {\n\t\t\t\t\tparent.replaceChild(elem, this);\n\t\t\t\t}\n\t\t\t}\n\n\t\t// Force callback invocation\n\t\t}, ignored);\n\t}\n});\n\njQuery.each({\n\tappendTo: \"append\",\n\tprependTo: \"prepend\",\n\tinsertBefore: \"before\",\n\tinsertAfter: \"after\",\n\treplaceAll: \"replaceWith\"\n}, function(name, original) {\n\tjQuery.fn[name] = function(selector) {\n\t\tvar elems,\n\t\t\tret = [],\n\t\t\tinsert = jQuery(selector),\n\t\t\tlast = insert.length - 1,\n\t\t\ti = 0;\n\n\t\tfor (; i <= last; i++) {\n\t\t\telems = i === last ? this : this.clone(true);\n\t\t\tjQuery(insert[i])[original](elems);\n\n\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t// .get() because push.apply(_, arraylike) throws on ancient WebKit\n\t\t\tpush.apply(ret, elems.get());\n\t\t}\n\n\t\treturn this.pushStack(ret);\n\t};\n});\nvar rnumnonpx = new RegExp(\"^(\" + pnum + \")(?!px)[a-z%]+$\", \"i\");\n\nvar getStyles = function(elem) {\n\n\t\t// Support: IE <=11 only, Firefox <=30 (#15098, #14150)\n\t\t// IE throws on elements created in popups\n\t\t// FF meanwhile throws on frame elements through \"defaultView.getComputedStyle\"\n\t\tvar view = elem.ownerDocument.defaultView;\n\n\t\tif (!view || !view.opener) {\n\t\t\tview = window;\n\t\t}\n\n\t\treturn view.getComputedStyle(elem);\n\t};\n\nvar rboxStyle = new RegExp(cssExpand.join(\"|\"), \"i\");\n\n\n\n(function() {\n\n\t// Executing both pixelPosition & boxSizingReliable tests require only one layout\n\t// so they're executed at the same time to save the second computation.\n\tfunction computeStyleTests() {\n\n\t\t// This is a singleton, we need to execute it only once\n\t\tif (!div) {\n\t\t\treturn;\n\t\t}\n\n\t\tcontainer.style.cssText = \"position:absolute;left:-11111px;width:60px;\" +\n\t\t\t\"margin-top:1px;padding:0;border:0\";\n\t\tdiv.style.cssText =\n\t\t\t\"position:relative;display:block;box-sizing:border-box;overflow:scroll;\" +\n\t\t\t\"margin:auto;border:1px;padding:1px;\" +\n\t\t\t\"width:60%;top:1%\";\n\t\tdocumentElement.appendChild(container).appendChild(div);\n\n\t\tvar

divStyle = window.getComputedStyle(div);\n\t\tpixelPositionVal = divStyle.top !== \"1%\";\n\n\t\t// Support: Android 4.0 - 4.3 only, Firefox <=3 - 44\n\t\treliableMarginLeftVal = roundPixelMeasures(divStyle.marginLeft) === 12;\n\n\t\t// Support: Android 4.0 - 4.3 only, Safari <=9.1 - 10.1, iOS <=7.0 - 9.3\n\t\t// Some styles come back with percentage values, even though they shouldn't\n\t\tdiv.style.right = \"60%\";\n\t\tpixelBoxStylesVal = roundPixelMeasures(divStyle.right) === 36;\n\t\t// Support: IE 9 - 11 only\n\t\t// Detect misreporting of content dimensions for box-sizing:border-box elements\n\t\tboxSizingReliableVal = roundPixelMeasures(divStyle.width) === 36;\n\t\t// Support: IE 9 only\n\t\t// Detect overflow:scroll screwiness (gh-3699)\n\t\tdiv.style.position = \"absolute\";\n\t\tscrollboxSizeVal = div.offsetWidth === 36 || \"absolute\";\n\n\t\tdocumentElement.removeChild(container);\n\n\t\t// Nullify the div so it wouldn't be stored in the memory and\n\t\t// it will also be a sign that checks already performed\n\t\tdiv = null;\n\t}\n\n\tfunction roundPixelMeasures(measure) {\n\t\treturn Math.round(parseFloat(measure));\n\t}\n\n\tvar pixelPositionVal, boxSizingReliableVal, scrollboxSizeVal, pixelBoxStylesVal,\n\t\treliableMarginLeftVal,\n\t\tcontainer = document.createElement(\"div\"),\n\t\tdiv = document.createElement(\"div\");\n\n\t// Finish early in limited (non-browser) environments\n\tif (!div.style) {\n\t\treturn;\n\t}\n\n\t// Support: IE <=9 - 11 only\n\t// Style of cloned element affects source element cloned (#8908)\n\tdiv.style.backgroundClip = \"content-box\";\n\tdiv.cloneNode(true).style.backgroundClip = \"\";\n\tsupport.clearCloneStyle = div.style.backgroundClip === \"content-box\";\n\n\tjQuery.extend(support, {\n\t\tboxSizingReliable: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn boxSizingReliableVal;\n\t\t},\n\t\tpixelBoxStyles: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn pixelBoxStylesVal;\n\t\t},\n\t\tpixelPosition: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn pixelPositionVal;\n\t\t},\n\t\treliableMarginLeft: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn reliableMarginLeftVal;\n\t\t},\n\t\tscrollboxSize: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn scrollboxSizeVal;\n\t\t}\n\t});\n})();\n\nfunction curCSS(elem, name, computed) {\n\tvar width, minWidth, maxWidth, ret,\n\n\t\t// Support: Firefox 51+\n\t\t// Retrieving style before computed somehow\n\t\t// fixes an issue with getting wrong values\n\t\t// on detached elements\n\t\tstyle = elem.style;\n\n\tcomputed = computed || getStyles(elem);\n\n\t// getPropertyValue is needed for:\n\t//   .css('filter') (IE 9 only, #12537)\n\t//   .css('--customProperty) (#3144)\n\tif (computed) {\n\t\tret = computed.getPropertyValue(name) || computed[name];\n\n\t\tif (ret === \"\" && !jQuery.contains(elem.ownerDocument, elem)) {\n\t\t\tret = jQuery.style(elem, name);\n\t\t}\n\n\t\t// A tribute to the \"awesome hack by Dean Edwards\"\n\t\t// Android Browser returns percentage for some values,\n\t\t// but width seems to be reliably pixels.\n\t\t// This is against the CSSOM draft spec:\n\t\t// https://drafts.csswg.org/cssom/#resolved-values\n\t\tif (!support.pixelBoxStyles() && rnumnonpx.test(ret) && rboxStyle.test(name)) {\n\n\t\t\t// Remember the original values\n\t\t\twidth = style.width;\n\t\t\tminWidth = style.minWidth;\n\t\t\tmaxWidth = style.maxWidth;\n\n\t\t\t// Put in the new values to get a computed value out\n\t\t\tstyle.minWidth = style.maxWidth = style.width = ret;\n\t\t\tret = computed.width;\n\n\t\t\t// Revert the changed values\n\t\t\tstyle.width = width;\n\t\t\tstyle.minWidth = minWidth;\n\t\t\tstyle.maxWidth = maxWidth;\n\t\t}\n\t}\n\n\treturn ret !== undefined ?\n\n\t\t// Support: IE <=9 - 11 only\n\t\t// IE returns zIndex value as an integer.\n\t\tret + \"\" :\n\t\tret;\n}\n\nfunction addGetHookIf(conditionFn, hookFn) {\n\n\t// Define the hook, we'll check on the first run if it's really needed.\n\treturn {\n\t\tget: function() {\n\t\t\tif (conditionFn()) {\n\n\t\t\t\t// Hook not needed (or it's not possible to use it due\n\t\t\t\t// to missing dependency), remove it.\n\t\t\t\tdelete this.get;\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// Hook needed; redefine it so that the support test is not executed again.\n\t\t\treturn (this.get = hookFn).apply(this, arguments);\n\t\t}\n\t};\n}\n\n\nvar\n\n\t// Swappable if display is none or starts with table\n\t// except \"table\", \"table-cell\", or \"table-caption\"\n\t// See here for display values: https://developer.mozilla.org/en-US/docs/CSS/display\n\trdisplayswap = /^(none|table(?!-c[ea]).+)/,\n\trcustomProp = /^--/,\n\tcssShow = { position: \"absolute\", visibility: \"hidden\", display: \"block\" },\n\tcssNormalTransform = {\n\t\tletterSpacing: \"0\",\n\t\tfontWeight: \"400\"\n\t},\n\n\tcssPrefixes = [\"Webkit\", \"Moz\", \"ms\"],\n\temptyStyle = document.createElement(\"div\").style;\n\n// Return a css property mapped to a potentially vendor prefixed property\nfunction vendorPropName(name) {\n\n\t// Shortcut for names that are not vendor prefixed\n\tif (name in emptyStyle) {\n\t\treturn name;\n\t}\n\n\t// Check for vendor prefixed names\n\tvar capName = name[0].toUpperCase() + name.slice(1),\n\t\ti = cssPrefixes.length;\n\n\twhile (i--) {\n\t\tname =

cssPrefixes[i] + capName;\n\t\tif (name in emptyStyle) {\n\t\t\treturn name;\n\t\t}\n\t}\n}\n\n// Return a property mapped along what jQuery.cssProps suggests or to\n// a vendor prefixed property.\nfunction finalPropName(name) {\n\tvar ret = jQuery.cssProps[name];\n\tif (!ret) {\n\t\tret = jQuery.cssProps[name] = vendorPropName(name) || name;\n\t}\n\treturn ret;\n}\n\nfunction setPositiveNumber(elem, value, subtract) {\n\n\t// Any relative (+/-) values have already been\n\t// normalized at this point\n\tvar matches = rcssNum.exec(value);\n\treturn matches ?\n\n\t\t// Guard against undefined \"subtract\", e.g., when used as in cssHooks\n\t\tMath.max(0, matches[2] - (subtract || 0)) + (matches[3] || \"px\") :\n\t\tvalue;\n}\n\nfunction boxModelAdjustment(elem, dimension, box, isBorderBox, styles, computedVal) {\n\tvar i = dimension === \"width\" ? 1 : 0,\n\t\textra = 0,\n\t\tdelta = 0;\n\n\t// Adjustment may not be necessary\n\tif (box === (isBorderBox ? \"border\" : \"content\")) {\n\t\treturn 0;\n\t}\n\n\tfor (; i < 4; i += 2) {\n\n\t\t// Both box models exclude margin\n\t\tif (box === \"margin\") {\n\t\t\tdelta += jQuery.css(elem, box + cssExpand[i], true, styles);\n\t\t}\n\n\t\t// If we get here with a content-box, we're seeking \"padding\" or \"border\" or \"margin\"\n\t\tif (!isBorderBox) {\n\n\t\t\t// Add padding\n\t\t\tdelta += jQuery.css(elem, \"padding\" + cssExpand[i], true, styles);\n\n\t\t\t// For \"border\" or \"margin\", add border\n\t\t\tif (box !== \"padding\") {\n\t\t\t\tdelta += jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\n\t\t\t// But still keep track of it otherwise\n\t\t\t} else {\n\t\t\t\textra += jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\t\t\t}\n\n\t\t// If we get here with a border-box (content + padding + border), we're seeking \"content\" or\n\t\t// \"padding\" or \"margin\"\n\t\t} else {\n\n\t\t\t// For \"content\", subtract padding\n\t\t\tif (box === \"content\") {\n\t\t\t\tdelta -= jQuery.css(elem, \"padding\" + cssExpand[i], true, styles);\n\t\t\t}\n\n\t\t\t// For \"content\" or \"padding\", subtract border\n\t\t\tif (box !== \"margin\") {\n\t\t\t\tdelta -= jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\t\t\t}\n\t\t}\n\t}\n\n\t// Account for positive content-box scroll gutter when requested by providing computedVal\n\tif (!isBorderBox && computedVal >= 0) {\n\n\t\t// offsetWidth/offsetHeight is a rounded sum of content, padding, scroll gutter, and border\n\t\t// Assuming integer scroll gutter, subtract the rest and round down\n\t\tdelta += Math.max(0, Math.ceil(\n\t\t\telem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)] -\n\t\t\tcomputedVal -\n\t\t\tdelta -\n\t\t\textra -\n\t\t\t0.5\n\t\t));\n\t}\n\n\treturn delta;\n}\n\nfunction getWidthOrHeight(elem, dimension, extra) {\n\n\t// Start with computed style\n\tvar styles = getStyles(elem),\n\t\tval = curCSS(elem, dimension, styles),\n\t\tisBorderBox = jQuery.css(elem, \"boxSizing\", false, styles) === \"border-box\",\n\t\tvalueIsBorderBox = isBorderBox;\n\n\t// Support: Firefox <=54\n\t// Return a confounding non-pixel value or feign ignorance, as appropriate.\n\tif (rnumnonpx.test(val)) {\n\t\tif (!extra) {\n\t\t\treturn val;\n\t\t}\n\t\tval = \"auto\";\n\t}\n\n\t// Check for style in case a browser which returns unreliable values\n\t// for getComputedStyle silently falls back to the reliable elem.style\n\tvalueIsBorderBox = valueIsBorderBox &&\n\t\t(support.boxSizingReliable() || val === elem.style[dimension]);\n\n\t// Fall back to offsetWidth/offsetHeight when value is \"auto\"\n\t// This happens for inline elements with no explicit setting (gh-3571)\n\t// Support: Android <=4.1 - 4.3 only\n\t// Also use offsetWidth/offsetHeight for misreported inline dimensions (gh-3602)\n\tif (val === \"auto\" ||\n\t\t!parseFloat(val) && jQuery.css(elem, \"display\", false, styles) === \"inline\") {\n\t\tval = elem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)];\n\n\t\t// offsetWidth/offsetHeight provide border-box values\n\t\tvalueIsBorderBox = true;\n\t}\n\n\t// Normalize \"\" and auto\n\tval = parseFloat(val) || 0;\n\n\t// Adjust for the element's box model\n\treturn (val +\n\t\tboxModelAdjustment(\n\t\t\telem,\n\t\t\tdimension,\n\t\t\textra || (isBorderBox ? \"border\" : \"content\"),\n\t\t\tvalueIsBorderBox,\n\t\t\tstyles,\n\n\t\t\t// Provide the current computed size to request scroll gutter calculation (gh-3589)\n\t\t\tval\n\t\t)\n\t) + \"px\";\n}\n\njQuery.extend({\n\n\t// Add in style property hooks for overriding the default\n\t// behavior of getting and setting a style property\n\tcssHooks: {\n\t\topacity: {\n\t\t\tget: function(elem, computed) {\n\t\t\t\tif (computed) {\n\n\t\t\t\t\t// We should always get a number back from opacity\n\t\t\t\t\tvar ret = curCSS(elem, \"opacity\");\n\t\t\t\t\treturn ret === \"\" ? \"1\" : ret;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t},\n\n\t// Don't automatically add \"px\" to these possibly-unitless properties\n\tcssNumber: {\n\t\t\"animationIterationCount\": true,\n\t\t\"columnCount\": true,\n\t\t\"fillOpacity\": true,\n\t\t\"flexGrow\": true,\n\t\t\"flexShrink\": true,\n\t\t\"fontWeight\": true,\n\t\t\"lineHeight\": true,\n\t\t\"opacity\": true,\n\t\t\"order\": true,\n\t\t\"orphans\": true,\n\t\t\"widows\": true,\n\t\t\"zIndex\":

true,\n\t\t\"zoom\": true\n\t},\n\n\t// Add in properties whose names you wish to fix before\n\t// setting or getting the value\n\tcssProps: {},\n\n\t// Get and set the style property on a DOM Node\n\tstyle: function(elem, name, value, extra) {\n\n\t\t// Don't set styles on text and comment nodes\n\t\tif (!elem || elem.nodeType === 3 || elem.nodeType === 8 || !elem.style) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Make sure that we're working with the right name\n\t\tvar ret, type, hooks,\n\t\t\torigName = camelCase(name),\n\t\t\tisCustomProp = rcustomProp.test(name),\n\t\t\tstyle = elem.style;\n\n\t\t// Make sure that we're working with the right name. We don't\n\t\t// want to query the value if it is a CSS custom property\n\t\t// since they are user-defined.\n\t\tif (!isCustomProp) {\n\t\t\tname = finalPropName(origName);\n\t\t}\n\n\t\t// Gets hook for the prefixed version, then unprefixed version\n\t\thooks = jQuery.cssHooks[name] || jQuery.cssHooks[origName];\n\n\t\t// Check if we're setting a value\n\t\tif (value !== undefined) {\n\t\t\ttype = typeof value;\n\n\t\t\t// Convert \"+=\" or \"-=\" to relative numbers (#7345)\n\t\t\tif (type === \"string\" && (ret = rcssNum.exec(value)) && ret[1]) {\n\t\t\t\tvalue = adjustCSS(elem, name, ret);\n\n\t\t\t\t// Fixes bug #9237\n\t\t\t\ttype = \"number\";\n\t\t\t}\n\n\t\t\t// Make sure that null and NaN values aren't set (#7116)\n\t\t\tif (value == null || value !== value) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// If a number was passed in, add the unit (except for certain CSS properties)\n\t\t\tif (type === \"number\") {\n\t\t\t\tvalue += ret && ret[3] || (jQuery.cssNumber[origName] ? \"\" : \"px\");\n\t\t\t}\n\n\t\t\t// background-* props affect original clone's values\n\t\t\tif (!support.clearCloneStyle && value === \"\" && name.indexOf(\"background\") === 0) {\n\t\t\t\tstyle[name] = \"inherit\";\n\t\t\t}\n\n\t\t\t// If a hook was provided, use that value, otherwise just set the specified value\n\t\t\tif (!hooks || !(\"set\" in hooks) ||\n\t\t\t\t(value = hooks.set(elem, value, extra)) !== undefined) {\n\n\t\t\t\tif (isCustomProp) {\n\t\t\t\t\tstyle.setProperty(name, value);\n\t\t\t\t} else {\n\t\t\t\t\tstyle[name] = value;\n\t\t\t\t}\n\t\t\t}\n\n\t\t} else {\n\n\t\t\t// If a hook was provided get the non-computed value from there\n\t\t\tif (hooks && \"get\" in hooks &&\n\t\t\t\t(ret = hooks.get(elem, false, extra)) !== undefined) {\n\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\t// Otherwise just get the value from the style object\n\t\t\treturn style[name];\n\t\t}\n\t},\n\n\tcss: function(elem, name, extra, styles) {\n\t\tvar val, num, hooks,\n\t\t\torigName = camelCase(name),\n\t\t\tisCustomProp = rcustomProp.test(name);\n\n\t\t// Make sure that we're working with the right name. We don't\n\t\t// want to modify the value if it is a CSS custom property\n\t\t// since they are user-defined.\n\t\tif (!isCustomProp) {\n\t\t\tname = finalPropName(origName);\n\t\t}\n\n\t\t// Try prefixed name followed by the unprefixed name\n\t\thooks = jQuery.cssHooks[name] || jQuery.cssHooks[origName];\n\n\t\t// If a hook was provided get the computed value from there\n\t\tif (hooks && \"get\" in hooks) {\n\t\t\tval = hooks.get(elem, true, extra);\n\t\t}\n\n\t\t// Otherwise, if a way to get the computed value exists, use that\n\t\tif (val === undefined) {\n\t\t\tval = curCSS(elem, name, styles);\n\t\t}\n\n\t\t// Convert \"normal\" to computed value\n\t\tif (val === \"normal\" && name in cssNormalTransform) {\n\t\t\tval = cssNormalTransform[name];\n\t\t}\n\n\t\t// Make numeric if forced or a qualifier was provided and val looks numeric\n\t\tif (extra === \"\" || extra) {\n\t\t\tnum = parseFloat(val);\n\t\t\treturn extra === true || isFinite(num) ? num || 0 : val;\n\t\t}\n\t\treturn val;\n\t}\n});\n\njQuery.each([\"height\", \"width\"], function(i, dimension) {\n\tjQuery.cssHooks[dimension] = {\n\t\tget: function(elem, computed, extra) {\n\t\t\tif (computed) {\n\n\t\t\t\t// Certain elements can have dimension info if we invisibly show them\n\t\t\t\t// but it must have a current display style that would benefit\n\t\t\t\treturn rdisplayswap.test(jQuery.css(elem, \"display\")) &&\n\n\t\t\t\t\t// Support: Safari 8+\n\t\t\t\t\t// Table columns in Safari have non-zero offsetWidth & zero\n\t\t\t\t\t// getBoundingClientRect().width unless display is changed.\n\t\t\t\t\t// Support: IE <=11 only\n\t\t\t\t\t// Running getBoundingClientRect on a disconnected node\n\t\t\t\t\t// in IE throws an error.\n\t\t\t\t\t(!elem.getClientRects().length || !elem.getBoundingClientRect().width) ?\n\t\t\t\t\t\tswap(elem, cssShow, function() {\n\t\t\t\t\t\t\treturn getWidthOrHeight(elem, dimension, extra);\n\t\t\t\t\t\t}) :\n\t\t\t\t\t\tgetWidthOrHeight(elem, dimension, extra);\n\t\t\t}\n\t\t},\n\n\t\tset: function(elem, value, extra) {\n\t\t\tvar matches,\n\t\t\t\tstyles = getStyles(elem),\n\t\t\t\tisBorderBox = jQuery.css(elem, \"boxSizing\", false, styles) === \"border-box\",\n\t\t\t\tsubtract = extra &&\n\t\t\t\t\tboxModelAdjustment(\n\t\t\t\t\t\telem,\n\t\t\t\t\t\tdimension,\n\t\t\t\t\t\textra,\n\t\t\t\t\t\tisBorderBox,\n\t\t\t\t\t\tstyles\n\t\t\t\t\t);\n\n\t\t\t// Account for unreliable border-box dimensions by comparing offset* to computed and\n\t\t\t// faking a content-box to get border and padding (gh-3699)\n\t\t\tif (isBorderBox && support.scrollboxSize() ===

styles.position) {\n\t\t\tsubtract -= Math.ceil(\n\t\t\t\telem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)] -\n\t\t\t\tparseFloat(styles[dimension]) -\n\t\t\t\tboxModelAdjustment(elem, dimension, \"border\", false, styles) -\n\t\t\t\t0.5\n\t\t\t);\n\t\t}\n\n\t\t\t/// Convert to pixels if value adjustment is needed\n\t\t\tif (subtract && (matches = rcssNum.exec(value)) &&\n\t\t\t\t(matches[3] || \"px\") !== \"px\") {\n\n\t\t\t\telem.style[dimension] = value;\n\t\t\t\tvalue = jQuery.css(elem, dimension);\n\t\t\t}\n\n\t\t\treturn setPositiveNumber(elem, value, subtract);\n\t\t};\n\t});\n\n\njQuery.cssHooks.marginLeft = addGetHookIf(support.reliableMarginLeft,\n\tfunction(elem, computed) {\n\t\tif (computed) {\n\t\t\treturn (parseFloat(curCSS(elem, \"marginLeft\")) ||\n\t\t\t\telem.getBoundingClientRect().left -\n\t\t\t\tswap(elem, { marginLeft: 0 }, function() {\n\t\t\t\t\treturn elem.getBoundingClientRect().left;\n\t\t\t\t})\n\t\t\t) + \"px\";\n\t\t}\n\t});\n\n//\nThese hooks are used by animate to expand properties\njQuery.each({\n\tmargin: \"\",\n\tpadding: \"\",\n\tborder: \"Width\"\n}, function(prefix, suffix) {\n\tjQuery.cssHooks[prefix + suffix] = {\n\t\texpand: function(value) {\n\t\t\tvar i = 0,\n\t\t\t\texpanded = {},\n\n\t\t\t\t// Assumes a single number if not a string\n\t\t\t\tparts = typeof value === \"string\" ? value.split(\" \") : [value];\n\n\t\t\tfor (; i < 4; i++) {\n\t\t\t\texpanded[prefix + cssExpand[i] + suffix] =\n\t\t\t\t\tparts[i] || parts[i - 2] || parts[0];\n\t\t\t}\n\n\t\t\treturn expanded;\n\t\t}\n\t};\n\n\tif (prefix !== \"margin\") {\n\t\tjQuery.cssHooks[prefix + suffix].set = setPositiveNumber;\n\t}\n});\n\njQuery.fn.extend({\n\tcss: function(name, value) {\n\t\treturn access(this, function(elem, name, value) {\n\t\t\tvar styles, len,\n\t\t\t\tmap = {},\n\t\t\t\ti = 0;\n\n\t\t\tif (Array.isArray(name)) {\n\t\t\t\tstyles = getStyles(elem);\n\t\t\t\tlen = name.length;\n\n\t\t\t\tfor (; i < len; i++) {\n\t\t\t\t\tmap[name[i]] = jQuery.css(elem, name[i], false, styles);\n\t\t\t\t}\n\n\t\t\t\treturn map;\n\t\t\t}\n\n\t\t\treturn value !== undefined ?\n\t\t\t\tjQuery.style(elem, name, value) :\n\t\t\t\tjQuery.css(elem, name);\n\t\t}, name, value, arguments.length > 1);\n\t}\n});\n\n\nfunction Tween(elem, options, prop, end, easing) {\n\treturn new Tween.prototype.init(elem, options, prop, end, easing);\n}\njQuery.Tween = Tween;\n\nTween.prototype = {\n\tconstructor: Tween,\n\tinit: function(elem, options, prop, end, easing, unit) {\n\t\tthis.elem = elem;\n\t\tthis.prop = prop;\n\t\tthis.easing = easing || jQuery.easing._default;\n\t\tthis.options = options;\n\t\tthis.start = this.now = this.cur();\n\t\tthis.end = end;\n\t\tthis.unit = unit || (jQuery.cssNumber[prop] ? \"\" : \"px\");\n\t},\n\tcur: function() {\n\t\tvar hooks = Tween.propHooks[this.prop];\n\n\t\treturn hooks && hooks.get ?\n\t\t\thooks.get(this) :\n\t\t\tTween.propHooks._default.get(this);\n\t},\n\trun: function(percent) {\n\t\tvar eased,\n\t\t\thooks = Tween.propHooks[this.prop];\n\n\t\tif (this.options.duration) {\n\t\t\tthis.pos = eased = jQuery.easing[this.easing](\n\t\t\t\tpercent, this.options.duration * percent, 0, 1, this.options.duration\n\t\t\t);\n\t\t} else {\n\t\t\tthis.pos = eased = percent;\n\t\t}\n\t\tthis.now = (this.end - this.start) * eased + this.start;\n\n\t\tif (this.options.step) {\n\t\t\tthis.options.step.call(this.elem, this.now, this);\n\t\t}\n\n\t\tif (hooks && hooks.set) {\n\t\t\thooks.set(this);\n\t\t} else {\n\t\t\tTween.propHooks._default.set(this);\n\t\t}\n\t\treturn this;\n\t}\n};\n\nTween.prototype.init.prototype = Tween.prototype;\n\nTween.propHooks = {\n\t_default: {\n\t\tget: function(tween) {\n\t\t\tvar result;\n\n\t\t\t// Use a property on the element directly when it is not a DOM element,\n\t\t\t// or when there is no matching style property that exists.\n\t\t\tif (tween.elem.nodeType !== 1 ||\n\t\t\t\ttween.elem[tween.prop] != null && tween.elem.style[tween.prop] == null) {\n\t\t\t\treturn tween.elem[tween.prop];\n\t\t\t}\n\n\t\t\t// Passing an empty string as a 3rd parameter to .css will automatically\n\t\t\t// attempt a parseFloat and fallback to a string if the parse fails.\n\t\t\t// Simple values such as \"10px\" are parsed to Float;\n\t\t\t// complex values such as \"rotate(1rad)\" are returned as-is.\n\t\t\tresult = jQuery.css(tween.elem, tween.prop, \"\");\n\n\t\t\t// Empty strings, null, undefined and \"auto\" are converted to 0.\n\t\t\treturn !result || result === \"auto\" ? 0 : result;\n\t\t},\n\t\tset: function(tween) {\n\n\t\t\t// Use step hook for back compat.\n\t\t\t// Use cssHook if its there.\n\t\t\t// Use .style if available and use plain properties where available.\n\t\t\tif (jQuery.fx.step[tween.prop]) {\n\t\t\t\tjQuery.fx.step[tween.prop](tween);\n\t\t\t} else if (tween.elem.nodeType === 1 &&\n\t\t\t\t(tween.elem.style[jQuery.cssProps[tween.prop]] != null ||\n\t\t\t\t\tjQuery.cssHooks[tween.prop])) {\n\t\t\t\tjQuery.style(tween.elem, tween.prop, tween.now + tween.unit);\n\t\t\t} else {\n\t\t\t\ttween.elem[tween.prop] = tween.now;\n\t\t\t}\n\t\t}\n\t}\n};\n\n// Support: IE <=9 only\n// Panic based approach to setting things on disconnected nodes\nTween.propHooks.scrollTop = Tween.propHooks.scrollLeft = {\n\tset: function(tween) {\n\t\tif (tween.elem.nodeType && tween.elem.parentNode) {\n\t\t\ttween.elem[

tween.prop] = tween.now;\n\t\t}\n\t}\n};\n\njQuery.easing = {\n\tlinear: function(p) {\n\t\treturn p;\n\t},\n\tswing: function(p) {\n\t\treturn 0.5 - Math.cos(p * Math.PI) / 2;\n\t},\n\t_default: \"swing\"\n};\n\njQuery.fx = Tween.prototype.init;\n\n// Back compat <1.8 extension point\njQuery.fx.step = {};\n\n\n\n\nvar\n\tfxNow, inProgress,\n\trfxtypes = /^(?:toggle|show|hide)$/,\n\trrun = /queueHooks$/;\n\nfunction schedule() {\n\tif (inProgress) {\n\t\tif (document.hidden === false && window.requestAnimationFrame) {\n\t\t\twindow.requestAnimationFrame(schedule);\n\t\t} else {\n\t\t\twindow.setTimeout(schedule, jQuery.fx.interval);\n\t\t}\n\n\t\tjQuery.fx.tick();\n\t}\n}\n\n// Animations created synchronously will run synchronously\nfunction createFxNow() {\n\twindow.setTimeout(function() {\n\t\tfxNow = undefined;\n\t});\n\treturn (fxNow = Date.now());\n}\n\n// Generate parameters to create a standard animation\nfunction genFx(type, includeWidth) {\n\tvar which,\n\t\ti = 0,\n\t\tattrs = { height: type };\n\t// If we include width, step value is 1 to do all cssExpand values,\n\t// otherwise step value is 2 to skip over Left and Right\n\tincludeWidth = includeWidth ? 1 : 0;\n\tfor (; i < 4; i += 2 - includeWidth) {\n\t\twhich = cssExpand[i];\n\t\tattrs[\"margin\" + which] = attrs[\"padding\" + which] = type;\n\t}\n\n\tif (includeWidth) {\n\t\tattrs.opacity = attrs.width = type;\n\t}\n\n\treturn attrs;\n}\n\nfunction createTween(value, prop, animation) {\n\tvar tween,\n\t\tcollection = (Animation.tweeners[prop] || []).concat(Animation.tweeners[\"*\"]),\n\t\tindex = 0,\n\t\tlength = collection.length;\n\tfor (; index < length; index++) {\n\t\tif ((tween = collection[index].call(animation, prop, value))) {\n\n\t\t\t// We're done with this property\n\t\t\treturn tween;\n\t\t}\n\t}\n}\n\nfunction defaultPrefilter(elem, props, opts) {\n\tvar prop, value, toggle, hooks, oldfire, propTween, restoreDisplay, display,\n\t\tisBox = \"width\" in props || \"height\" in props,\n\t\tanim = this,\n\t\torig = {},\n\t\tstyle = elem.style,\n\t\thidden = elem.nodeType && isHiddenWithinTree(elem),\n\t\tdataShow = dataPriv.get(elem, \"fxshow\");\n\n\t// Queue-skipping animations hijack the fx hooks\n\tif (!opts.queue) {\n\t\thooks = jQuery._queueHooks(elem, \"fx\");\n\t\tif (hooks.unqueued == null) {\n\t\t\thooks.unqueued = 0;\n\t\t\toldfire = hooks.empty.fire;\n\t\t\thooks.empty.fire = function() {\n\t\t\t\tif (!hooks.unqueued) {\n\t\t\t\t\toldfire();\n\t\t\t\t}\n\t\t\t};\n\t\t}\n\t\thooks.unqueued++;\n\n\t\tanim.always(function() {\n\n\t\t\t// Ensure the complete handler is called before this completes\n\t\t\tanim.always(function() {\n\t\t\t\thooks.unqueued--;\n\t\t\t\tif (!jQuery.queue(elem, \"fx\").length) {\n\t\t\t\t\thooks.empty.fire();\n\t\t\t\t}\n\t\t\t});\n\t\t});\n\t}\n\n\t// Detect show/hide animations\n\tfor (prop in props) {\n\t\tvalue = props[prop];\n\t\tif (rfxtypes.test(value)) {\n\t\t\tdelete props[prop];\n\t\t\ttoggle = toggle || value === \"toggle\";\n\t\t\tif (value === (hidden ? \"hide\" : \"show\")) {\n\n\t\t\t\t// Pretend to be hidden if this is a \"show\" and\n\t\t\t\t// there is still data from a stopped show/hide\n\t\t\t\tif (value === \"show\" && dataShow && dataShow[prop] !== undefined) {\n\t\t\t\t\thidden = true;\n\n\t\t\t\t// Ignore all other no-op show/hide data\n\t\t\t\t} else {\n\t\t\t\t\tcontinue;\n\t\t\t\t}\n\t\t\t}\n\t\t\torig[prop] = dataShow && dataShow[prop] || jQuery.style(elem, prop);\n\t\t}\n\t}\n\n\t// Bail out if this is a no-op like .hide().hide()\n\tpropTween = !jQuery.isEmptyObject(props);\n\tif (!propTween && jQuery.isEmptyObject(orig)) {\n\t\treturn;\n\t}\n\n\t// Restrict \"overflow\" and \"display\" styles during box animations\n\tif (isBox && elem.nodeType === 1) {\n\n\t\t// Support: IE <=9 - 11, Edge 12 - 15\n\t\t// Record all 3 overflow attributes because IE does not infer the shorthand\n\t\t// from identically-valued overflowX and overflowY and Edge just mirrors\n\t\t// the overflowX value there.\n\t\topts.overflow = [style.overflow, style.overflowX, style.overflowY];\n\n\t\t// Identify a display type, preferring old show/hide data over the CSS cascade\n\t\trestoreDisplay = dataShow && dataShow.display;\n\t\tif (restoreDisplay == null) {\n\t\t\trestoreDisplay = dataPriv.get(elem, \"display\");\n\t\t}\n\t\tdisplay = jQuery.css(elem, \"display\");\n\t\tif (display === \"none\") {\n\t\t\tif (restoreDisplay) {\n\t\t\t\tdisplay = restoreDisplay;\n\t\t\t} else {\n\n\t\t\t\t// Get nonempty value(s) by temporarily forcing visibility\n\t\t\t\tshowHide([elem], true);\n\t\t\t\trestoreDisplay = elem.style.display || restoreDisplay;\n\t\t\t\tdisplay = jQuery.css(elem, \"display\");\n\t\t\t\tshowHide([elem]);\n\t\t\t}\n\t\t}\n\n\t\t// Animate inline elements as inline-block\n\t\tif (display === \"inline\" || display === \"inline-block\" && restoreDisplay != null) {\n\t\t\tif (jQuery.css(elem, \"float\") === \"none\") {\n\n\t\t\t\t// Restore the original display value at the end of pure show/hide animations\n\t\t\t\tif (!propTween) {\n\t\t\t\t\tanim.done(function() {\n\t\t\t\t\t\tstyle.display = restoreDisplay;\n\t\t\t\t\t});\n\t\t\t\t\tif (restoreDisplay == null) {\n\t\t\t\t\t\tdisplay = style.display;\n\t\t\t\t\t\trestoreDisplay = display === \"none\" ? \"\" : display;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\tstyle.display

= \"inline-block\";\n\t\t}\n\t\t}\n\t}\n\n\tif (opts.overflow) {\n\t\tstyle.overflow = \"hidden\";\n\t\tanim.always(function() {\n\t\t\tstyle.overflow = opts.overflow[0];\n\t\t\tstyle.overflowX = opts.overflow[1];\n\t\t\tstyle.overflowY = opts.overflow[2];\n\t\t});\n\t}\n\n\t// Implement show/hide animations\n\tpropTween = false;\n\tfor (prop in orig) {\n\n\t\t// General show/hide setup for this element animation\n\t\tif (!propTween) {\n\t\t\tif (dataShow) {\n\t\t\t\tif (\"hidden\" in dataShow) {\n\t\t\t\t\thidden = dataShow.hidden;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tdataShow = dataPriv.access(elem, \"fxshow\", { display: restoreDisplay });\n\t\t\t}\n\n\t\t\t// Store hidden/visible for toggle so `.stop().toggle()` \"reverses\"\n\t\t\tif (toggle) {\n\t\t\t\tdataShow.hidden = !hidden;\n\t\t\t}\n\n\t\t\t// Show elements before animating them\n\t\t\tif (hidden) {\n\t\t\t\tshowHide([elem], true);\n\t\t\t}\n\n\t\t\t/* eslint-disable no-loop-func */\n\t\t\tanim.done(function() {\n\n\t\t\t/* eslint-enable no-loop-func */\n\n\t\t\t\t// The final step of a \"hide\" animation is actually hiding the element\n\t\t\t\tif (!hidden) {\n\t\t\t\t\tshowHide([elem]);\n\t\t\t\t}\n\t\t\t\tdataPriv.remove(elem, \"fxshow\");\n\t\t\t\tfor (prop in orig) {\n\t\t\t\t\tjQuery.style(elem, prop, orig[prop]);\n\t\t\t\t}\n\t\t\t});\n\t\t}\n\n\t\t// Per-property setup\n\t\tpropTween = createTween(hidden ? dataShow[prop] : 0, prop, anim);\n\t\tif (!(prop in dataShow)) {\n\t\t\tdataShow[prop] = propTween.start;\n\t\t\tif (hidden) {\n\t\t\t\tpropTween.end = propTween.start;\n\t\t\t\tpropTween.start = 0;\n\t\t\t}\n\t\t}\n\t}\n}\n\nfunction propFilter(props, specialEasing) {\n\tvar index, name, easing, value, hooks;\n\n\t// camelCase, specialEasing and expand cssHook pass\n\tfor (index in props) {\n\t\tname = camelCase(index);\n\t\teasing = specialEasing[name];\n\t\tvalue = props[index];\n\t\tif (Array.isArray(value)) {\n\t\t\teasing = value[1];\n\t\t\tvalue = props[index] = value[0];\n\t\t}\n\n\t\tif (index !== name) {\n\t\t\tprops[name] = value;\n\t\t\tdelete props[index];\n\t\t}\n\n\t\thooks = jQuery.cssHooks[name];\n\t\tif (hooks && \"expand\" in hooks) {\n\t\t\tvalue = hooks.expand(value);\n\t\t\tdelete props[name];\n\n\t\t\t// Not quite $.extend, this won't overwrite existing keys.\n\t\t\t// Reusing 'index' because we have the correct \"name\"\n\t\t\tfor (index in value) {\n\t\t\t\tif (!(index in props)) {\n\t\t\t\t\tprops[index] = value[index];\n\t\t\t\t\tspecialEasing[index] = easing;\n\t\t\t\t}\n\t\t\t}\n\t\t} else {\n\t\t\tspecialEasing[name] = easing;\n\t\t}\n\t}\n}\n\nfunction Animation(elem, properties, options) {\n\tvar result,\n\t\tstopped,\n\t\tindex = 0,\n\t\tlength = Animation.prefilters.length,\n\t\tdeferred = jQuery.Deferred().always(function() {\n\n\t\t\t// Don't match elem in the :animated selector\n\t\t\tdelete tick.elem;\n\t\t}),\n\t\ttick = function() {\n\t\t\tif (stopped) {\n\t\t\t\treturn false;\n\t\t\t}\n\t\t\tvar currentTime = fxNow || createFxNow(),\n\t\t\t\tremaining = Math.max(0, animation.startTime + animation.duration - currentTime),\n\n\t\t\t\t// Support: Android 2.3 only\n\t\t\t\t// Archaic crash bug won't allow us to use `1 - ( 0.5 || 0 )` (#12497)\n\t\t\t\ttemp = remaining / animation.duration || 0,\n\t\t\t\tpercent = 1 - temp,\n\t\t\t\tindex = 0,\n\t\t\t\tlength = animation.tweens.length;\n\n\t\t\tfor (; index < length; index++) {\n\t\t\t\tanimation.tweens[index].run(percent);\n\t\t\t}\n\n\t\t\tdeferred.notifyWith(elem, [animation, percent, remaining]);\n\n\t\t\t// If there's more to do, yield\n\t\t\tif (percent < 1 && length) {\n\t\t\t\treturn remaining;\n\t\t\t}\n\n\t\t\t// If this was an empty animation, synthesize a final progress notification\n\t\t\tif (!length) {\n\t\t\t\tdeferred.notifyWith(elem, [animation, 1, 0]);\n\t\t\t}\n\n\t\t\t// Resolve the animation and report its conclusion\n\t\t\tdeferred.resolveWith(elem, [animation]);\n\t\t\treturn false;\n\t\t},\n\t\tanimation = deferred.promise({\n\t\t\telem: elem,\n\t\t\tprops: jQuery.extend({}, properties),\n\t\t\topts: jQuery.extend(true, {\n\t\t\t\tspecialEasing: {},\n\t\t\t\teasing: jQuery.easing._default\n\t\t\t}, options),\n\t\t\toriginalProperties: properties,\n\t\t\toriginalOptions: options,\n\t\t\tstartTime: fxNow || createFxNow(),\n\t\t\tduration: options.duration,\n\t\t\ttweens: [],\n\t\t\tcreateTween: function(prop, end) {\n\t\t\t\tvar tween = jQuery.Tween(elem, animation.opts, prop, end,\n\t\t\t\t\t\tanimation.opts.specialEasing[prop] || animation.opts.easing);\n\t\t\t\tanimation.tweens.push(tween);\n\t\t\t\treturn tween;\n\t\t\t},\n\t\t\tstop: function(gotoEnd) {\n\t\t\t\tvar index = 0,\n\n\t\t\t\t\t// If we are going to the end, we want to run all the tweens\n\t\t\t\t\t// otherwise we skip this part\n\t\t\t\t\tlength = gotoEnd ? animation.tweens.length : 0;\n\t\t\t\tif (stopped) {\n\t\t\t\t\treturn this;\n\t\t\t\t}\n\t\t\t\tstopped = true;\n\t\t\t\tfor (; index < length; index++) {\n\t\t\t\t\tanimation.tweens[index].run(1);\n\t\t\t\t}\n\n\t\t\t\t// Resolve when we played the last frame; otherwise, reject\n\t\t\t\tif (gotoEnd) {\n\t\t\t\t\tdeferred.notifyWith(elem, [animation, 1, 0]);\n\t\t\t\t\tdeferred.resolveWith(elem, [animation, gotoEnd]);\n\t\t\t\t} else {\n\t\t\t\t\tdeferred.rejectWith(elem, [animation, gotoEnd]);\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t}\n\t\t}),\n\t\tprops = animation.props;\n\n\tpropFilter(props,

animation.opts.specialEasing);\n\n\tfor (; index < length; index++) {\n\t\tresult = Animation.prefilters[index].call(animation, elem, props, animation.opts);\n\t\tif (result) {\n\t\t\tif (isFunction(result.stop)) {\n\t\t\t\tjQuery._queueHooks(animation.elem, animation.opts.queue).stop =\n\t\t\t\t\tresult.stop.bind(result);\n\t\t\t}\n\t\t\treturn result;\n\t\t}\n\t}\n\n\tjQuery.map(props, createTween, animation);\n\n\tif (isFunction(animation.opts.start)) {\n\t\tanimation.opts.start.call(elem, animation);\n\t}\n\n\t// Attach callbacks from options\n\tanimation\n\t\t.progress(animation.opts.progress)\n\t\t.done(animation.opts.done, animation.opts.complete)\n\t\t.fail(animation.opts.fail)\n\t\t.always(animation.opts.always);\n\n\tjQuery.fx.timer(\n\t\tjQuery.extend(tick, {\n\t\t\telem: elem,\n\t\t\tanim: animation,\n\t\t\tqueue: animation.opts.queue\n\t\t})\n\t);\n\n\treturn animation;\n}\n\njQuery.Animation = jQuery.extend(Animation, {\n\n\ttweeners: {\n\t\t"*": [function(prop, value) {\n\t\t\tvar tween = this.createTween(prop, value);\n\t\t\tadjustCSS(tween.elem, prop, rcssNum.exec(value), tween);\n\t\t\treturn tween;\n\t\t}]\n\t},\n\n\ttweener: function(props, callback) {\n\t\tif (isFunction(props)) {\n\t\t\tcallback = props;\n\t\t\tprops = ["*"];\n\t\t} else {\n\t\t\tprops = props.match(rnothtmlwhite);\n\t\t}\n\n\t\tvar prop,\n\t\t\tindex = 0,\n\t\t\tlength = props.length;\n\n\t\tfor (; index < length; index++) {\n\t\t\tprop = props[index];\n\t\t\tAnimation.tweeners[prop] = Animation.tweeners[prop] || [];\n\t\t\tAnimation.tweeners[prop].unshift(callback);\n\t\t}\n\t},\n\n\tprefilters: [defaultPrefilter],\n\n\tprefilter: function(callback, prepend) {\n\t\tif (prepend) {\n\t\t\tAnimation.prefilters.unshift(callback);\n\t\t} else {\n\t\t\tAnimation.prefilters.push(callback);\n\t\t}\n\t}\n});\n\njQuery.speed = function(speed, easing, fn) {\n\tvar opt = speed && typeof speed === "object" ? jQuery.extend({}, speed) : {\n\t\tcomplete: fn || !fn && easing ||\n\t\t\tisFunction(speed) && speed,\n\t\tduration: speed,\n\t\teasing: fn && easing || easing && !isFunction(easing) && easing\n\t};\n\n\t// Go to the end state if fx are off\n\tif (jQuery.fx.off) {\n\t\topt.duration = 0;\n\n\t} else {\n\t\tif (typeof opt.duration !== "number") {\n\t\t\tif (opt.duration in jQuery.fx.speeds) {\n\t\t\t\topt.duration = jQuery.fx.speeds[opt.duration];\n\n\t\t\t} else {\n\t\t\t\topt.duration = jQuery.fx.speeds._default;\n\t\t\t}\n\t\t}\n\t}\n\n\t// Normalize opt.queue - true/undefined/null -> "fx"\n\tif (opt.queue == null || opt.queue === true) {\n\t\topt.queue = "fx";\n\t}\n\n\t// Queueing\n\topt.old = opt.complete;\n\n\topt.complete = function() {\n\t\tif (isFunction(opt.old)) {\n\t\t\topt.old.call(this);\n\t\t}\n\n\t\tif (opt.queue) {\n\t\t\tjQuery.dequeue(this, opt.queue);\n\t\t}\n\t};\n\n\treturn opt;\n};\n\njQuery.fn.extend({\n\tfadeTo: function(speed, to, easing, callback) {\n\n\t\t// Show any hidden elements after setting opacity to 0\n\t\treturn this.filter(isHiddenWithinTree).css("opacity", 0).show()\n\n\t\t\t// Animate to the value specified\n\t\t\t.end().animate({ opacity: to }, speed, easing, callback);\n\t},\n\tanimate: function(prop, speed, easing, callback) {\n\t\tvar empty = jQuery.isEmptyObject(prop),\n\t\t\toptall = jQuery.speed(speed, easing, callback),\n\t\t\tdoAnimation = function() {\n\n\t\t\t\t// Operate on a copy of prop so per-property easing won't be lost\n\t\t\t\tvar anim = Animation(this, jQuery.extend({}, prop), optall);\n\n\t\t\t\t// Empty animations, or finishing resolves immediately\n\t\t\t\tif (empty || dataPriv.get(this, "finish")) {\n\t\t\t\t\tanim.stop(true);\n\t\t\t\t}\n\t\t\t};\n\t\t\tdoAnimation.finish = doAnimation;\n\n\t\treturn empty || optall.queue === false ?\n\t\t\tthis.each(doAnimation) :\n\t\t\tthis.queue(optall.queue, doAnimation);\n\t},\n\tstop: function(type, clearQueue, gotoEnd) {\n\t\tvar stopQueue = function(hooks) {\n\t\t\tvar stop = hooks.stop;\n\t\t\tdelete hooks.stop;\n\t\t\tstop(gotoEnd);\n\t\t};\n\n\t\tif (typeof type !== "string") {\n\t\t\tgotoEnd = clearQueue;\n\t\t\tclearQueue = type;\n\t\t\ttype = undefined;\n\t\t}\n\t\tif (clearQueue && type !== false) {\n\t\t\tthis.queue(type || "fx", []);\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar dequeue = true,\n\t\t\t\tindex = type != null && type + "queueHooks",\n\t\t\t\ttimers = jQuery.timers,\n\t\t\t\tdata = dataPriv.get(this);\n\n\t\t\tif (index) {\n\t\t\t\tif (data[index] && data[index].stop) {\n\t\t\t\t\tstopQueue(data[index]);\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tfor (index in data) {\n\t\t\t\t\tif (data[index] && data[index].stop && rrun.test(index)) {\n\t\t\t\t\t\tstopQueue(data[index]);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\tfor (index = timers.length; index--;) {\n\t\t\t\tif (timers[index].elem === this &&\n\t\t\t\t\t(type == null || timers[index].queue === type)) {\n\n\t\t\t\t\ttimers[index].anim.stop(gotoEnd);\n\t\t\t\t\tdequeue = false;\n\t\t\t\t\ttimers.splice(index, 1);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Start the next in the queue if the last step wasn't forced.\n\t\t\t// Timers currently will call their complete callbacks, which\n\t\t\t// will dequeue but only if they were gotoEnd.\n\t\t\tif (dequeue || !gotoEnd) {\n\t\t\t\tjQuery.dequeue(this, type);\n\t\t\t}\n\t\t});\n\t},\n\tfinish: function(type) {\n\t\tif (type !==

false) {\n\t\t\ttype = type || \"fx\";\n\t\t}\n\t\treturn this.each(function() {\n\t\t\tvar index,\n\t\t\t\tdata = dataPriv.get(this),\n\t\t\t\tqueue = data[type + \"queue\"],\n\t\t\t\thooks = data[type + \"queueHooks\"],\n\t\t\t\ttimers = jQuery.timers,\n\t\t\t\tlength = queue ? queue.length : 0;\n\n\t\t\t// Enable finishing flag on private data\n\t\t\tdata.finish = true;\n\n\t\t\t// Empty the queue first\n\t\t\tjQuery.queue(this, type, []);\n\n\t\t\tif (hooks && hooks.stop) {\n\t\t\t\thooks.stop.call(this, true);\n\t\t\t}\n\n\t\t\t// Look for any active animations, and finish them\n\t\t\tfor (index = timers.length; index--;) {\n\t\t\t\tif (timers[index].elem === this && timers[index].queue === type) {\n\t\t\t\t\ttimers[index].anim.stop(true);\n\t\t\t\t\ttimers.splice(index, 1);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Look for any animations in the old queue and finish them\n\t\t\tfor (index = 0; index < length; index++) {\n\t\t\t\tif (queue[index] && queue[index].finish) {\n\t\t\t\t\tqueue[index].finish.call(this);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Turn off finishing flag\n\t\t\tdelete data.finish;\n\t\t});\n\t}\n});\n\njQuery.each([\"toggle\", \"show\", \"hide\"], function(i, name) {\n\tvar cssFn = jQuery.fn[name];\n\tjQuery.fn[name] = function(speed, easing, callback) {\n\t\treturn speed == null || typeof speed === \"boolean\" ?\n\t\t\tcssFn.apply(this, arguments) :\n\t\t\tthis.animate(genFx(name, true), speed, easing, callback);\n\t};\n});\n\n// Generate shortcuts for custom animations\njQuery.each({\n\tslideDown: genFx(\"show\"),\n\tslideUp: genFx(\"hide\"),\n\tslideToggle: genFx(\"toggle\"),\n\tfadeIn: { opacity: \"show\" },\n\tfadeOut: { opacity: \"hide\" },\n\tfadeToggle: { opacity: \"toggle\" }\n}, function(name, props) {\n\tjQuery.fn[name] = function(speed, easing, callback) {\n\t\treturn this.animate(props, speed, easing, callback);\n\t};\n});\n\njQuery.timers = [];\njQuery.fx.tick = function() {\n\tvar timer,\n\t\ti = 0,\n\t\ttimers = jQuery.timers;\n\n\tfxNow = Date.now();\n\n\tfor (; i < timers.length; i++) {\n\t\ttimer = timers[i];\n\n\t\t// Run the timer and safely remove it when done (allowing for external removal)\n\t\tif (!timer() && timers[i] === timer) {\n\t\t\ttimers.splice(i--, 1);\n\t\t}\n\t}\n\n\tif (!timers.length) {\n\t\tjQuery.fx.stop();\n\t}\n\tfxNow = undefined;\n};\n\njQuery.fx.timer = function(timer) {\n\tjQuery.timers.push(timer);\n\tjQuery.fx.start();\n};\n\njQuery.fx.interval = 13;\njQuery.fx.start = function() {\n\tif (inProgress) {\n\t\treturn;\n\t}\n\n\tinProgress = true;\n\tschedule();\n};\n\njQuery.fx.stop = function() {\n\tinProgress = null;\n};\n\njQuery.fx.speeds = {\n\tslow: 600,\n\tfast: 200,\n\n\t// Default speed\n\t_default: 400\n};\n\n\n// Based off of the plugin by Clint Helfers, with permission.\n// https://web.archive.org/web/20100324014747/http://blindsignals.com/index.php/2009/07/jquery-delay/\njQuery.fn.delay = function(time, type) {\n\ttime = jQuery.fx ? jQuery.fx.speeds[time] || time : time;\n\ttype = type || \"fx\";\n\n\treturn this.queue(type, function(next, hooks) {\n\t\tvar timeout = window.setTimeout(next, time);\n\t\thooks.stop = function() {\n\t\t\twindow.clearTimeout(timeout);\n\t\t};\n\t});\n};\n\n\n(function() {\n\tvar input = document.createElement(\"input\"),\n\t\tselect = document.createElement(\"select\"),\n\t\topt = select.appendChild(document.createElement(\"option\"));\n\n\tinput.type = \"checkbox\";\n\n\t// Support: Android <=4.3 only\n\t// Default value for a checkbox should be \"on\"\n\tsupport.checkOn = input.value !== \"\";\n\n\t// Support: IE <=11 only\n\t// Must access selectedIndex to make default options select\n\tsupport.optSelected = opt.selected;\n\n\t// Support: IE <=11 only\n\t// An input loses its value after becoming a radio\n\tinput = document.createElement(\"input\");\n\tinput.value = \"t\";\n\tinput.type = \"radio\";\n\tsupport.radioValue = input.value === \"t\";\n})();\n\n\nvar boolHook,\n\tattrHandle = jQuery.expr.attrHandle;\n\njQuery.fn.extend({\n\tattr: function(name, value) {\n\t\treturn access(this, jQuery.attr, name, value, arguments.length > 1);\n\t},\n\n\tremoveAttr: function(name) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.removeAttr(this, name);\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tattr: function(elem, name, value) {\n\t\tvar ret, hooks,\n\t\t\tnType = elem.nodeType;\n\n\t\t// Don't get/set attributes on text, comment and attribute nodes\n\t\tif (nType === 3 || nType === 8 || nType === 2) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Fallback to prop when attributes are not supported\n\t\tif (typeof elem.getAttribute === \"undefined\") {\n\t\t\treturn jQuery.prop(elem, name, value);\n\t\t}\n\n\t\t// Attribute hooks are determined by the lowercase version\n\t\t// Grab necessary hook if one is defined\n\t\tif (nType !== 1 || !jQuery.isXMLDoc(elem)) {\n\t\t\thooks = jQuery.attrHooks[name.toLowerCase()] ||\n\t\t\t\t(jQuery.expr.match.bool.test(name) ? boolHook : undefined);\n\t\t}\n\n\t\tif (value !== undefined) {\n\t\t\tif (value === null) {\n\t\t\t\tjQuery.removeAttr(elem, name);\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\tif (hooks && \"set\" in hooks &&\n\t\t\t\t(ret = hooks.set(elem, value, name)) !== undefined) {\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\telem.setAttribute(name, value + \"\");\n\t\t\treturn

value;\n\t\t}\n\n\t\tif (hooks && \"get\" in hooks && (ret = hooks.get(elem, name)) !== null) {\n\t\t\treturn ret;\n\t\t}\n\n\t\tret = jQuery.find.attr(elem, name);\n\n\t\t// Non-existent attributes return null, we normalize to undefined\n\t\treturn ret == null ? undefined : ret;\n\t},\n\n\tattrHooks: {\n\t\ttype: {\n\t\t\tset: function(elem, value) {\n\t\t\t\tif (!support.radioValue && value === \"radio\" &&\n\t\t\t\t\tnodeName(elem, \"input\")) {\n\t\t\t\t\tvar val = elem.value;\n\t\t\t\t\telem.setAttribute(\"type\", value);\n\t\t\t\t\tif (val) {\n\t\t\t\t\t\telem.value = val;\n\t\t\t\t\t}\n\t\t\t\t\treturn value;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t},\n\n\tremoveAttr: function(elem, value) {\n\t\tvar name,\n\t\t\ti = 0,\n\n\t\t\t// Attribute names can contain non-HTML whitespace characters\n\t\t\t// https://html.spec.whatwg.org/multipage/syntax.html#attributes-2\n\t\t\tattrNames = value && value.match(rnothtmlwhite);\n\n\t\tif (attrNames && elem.nodeType === 1) {\n\t\t\twhile ((name = attrNames[i++])) {\n\t\t\t\telem.removeAttribute(name);\n\t\t\t}\n\t\t}\n\t}\n});\n\n// Hooks for boolean attributes\nboolHook = {\n\tset: function(elem, value, name) {\n\t\tif (value === false) {\n\n\t\t\t// Remove boolean attributes when set to false\n\t\t\tjQuery.removeAttr(elem, name);\n\t\t} else {\n\t\t\telem.setAttribute(name, name);\n\t\t}\n\t\treturn name;\n\t}\n};\n\njQuery.each(jQuery.expr.match.bool.source.match(/\\w+/g), function(i, name) {\n\tvar getter = attrHandle[name] || jQuery.find.attr;\n\n\tattrHandle[name] = function(elem, name, isXML) {\n\t\tvar ret, handle,\n\t\t\tlowercaseName = name.toLowerCase();\n\n\t\tif (!isXML) {\n\n\t\t\t// Avoid an infinite loop by temporarily removing this function from the getter\n\t\t\thandle = attrHandle[lowercaseName];\n\t\t\tattrHandle[lowercaseName] = ret;\n\t\t\tret = getter(elem, name, isXML) != null ?\n\t\t\t\tlowercaseName :\n\t\t\t\tnull;\n\t\t\tattrHandle[lowercaseName] = handle;\n\t\t}\n\t\treturn ret;\n\t};\n});\n\n\n\nvar rfocusable = /^(?:input|select|textarea|button)$/i,\n\trclickable = /^(?:a|area)$/i;\n\njQuery.fn.extend({\n\tprop: function(name, value) {\n\t\treturn access(this, jQuery.prop, name, value, arguments.length > 1);\n\t},\n\n\tremoveProp: function(name) {\n\t\treturn this.each(function() {\n\t\t\tdelete this[jQuery.propFix[name] || name];\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tprop: function(elem, name, value) {\n\t\tvar ret, hooks,\n\t\t\tnType = elem.nodeType;\n\n\t\t// Don't get/set properties on text, comment and attribute nodes\n\t\tif (nType === 3 || nType === 8 || nType === 2) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (nType !== 1 || !jQuery.isXMLDoc(elem)) {\n\n\t\t\t// Fix name and attach hooks\n\t\t\tname = jQuery.propFix[name] || name;\n\t\t\thooks = jQuery.propHooks[name];\n\t\t}\n\n\t\tif (value !== undefined) {\n\t\t\tif (hooks && \"set\" in hooks &&\n\t\t\t\t(ret = hooks.set(elem, value, name)) !== undefined) {\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\treturn (elem[name] = value);\n\t\t}\n\n\t\tif (hooks && \"get\" in hooks && (ret = hooks.get(elem, name)) !== null) {\n\t\t\treturn ret;\n\t\t}\n\n\t\treturn elem[name];\n\t},\n\n\tpropHooks: {\n\t\ttabIndex: {\n\t\t\tget: function(elem) {\n\n\t\t\t\t// Support: IE <=9 - 11 only\n\t\t\t\t// elem.tabIndex doesn't always return the\n\t\t\t\t// correct value when it hasn't been explicitly set\n\t\t\t\t// https://web.archive.org/web/20141116233347/http://fluidproject.org/blog/2008/01/09/getting-setting-and-removing-tabindex-values-with-javascript/\n\t\t\t\t// Use proper attribute retrieval(#12072)\n\t\t\t\tvar tabindex = jQuery.find.attr(elem, \"tabindex\");\n\n\t\t\t\tif (tabindex) {\n\t\t\t\t\treturn parseInt(tabindex, 10);\n\t\t\t\t}\n\n\t\t\t\tif (\n\t\t\t\t\trfocusable.test(elem.nodeName) ||\n\t\t\t\t\trclickable.test(elem.nodeName) &&\n\t\t\t\t\telem.href\n\t\t\t\t) {\n\t\t\t\t\treturn 0;\n\t\t\t\t}\n\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t}\n\t},\n\n\tpropFix: {\n\t\t\"for\": \"htmlFor\",\n\t\t\"class\": \"className\"\n\t}\n});\n\n// Support: IE <=11 only\n// Accessing the selectedIndex property\n// forces the browser to respect setting selected\n// on the option\n// The getter ensures a default option is selected\n// when in an optgroup\n// eslint rule \"no-unused-expressions\" is disabled for this code\n// since it considers such accessions noop\nif (!support.optSelected) {\n\tjQuery.propHooks.selected = {\n\t\tget: function(elem) {\n\n\t\t\t/* eslint no-unused-expressions: \"off\" */\n\n\t\t\tvar parent = elem.parentNode;\n\t\t\tif (parent && parent.parentNode) {\n\t\t\t\tparent.parentNode.selectedIndex;\n\t\t\t}\n\t\t\treturn null;\n\t\t},\n\t\tset: function(elem) {\n\n\t\t\t/* eslint no-unused-expressions: \"off\" */\n\n\t\t\tvar parent = elem.parentNode;\n\t\t\tif (parent) {\n\t\t\t\tparent.selectedIndex;\n\n\t\t\t\tif (parent.parentNode) {\n\t\t\t\t\tparent.parentNode.selectedIndex;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t};\n}\n\njQuery.each([\n\t\"tabIndex\",\n\t\"readOnly\",\n\t\"maxLength\",\n\t\"cellSpacing\",\n\t\"cellPadding\",\n\t\"rowSpan\",\n\t\"colSpan\",\n\t\"useMap\",\n\t\"frameBorder\",\n\t\"contentEditable\"\n], function() {\n\tjQuery.propFix[this.toLowerCase()] = this;\n});\n\n\n\n\n\t// Strip and collapse whitespace according to HTML spec\n\t//

https://infra.spec.whatwg.org/#strip-and-collapse-ascii-whitespace\n\tfunction stripAndCollapse(value) {\n\t\tvar tokens = value.match(rnothtmlwhite) || [];\n\t\treturn tokens.join(\" \");\n\t}\n\n\nfunction getClass(elem) {\n\t\treturn elem.getAttribute && elem.getAttribute(\"class\") || \"\";\n}\n\n\nfunction classesToArray(value) {\n\tif (Array.isArray(value)) {\n\t\treturn value;\n\t}\n\tif (typeof value === \"string\") {\n\t\treturn value.match(rnothtmlwhite) || [];\n\t}\n\treturn [];\n}\n\n\njQuery.fn.extend({\n\taddClass: function(value) {\n\t\tvar classes, elem, cur, curValue, clazz, j, finalValue,\n\t\t\ti = 0;\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(j) {\n\t\t\t\tjQuery(this).addClass(value.call(this, j, getClass(this)));\n\t\t\t});\n\t\t}\n\n\t\tclasses = classesToArray(value);\n\n\t\tif (classes.length) {\n\t\t\twhile ((elem = this[i++])) {\n\t\t\t\tcurValue = getClass(elem);\n\t\t\t\tcur = elem.nodeType === 1 && (\" \" + stripAndCollapse(curValue) + \" \");\n\n\t\t\t\tif (cur) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\twhile ((clazz = classes[j++])) {\n\t\t\t\t\t\tif (cur.indexOf(\" \" + clazz + \" \") < 0) {\n\t\t\t\t\t\t\tcur += clazz + \" \";\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Only assign if different to avoid unneeded rendering.\n\t\t\t\t\tfinalValue = stripAndCollapse(cur);\n\t\t\t\t\tif (curValue !== finalValue) {\n\t\t\t\t\t\telem.setAttribute(\"class\", finalValue);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\tremoveClass: function(value) {\n\t\tvar classes, elem, cur, curValue, clazz, j, finalValue,\n\t\t\ti = 0;\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(j) {\n\t\t\t\tjQuery(this).removeClass(value.call(this, j, getClass(this)));\n\t\t\t});\n\t\t}\n\n\t\tif (!arguments.length) {\n\t\t\treturn this.attr(\"class\", \"\");\n\t\t}\n\n\t\tclasses = classesToArray(value);\n\n\t\tif (classes.length) {\n\t\t\twhile ((elem = this[i++])) {\n\t\t\t\tcurValue = getClass(elem);\n\n\t\t\t\t// This expression is here for better compressibility (see addClass)\n\t\t\t\tcur = elem.nodeType === 1 && (\" \" + stripAndCollapse(curValue) + \" \");\n\n\t\t\t\tif (cur) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\twhile ((clazz = classes[j++])) {\n\n\t\t\t\t\t\t// Remove *all* instances\n\t\t\t\t\t\twhile (cur.indexOf(\" \" + clazz + \" \") > -1) {\n\t\t\t\t\t\t\tcur = cur.replace(\" \" + clazz + \" \", \" \");\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Only assign if different to avoid unneeded rendering.\n\t\t\t\t\tfinalValue = stripAndCollapse(cur);\n\t\t\t\t\tif (curValue !== finalValue) {\n\t\t\t\t\t\telem.setAttribute(\"class\", finalValue);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\ttoggleClass: function(value, stateVal) {\n\t\tvar type = typeof value,\n\t\t\tisValidValue = type === \"string\" || Array.isArray(value);\n\n\t\tif (typeof stateVal === \"boolean\" && isValidValue) {\n\t\t\treturn stateVal ? this.addClass(value) : this.removeClass(value);\n\t\t}\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(i) {\n\t\t\t\tjQuery(this).toggleClass(\n\t\t\t\t\tvalue.call(this, i, getClass(this), stateVal),\n\t\t\t\t\tstateVal\n\t\t\t\t);\n\t\t\t});\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar className, i, self, classNames;\n\n\t\t\tif (isValidValue) {\n\n\t\t\t\t// Toggle individual class names\n\t\t\t\ti = 0;\n\t\t\t\tself = jQuery(this);\n\t\t\t\tclassNames = classesToArray(value);\n\n\t\t\t\twhile ((className = classNames[i++])) {\n\n\t\t\t\t\t// Check each className given, space separated list\n\t\t\t\t\tif (self.hasClass(className)) {\n\t\t\t\t\t\tself.removeClass(className);\n\t\t\t\t\t} else {\n\t\t\t\t\t\tself.addClass(className);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t// Toggle whole class name\n\t\t\t} else if (value === undefined || type === \"boolean\") {\n\t\t\t\tclassName = getClass(this);\n\t\t\t\tif (className) {\n\n\t\t\t\t\t// Store className if set\n\t\t\t\t\tdataPriv.set(this, \"__className__\", className);\n\t\t\t\t}\n\n\t\t\t\t// If the element has a class name or if we're passed `false`,\n\t\t\t\t// then remove the whole classname (if there was one, the above saved it).\n\t\t\t\t// Otherwise bring back whatever was previously saved (if anything),\n\t\t\t\t// falling back to the empty string if nothing was stored.\n\t\t\t\tif (this.setAttribute) {\n\t\t\t\t\tthis.setAttribute(\"class\",\n\t\t\t\t\t\tclassName || value === false ?\n\t\t\t\t\t\t\t\"\" :\n\t\t\t\t\t\t\tdataPriv.get(this, \"__className__\") || \"\"\n\t\t\t\t\t);\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t},\n\n\thasClass: function(selector) {\n\t\tvar className, elem,\n\t\t\ti = 0;\n\n\t\tclassName = \" \" + selector + \" \";\n\t\twhile ((elem = this[i++])) {\n\t\t\tif (elem.nodeType === 1 &&\n\t\t\t\t(\" \" + stripAndCollapse(getClass(elem)) + \" \").indexOf(className) > -1) {\n\t\t\t\t\treturn true;\n\t\t\t}\n\t\t}\n\n\t\treturn false;\n\t}\n});\n\n\n\n\nvar rreturn = /\\r/g;\n\n\njQuery.fn.extend({\n\tval: function(value) {\n\t\tvar hooks, ret, valueIsFunction,\n\t\t\telem = this[0];\n\n\t\tif (!arguments.length) {\n\t\t\tif (elem) {\n\t\t\t\thooks = jQuery.valHooks[elem.type] ||\n\t\t\t\t\tjQuery.valHooks[elem.nodeName.toLowerCase()];\n\n\t\t\t\tif (hooks &&\n\t\t\t\t\t\"get\" in hooks &&\n\t\t\t\t\t(ret = hooks.get(elem, \"value\")) !== undefined\n\t\t\t\t) {\n\t\t\t\t\treturn ret;\n\t\t\t\t}\n\n\t\t\t\tret = elem.value;\n\n\t\t\t\t// Handle most common string cases\n\t\t\t\tif (typeof ret === \"string\") {\n\t\t\t\t\treturn ret.replace(rreturn, \"\"

);\n\t\t\t}\n\n\t\t\t/// Handle cases where value is null/undef or number\n\t\t\treturn ret == null ? \"\" : ret;\n\t\t}\n\n\t\treturn;\n\t}\n\n\t\tvalueIsFunction = isFunction(value);\n\t\treturn this.each(function(i) {\n\t\tvar val;\n\n\t\tif (this.nodeType !== 1) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (valueIsFunction) {\n\t\t\tval = value.call(this, i, jQuery(this).val());\n\t\t} else {\n\t\t\tval = value;\n\t\t}\n\n\t\t// Treat null/undefined as \"\"; convert numbers to string\n\t\tif (val == null) {\n\t\t\tval = \"\";\n\t\t} else if (typeof val === \"number\") {\n\t\t\tval += \"\";\n\t\t} else if (Array.isArray(val)) {\n\t\t\tval = jQuery.map(val, function(value) {\n\t\t\treturn value == null ? \"\" : value + \"\";\n\t\t});\n\t\t}\n\n\t\thooks = jQuery.valHooks[this.type] || jQuery.valHooks[this.nodeName.toLowerCase()];\n\n\t\t// If set returns undefined, fall back to normal setting\n\t\tif (!hooks || !(\"set\" in hooks) || hooks.set(this, val, \"value\") === undefined) {\n\t\t\tthis.value = val;\n\t\t}\n\t});\n}\n});\n\njQuery.extend({\n\tvalHooks: {\n\t\toption: {\n\t\t\tget: function(elem) {\n\n\t\t\tvar val = jQuery.find.attr(elem, \"value\");\n\t\t\treturn val != null ?\n\t\t\t\tval :\n\n\t\t\t\t// Support: IE <=10 - 11 only\n\t\t\t\t// option.text throws exceptions (#14686, #14858)\n\t\t\t\t// Strip and collapse whitespace\n\t\t\t\t// https://html.spec.whatwg.org/#strip-and-collapse-whitespace\n\t\t\t\tstripAndCollapse(jQuery.text(elem));\n\t\t}\n\t\t},\n\t\tselect: {\n\t\t\tget: function(elem) {\n\t\t\tvar value, option, i,\n\t\t\t\toptions = elem.options,\n\t\t\t\tindex = elem.selectedIndex,\n\t\t\t\tone = elem.type === \"select-one\",\n\t\t\t\tvalues = one ? null : [],\n\t\t\t\tmax = one ? index + 1 : options.length;\n\n\t\t\tif (index < 0) {\n\t\t\t\ti = max;\n\n\t\t\t} else {\n\t\t\t\ti = one ? index : 0;\n\t\t\t}\n\n\t\t\t// Loop through all the selected options\n\t\t\tfor (; i < max; i++) {\n\t\t\t\toption = options[i];\n\n\t\t\t\t// Support: IE <=9 only\n\t\t\t\t// IE8-9 doesn't update selected after form reset (#2551)\n\t\t\t\tif ((option.selected || i === index) &&\n\n\t\t\t\t\t// Don't return options that are disabled or in a disabled optgroup\n\t\t\t\t\t!option.disabled &&\n\t\t\t\t\t(!option.parentNode.disabled ||\n\t\t\t\t\t\t!nodeName(option.parentNode, \"optgroup\"))) {\n\n\t\t\t\t\t// Get the specific value for the option\n\t\t\t\t\tvalue = jQuery(option).val();\n\n\t\t\t\t\t// We don't need an array for one selects\n\t\t\t\t\tif (one) {\n\t\t\t\t\t\treturn value;\n\t\t\t\t\t}\n\n\t\t\t\t\t// Multi-Selects return an array\n\t\t\t\t\tvalues.push(value);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\treturn values;\n\t\t},\n\n\t\tset: function(elem, value) {\n\t\t\tvar optionSet, option,\n\t\t\t\toptions = elem.options,\n\t\t\t\tvalues = jQuery.makeArray(value),\n\t\t\t\ti = options.length;\n\n\t\t\twhile (i--) {\n\t\t\t\toption = options[i];\n\n\t\t\t\t/* eslint-disable no-cond-assign */\n\n\t\t\t\tif (option.selected =\n\t\t\t\t\tjQuery.inArray(jQuery.valHooks.option.get(option), values) > -1\n\t\t\t\t) {\n\t\t\t\t\toptionSet = true;\n\t\t\t\t}\n\n\t\t\t\t/* eslint-enable no-cond-assign */\n\t\t\t}\n\n\t\t\t// Force browsers to behave consistently when non-matching value is set\n\t\t\tif (!optionSet) {\n\t\t\t\telem.selectedIndex = -1;\n\t\t\t}\n\t\t\treturn values;\n\t\t}\n\t}\n\t}\n});\n\n// Radios and checkboxes getter/setter\njQuery.each([\"radio\", \"checkbox\"], function() {\n\tjQuery.valHooks[this] = {\n\t\tset: function(elem, value) {\n\t\t\tif (Array.isArray(value)) {\n\t\t\t\treturn (elem.checked = jQuery.inArray(jQuery(elem).val(), value) > -1);\n\t\t\t}\n\t\t}\n\t};\n\tif (!support.checkOn) {\n\t\tjQuery.valHooks[this].get = function(elem) {\n\t\t\treturn elem.getAttribute(\"value\") === null ? \"on\" : elem.value;\n\t\t};\n\t}\n});\n\n\n\n\n// Return jQuery for attributes-only inclusion\n\n\nsupport.focusin = \"onfocusin\" in window;\n\n\nvar rfocusMorph = /^(?:focusinfocus|focusoutblur)$/,\n\tstopPropagationCallback = function(e) {\n\t\te.stopPropagation();\n\t};\n\njQuery.extend(jQuery.event, {\n\n\ttrigger: function(event, data, elem, onlyHandlers) {\n\n\t\tvar i, cur, tmp, bubbleType, ontype, handle, special, lastElement,\n\t\t\teventPath = [elem || document],\n\t\t\ttype = hasOwn.call(event, \"type\") ? event.type : event,\n\t\t\tnamespaces = hasOwn.call(event, \"namespace\") ? event.namespace.split(\".\") : [];\n\n\t\tcur = lastElement = tmp = elem = elem || document;\n\n\t\t// Don't do events on text and comment nodes\n\t\tif (elem.nodeType === 3 || elem.nodeType === 8) {\n\t\t\treturn;\n\t\t}\n\n\t\t// focus/blur morphs to focusin/out; ensure we're not firing them right now\n\t\tif (rfocusMorph.test(type + jQuery.event.triggered)) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (type.indexOf(\".\") > -1) {\n\n\t\t\t// Namespaced trigger; create a regexp to match event type in handle()\n\t\t\tnamespaces = type.split(\".\");\n\t\t\ttype = namespaces.shift();\n\t\t\tnamespaces.sort();\n\t\t}\n\t\tontype = type.indexOf(\":\") < 0 && \"on\" + type;\n\n\t\t// Caller can pass in a jQuery.Event object, Object, or just an event type string\n\t\tevent = event[jQuery.expando] ?\n\t\t\tevent :\n\t\t\tnew jQuery.Event(type, typeof event === \"object\" && event);\n\n\t\t// Trigger bitmask: & 1 for native handlers; & 2 for jQuery (always true)\n\t\tevent.isTrigger = onlyHandlers ? 2 :

3;\n\t\tevent.namespace = namespaces.join(\".\");\n\t\tevent.rnamespace = event.namespace ?\n\t\t\tnew RegExp(\"(^|\\\\.)\" + namespaces.join(\"\\\\.(?:.*\\\\.|)\") + \"(\\\\.|$)\") :\n\t\t\tnull;\n\n\t\t// Clean up the event in case it is being reused\n\t\tevent.result = undefined;\n\t\tif (!event.target) {\n\t\t\tevent.target = elem;\n\t\t}\n\n\t\t// Clone any incoming data and prepend the event, creating the handler arg list\n\t\tdata = data == null ?\n\t\t\t[event] :\n\t\t\tjQuery.makeArray(data, [event]);\n\n\t\t// Allow special events to draw outside the lines\n\t\tspecial = jQuery.event.special[type] || {};\n\t\tif (!onlyHandlers && special.trigger && special.trigger.apply(elem, data) === false) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Determine event propagation path in advance, per W3C events spec (#9951)\n\t\t// Bubble up to document, then to window; watch for a global ownerDocument var (#9724)\n\t\tif (!onlyHandlers && !special.noBubble && !isWindow(elem)) {\n\n\t\t\tbubbleType = special.delegateType || type;\n\t\t\tif (!rfocusMorph.test(bubbleType + type)) {\n\t\t\t\tcur = cur.parentNode;\n\t\t\t}\n\t\t\tfor (; cur; cur = cur.parentNode) {\n\t\t\t\teventPath.push(cur);\n\t\t\t\ttmp = cur;\n\t\t\t}\n\n\t\t\t// Only add window if we got to document (e.g., not plain obj or detached DOM)\n\t\t\tif (tmp === (elem.ownerDocument || document)) {\n\t\t\t\teventPath.push(tmp.defaultView || tmp.parentWindow || window);\n\t\t\t}\n\t\t}\n\n\t\t// Fire handlers on the event path\n\t\ti = 0;\n\t\twhile ((cur = eventPath[i++]) && !event.isPropagationStopped()) {\n\t\t\tlastElement = cur;\n\t\t\tevent.type = i > 1 ?\n\t\t\t\tbubbleType :\n\t\t\t\tspecial.bindType || type;\n\n\t\t\t// jQuery handler\n\t\t\thandle = (dataPriv.get(cur, \"events\") || {})[event.type] &&\n\t\t\t\tdataPriv.get(cur, \"handle\");\n\t\t\tif (handle) {\n\t\t\t\thandle.apply(cur, data);\n\t\t\t}\n\n\t\t\t// Native handler\n\t\t\thandle = ontype && cur[ontype];\n\t\t\tif (handle && handle.apply && acceptData(cur)) {\n\t\t\t\tevent.result = handle.apply(cur, data);\n\t\t\t\tif (event.result === false) {\n\t\t\t\t\tevent.preventDefault();\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t\tevent.type = type;\n\n\t\t// If nobody prevented the default action, do it now\n\t\tif (!onlyHandlers && !event.isDefaultPrevented()) {\n\n\t\t\tif ((!special._default ||\n\t\t\t\tspecial._default.apply(eventPath.pop(), data) === false) &&\n\t\t\t\tacceptData(elem)) {\n\n\t\t\t\t// Call a native DOM method on the target with the same name as the event.\n\t\t\t\t// Don't do default actions on window, that's where global variables be (#6170)\n\t\t\t\tif (ontype && isFunction(elem[type]) && !isWindow(elem)) {\n\n\t\t\t\t\t// Don't re-trigger an onFOO event when we call its FOO() method\n\t\t\t\t\ttmp = elem[ontype];\n\t\t\t\t\tif (tmp) {\n\t\t\t\t\t\telem[ontype] = null;\n\t\t\t\t\t}\n\n\t\t\t\t\t// Prevent re-triggering of the same event, since we already bubbled it above\n\t\t\t\t\tjQuery.event.triggered = type;\n\n\t\t\t\t\tif (event.isPropagationStopped()) {\n\t\t\t\t\t\tlastElement.addEventListener(type, stopPropagationCallback);\n\t\t\t\t\t}\n\n\t\t\t\t\telem[type]();\n\n\t\t\t\t\tif (event.isPropagationStopped()) {\n\t\t\t\t\t\tlastElement.removeEventListener(type, stopPropagationCallback);\n\t\t\t\t\t}\n\n\t\t\t\t\tjQuery.event.triggered = undefined;\n\n\t\t\t\t\tif (tmp) {\n\t\t\t\t\t\telem[ontype] = tmp;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn event.result;\n\t},\n\n\t// Piggyback on a donor event to simulate a different one\n\t// Used only for `focus(in | out)` events\n\tsimulate: function(type, elem, event) {\n\t\tvar e = jQuery.extend(\n\t\t\tnew jQuery.Event(),\n\t\t\tevent,\n\t\t\t{\n\t\t\t\ttype: type,\n\t\t\t\tisSimulated: true\n\t\t\t}\n\t\t);\n\n\t\tjQuery.event.trigger(e, null, elem);\n\t}\n\n});\n\njQuery.fn.extend({\n\n\ttrigger: function(type, data) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.event.trigger(type, data, this);\n\t\t});\n\t},\n\ttriggerHandler: function(type, data) {\n\t\tvar elem = this[0];\n\t\tif (elem) {\n\t\t\treturn jQuery.event.trigger(type, data, elem, true);\n\t\t}\n\t}\n});\n\n\n// Support: Firefox <=44\n// Firefox doesn't have focus(in | out) events\n// Related ticket - https://bugzilla.mozilla.org/show_bug.cgi?id=687787\n//\n// Support: Chrome <=48 - 49, Safari <=9.0 - 9.1\n// focus(in | out) events fire after focus & blur events,\n// which is spec violation - http://www.w3.org/TR/DOM-Level-3-Events/#events-focusevent-event-order\n// Related ticket - https://bugs.chromium.org/p/chromium/issues/detail?id=449857\nif (!support.focusin) {\n\tjQuery.each({ focus: \"focusin\", blur: \"focusout\" }, function(orig, fix) {\n\n\t\t// Attach a single capturing handler on the document while someone wants focusin/focusout\n\t\tvar handler = function(event) {\n\t\t\tjQuery.event.simulate(fix, event.target, jQuery.event.fix(event));\n\t\t};\n\n\t\tjQuery.event.special[fix] = {\n\t\t\tsetup: function() {\n\t\t\t\tvar doc = this.ownerDocument || this,\n\t\t\t\t\tattaches = dataPriv.access(doc, fix);\n\n\t\t\t\tif (!attaches) {\n\t\t\t\t\tdoc.addEventListener(orig, handler, true);\n\t\t\t\t}\n\t\t\t\tdataPriv.access(doc, fix, (attaches || 0) + 1);\n\t\t\t},\n\t\t\tteardown: function() {\n\t\t\t\tvar doc = this.ownerDocument || this,\n\t\t\t\t\tattaches =

dataPriv.access(doc, fix) - 1;\n\n\t\t\t\tif (!attaches) {\n\t\t\t\t\tdoc.removeEventListener(orig, handler, true);\n\t\t\t\t\tdataPriv.remove(doc, fix);\n\n\t\t\t\t} else {\n\t\t\t\t\tdataPriv.access(doc, fix, attaches);\n\t\t\t\t}\n\t\t\t}\n\t\t};\n\t});\n}\n\nvar location = window.location;\n\nvar nonce = Date.now();\n\nvar rquery = (/\\\?/);\n\n\n\n// Cross-browser xml parsing\njQuery.parseXML = function(data) {\n\tvar xml;\n\tif (!data || typeof data !== \"string\") {\n\t\treturn null;\n\t}\n\n\t// Support: IE 9 - 11 only\n\t// IE throws on parseFromString with invalid input.\n\ttry {\n\t\txml = (new window.DOMParser()).parseFromString(data, \"text/xml\");\n\t} catch (e) {\n\t\txml = undefined;\n\t}\n\n\tif (!xml || xml.getElementsByTagName(\"parsererror\").length) {\n\t\tjQuery.error(\"Invalid XML: \" + data);\n\t}\n\treturn xml;\n};\n\n\nvar\n\trbracket = /\\[\\]$/,\n\trCRLF = /\\r?\\n/g,\n\trsubmitterTypes = /^(?:submit|button|image|reset|file)$/i,\n\trsubmittable = /^(?:input|select|textarea|keygen)/i;\n\nfunction buildParams(prefix, obj, traditional, add) {\n\tvar name;\n\n\tif (Array.isArray(obj)) {\n\n\t\t// Serialize array item.\n\t\tjQuery.each(obj, function(i, v) {\n\t\t\tif (traditional || rbracket.test(prefix)) {\n\n\t\t\t\t// Treat each array item as a scalar.\n\t\t\t\tadd(prefix, v);\n\n\t\t\t} else {\n\n\t\t\t\t// Item is non-scalar (array or object), encode its numeric index.\n\t\t\t\tbuildParams(\n\t\t\t\t\tprefix + \"[\" + (typeof v === \"object\" && v != null ? i : \"\") + \"]\",\n\t\t\t\t\tv,\n\t\t\t\t\ttraditional,\n\t\t\t\t\tadd\n\t\t\t\t);\n\t\t\t}\n\t\t});\n\n\t} else if (!traditional && toType(obj) === \"object\") {\n\n\t\t// Serialize object item.\n\t\tfor (name in obj) {\n\t\t\tbuildParams(prefix + \"[\" + name + \"]\", obj[name], traditional, add);\n\t\t}\n\n\t} else {\n\n\t\t// Serialize scalar item.\n\t\tadd(prefix, obj);\n\t}\n}\n\n// Serialize an array of form elements or a set of\n// key/values into a query string\njQuery.param = function(a, traditional) {\n\tvar prefix,\n\t\ts = [],\n\t\tadd = function(key, valueOrFunction) {\n\n\t\t\t// If value is a function, invoke it and use its return value\n\t\t\tvar value = isFunction(valueOrFunction) ?\n\t\t\t\tvalueOrFunction() :\n\t\t\t\tvalueOrFunction;\n\n\t\t\ts[s.length] = encodeURIComponent(key) + \"=\" +\n\t\t\t\tencodeURIComponent(value == null ? \"\" : value);\n\t\t};\n\n\t// If an array was passed in, assume that it is an array of form elements.\n\tif (Array.isArray(a) || (a.jquery && !jQuery.isPlainObject(a))) {\n\n\t\t// Serialize the form elements\n\t\tjQuery.each(a, function() {\n\t\t\tadd(this.name, this.value);\n\t\t});\n\n\t} else {\n\n\t\t// If traditional, encode the \"old\" way (the way 1.3.2 or older\n\t\t// did it), otherwise encode params recursively.\n\t\tfor (prefix in a) {\n\t\t\tbuildParams(prefix, a[prefix], traditional, add);\n\t\t}\n\t}\n\n\t// Return the resulting serialization\n\treturn s.join(\"&\");\n};\n\njQuery.fn.extend({\n\tserialize: function() {\n\t\treturn jQuery.param(this.serializeArray());\n\t},\n\tserializeArray: function() {\n\t\treturn this.map(function() {\n\n\t\t\t// Can add propHook for \"elements\" to filter or add form elements\n\t\t\tvar elements = jQuery.prop(this, \"elements\");\n\t\t\treturn elements ? jQuery.makeArray(elements) : this;\n\t\t})\n\t\t.filter(function() {\n\t\t\tvar type = this.type;\n\n\t\t\t// Use .is(\":disabled\") so that fieldset[disabled] works\n\t\t\treturn this.name && !jQuery(this).is(\":disabled\") &&\n\t\t\t\trsubmittable.test(this.nodeName) && !rsubmitterTypes.test(type) &&\n\t\t\t\t(this.checked || !rcheckableType.test(type));\n\t\t})\n\t\t.map(function(i, elem) {\n\t\t\tvar val = jQuery(this).val();\n\n\t\t\tif (val == null) {\n\t\t\t\treturn null;\n\t\t\t}\n\n\t\t\tif (Array.isArray(val)) {\n\t\t\t\treturn jQuery.map(val, function(val) {\n\t\t\t\t\treturn { name: elem.name, value: val.replace(rCRLF, \"\\r\\n\") };\n\t\t\t\t});\n\t\t\t}\n\n\t\t\treturn { name: elem.name, value: val.replace(rCRLF, \"\\r\\n\") };\n\t\t}).get();\n\t}\n}\n);\n\n\nvar\n\tr20 = /%20/g,\n\trhash = /#.*$/,\n\trantiCache = /([?&])_=[^&]*/,\n\trheaders = /^(.*?):[\\t]*([^\\r\\n]*)$/mg,\n\n\t// #7653, #8125, #8152: local protocol detection\n\trlocalProtocol = /^(?:about|app|app-storage|.+-extension|file|res|widget):$/,\n\trnoContent = /^(?:GET|HEAD)$/,\n\trprotocol = /^\\/\\//,\n\n\t/* Prefilters\n\t * 1) They are useful to introduce custom dataTypes (see ajax/jsonp.js for an example)\n\t * 2) These are called:\n\t *   - BEFORE asking for a transport\n\t *   - AFTER param serialization (s.data is a string if s.processData is true)\n\t * 3) key is the dataType\n\t * 4) the catchall symbol \"*\" can be used\n\t * 5) execution will start with transport dataType and THEN continue down to \"*\" if needed\n\t */\n\tprefilters = {},\n\n\t/* Transports bindings\n\t * 1) key is the dataType\n\t * 2) the catchall symbol \"*\" can be used\n\t * 3) selection will start with transport dataType and THEN go to \"*\" if needed\n\t */\n\ttransports = {},\n\n\t// Avoid comment-prolog char sequence (#10098); must appease lint and evade compression\n\tallTypes = \"*/\".concat(\"*\"),\n\n\t// Anchor tag for parsing the document origin\n\toriginAnchor = document.createElement(\"a\");\n\toriginAnchor.href = location.href;\n\n// Base \"constructor\" for jQuery.ajaxPrefilter and jQuery.ajaxTransport\nfunction

addToPrefiltersOrTransports(structure) {\n\n\t// dataTypeExpression is optional and defaults to \"*\"\n\treturn function(dataTypeExpression, func) {\n\n\t\tif (typeof dataTypeExpression !== \"string\") {\n\t\t\tfunc = dataTypeExpression;\n\t\t\tdataTypeExpression = \"*\";\n\t\t}\n\n\t\tvar dataType,\n\t\t\ti = 0,\n\t\t\tdataTypes = dataTypeExpression.toLowerCase().match(rnothtmlwhite) || [];\n\n\t\tif (isFunction(func)) {\n\n\t\t\t// For each dataType in the dataTypeExpression\n\t\t\twhile ((dataType = dataTypes[i++])) {\n\n\t\t\t\t// Prepend if requested\n\t\t\t\tif (dataType[0] === \"+\") {\n\t\t\t\t\tdataType = dataType.slice(1) || \"*\";\n\t\t\t\t\t(structure[dataType] = structure[dataType] || []).unshift(func);\n\n\t\t\t\t// Otherwise append\n\t\t\t\t} else {\n\t\t\t\t\t(structure[dataType] = structure[dataType] || []).push(func);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t};\n}\n\n// Base inspection function for prefilters and transports\nfunction inspectPrefiltersOrTransports(structure, options, originalOptions, jqXHR) {\n\n\tvar inspected = {},\n\t\tseekingTransport = (structure === transports);\n\n\tfunction inspect(dataType) {\n\t\tvar selected;\n\t\tinspected[dataType] = true;\n\t\tjQuery.each(structure[dataType] || [], function(_, prefilterOrFactory) {\n\t\t\tvar dataTypeOrTransport = prefilterOrFactory(options, originalOptions, jqXHR);\n\t\t\tif (typeof dataTypeOrTransport === \"string\" &&\n\t\t\t\t!seekingTransport && !inspected[dataTypeOrTransport]) {\n\n\t\t\t\toptions.dataTypes.unshift(dataTypeOrTransport);\n\t\t\t\tinspect(dataTypeOrTransport);\n\t\t\t\treturn false;\n\t\t\t} else if (seekingTransport) {\n\t\t\t\treturn !(selected = dataTypeOrTransport);\n\t\t\t}\n\t\t});\n\t\treturn selected;\n\t}\n\n\treturn inspect(options.dataTypes[0]) || !inspected[\"*\"] && inspect(\"*\");\n}\n\n// A special extend for ajax options\n// that takes \"flat\" options (not to be deep extended)\n// Fixes #9887\nfunction ajaxExtend(target, src) {\n\tvar key, deep,\n\t\tflatOptions = jQuery.ajaxSettings.flatOptions || {};\n\n\tfor (key in src) {\n\t\tif (src[key] !== undefined) {\n\t\t\t(flatOptions[key] ? target : (deep || (deep = {})))[key] = src[key];\n\t\t}\n\t}\n\tif (deep) {\n\t\tjQuery.extend(true, target, deep);\n\t}\n\n\treturn target;\n}\n\n/* Handles responses to an ajax request:\n * - finds the right dataType (mediates between content-type and expected dataType)\n * - returns the corresponding response\n */\nfunction ajaxHandleResponses(s, jqXHR, responses) {\n\n\tvar ct, type, finalDataType, firstDataType,\n\t\tcontents = s.contents,\n\t\tdataTypes = s.dataTypes;\n\n\t// Remove auto dataType and get content-type in the process\n\twhile (dataTypes[0] === \"*\") {\n\t\tdataTypes.shift();\n\t\tif (ct === undefined) {\n\t\t\tct = s.mimeType || jqXHR.getResponseHeader(\"Content-Type\");\n\t\t}\n\t}\n\n\t// Check if we're dealing with a known content-type\n\tif (ct) {\n\t\tfor (type in contents) {\n\t\t\tif (contents[type] && contents[type].test(ct)) {\n\t\t\t\tdataTypes.unshift(type);\n\t\t\t\tbreak;\n\t\t\t}\n\t\t}\n\t}\n\n\t// Check to see if we have a response for the expected dataType\n\tif (dataTypes[0] in responses) {\n\t\tfinalDataType = dataTypes[0];\n\t} else {\n\n\t\t// Try convertible dataTypes\n\t\tfor (type in responses) {\n\t\t\tif (!dataTypes[0] || s.converters[type + \" \" + dataTypes[0]]) {\n\t\t\t\tfinalDataType = type;\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tif (!firstDataType) {\n\t\t\t\tfirstDataType = type;\n\t\t\t}\n\t\t}\n\n\t\t// Or just use first one\n\t\tfinalDataType = finalDataType || firstDataType;\n\t}\n\n\t// If we found a dataType\n\t// We add the dataType to the list if needed\n\t// and return the corresponding response\n\tif (finalDataType) {\n\t\tif (finalDataType !== dataTypes[0]) {\n\t\t\tdataTypes.unshift(finalDataType);\n\t\t}\n\t\treturn responses[finalDataType];\n\t}\n}\n\n/* Chain conversions given the request and the original response\n * Also sets the responseXXX fields on the jqXHR instance\n */\nfunction ajaxConvert(s, response, jqXHR, isSuccess) {\n\tvar conv2, current, conv, tmp, prev,\n\t\tconverters = {},\n\n\t\t// Work with a copy of dataTypes in case we need to modify it for conversion\n\t\tdataTypes = s.dataTypes.slice();\n\n\t// Create converters map with lowercased keys\n\tif (dataTypes[1]) {\n\t\tfor (conv in s.converters) {\n\t\t\tconverters[conv.toLowerCase()] = s.converters[conv];\n\t\t}\n\t}\n\n\tcurrent = dataTypes.shift();\n\n\t// Convert to each sequential dataType\n\twhile (current) {\n\n\t\tif (s.responseFields[current]) {\n\t\t\tjqXHR[s.responseFields[current]] = response;\n\t\t}\n\n\t\t// Apply the dataFilter if provided\n\t\tif (!prev && isSuccess && s.dataFilter) {\n\t\t\tresponse = s.dataFilter(response, s.dataType);\n\t\t}\n\n\t\tprev = current;\n\t\tcurrent = dataTypes.shift();\n\n\t\tif (current) {\n\n\t\t\t// There's only work to do if current dataType is non-auto\n\t\t\tif (current === \"*\") {\n\n\t\t\t\tcurrent = prev;\n\n\t\t\t// Convert response if prev dataType is non-auto and differs from current\n\t\t\t} else if (prev !== \"*\" && prev !== current) {\n\n\t\t\t\t// Seek a direct converter\n\t\t\t\tconv = converters[prev + \" \" + current] || converters[\"* \" + current];\n\n\t\t\t\t// If none found, seek a pair\n\t\t\t\tif (!conv) {\n\t\t\t\t\tfor (conv2 in converters) {\n\n\t\t\t\t\t\t// If

conv2 outputs current\n\t\t\t\t\t\ttmp = conv2.split(\" \");\n\t\t\t\t\t\tif (tmp[1] === current) {\n\n\t\t\t\t\t\t\t// If prev can be converted to accepted input\n\t\t\t\t\t\t\tconv = converters[prev + \" \" + tmp[0]] ||\n\t\t\t\t\t\t\tconverters[\"* \" + tmp[0]];\n\t\t\t\t\t\t\tif (conv) {\n\n\t\t\t\t\t\t\t\t// Condense equivalence converters\n\t\t\t\t\t\t\t\tif (conv === true) {\n\t\t\t\t\t\t\t\t\tconv = converters[conv2];\n\n\t\t\t\t\t\t\t\t\t// Otherwise, insert the intermediate dataType\n\t\t\t\t\t\t\t\t} else if (converters[conv2] !== true) {\n\t\t\t\t\t\t\t\t\tcurrent = tmp[0];\n\t\t\t\t\t\t\t\t\tdataTypes.unshift(tmp[1]);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Apply converter (if not an equivalence)\n\t\t\t\tif (conv !== true) {\n\n\t\t\t\t\t// Unless errors are allowed to bubble, catch and return them\n\t\t\t\t\tif (conv && s.throws) {\n\t\t\t\t\t\tresponse = conv(response);\n\t\t\t\t\t} else {\n\t\t\t\t\t\ttry {\n\t\t\t\t\t\t\tresponse = conv(response);\n\t\t\t\t\t\t} catch (e) {\n\t\t\t\t\t\t\treturn {\n\t\t\t\t\t\t\t\tstate: \"parsererror\",\n\t\t\t\t\t\t\t\terror: conv ? e : \"No conversion from \" + prev + \" to \" + current\n\t\t\t\t\t\t\t};\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\treturn { state: \"success\", data: response };\n}\n\njQuery.extend({\n\t// Counter for holding the number of active queries\n\tactive: 0,\n\n\t// Last-Modified header cache for next request\n\tlastModified: {},\n\tetag: {},\n\n\tajaxSettings: {\n\t\turl: location.href,\n\t\ttype: \"GET\",\n\t\tisLocal: rlocalProtocol.test(location.protocol),\n\t\tglobal: true,\n\t\tprocessData: true,\n\t\tasync: true,\n\t\tcontentType: \"application/x-www-form-urlencoded; charset=UTF-8\",\n\n\t\t/*\n\t\ttimeout: 0,\n\t\tdata: null,\n\t\tdataType: null,\n\t\tusername: null,\n\t\tpassword: null,\n\t\tcache: null,\n\t\tthrows: false,\n\t\ttraditional: false,\n\t\theaders: {},\n\t\t*/\n\n\t\taccepts: {\n\t\t\t\"*\": allTypes,\n\t\t\ttext: \"text/plain\",\n\t\t\thtml: \"text/html\",\n\t\t\txml: \"application/xml, text/xml\",\n\t\t\tjson: \"application/json, text/javascript\"\n\t\t},\n\n\t\tcontents: {\n\t\t\txml: /\\bxml\\b/,\n\t\t\thtml: /\\bhtml/,\n\t\t\tjson: /\\bjson\\b/\n\t\t},\n\n\t\tresponseFields: {\n\t\t\txml: \"responseXML\",\n\t\t\ttext: \"responseText\",\n\t\t\tjson: \"responseJSON\"\n\t\t},\n\n\t\t// Data converters\n\t\t// Keys separate source (or catchall \"*\") and destination types with a single space\n\t\tconverters: {\n\n\t\t\t// Convert anything to text\n\t\t\t\"* text\": String,\n\n\t\t\t// Text to html (true = no transformation)\n\t\t\t\"text html\": true,\n\n\t\t\t// Evaluate text as a json expression\n\t\t\t\"text json\": JSON.parse,\n\n\t\t\t// Parse text as xml\n\t\t\t\"text xml\": jQuery.parseXML\n\t\t},\n\n\t\t// For options that shouldn't be deep extended:\n\t\t// you can add your own custom options here if\n\t\t// and when you create one that shouldn't be\n\t\t// deep extended (see ajaxExtend)\n\t\tflatOptions: {\n\t\t\turl: true,\n\t\t\tcontext: true\n\t\t}\n\t},\n\n\t// Creates a full fledged settings object into target\n\t// with both ajaxSettings and settings fields.\n\t// If target is omitted, writes into ajaxSettings.\n\tajaxSetup: function(target, settings) {\n\t\treturn settings ?\n\n\t\t\t// Building a settings object\n\t\t\tajaxExtend(ajaxExtend(target, jQuery.ajaxSettings), settings) :\n\n\t\t\t// Extending ajaxSettings\n\t\t\tajaxExtend(jQuery.ajaxSettings, target);\n\t},\n\n\tajaxPrefilter: addToPrefiltersOrTransports(prefilters),\n\tajaxTransport: addToPrefiltersOrTransports(transports),\n\n\t// Main method\n\tajax: function(url, options) {\n\n\t\t// If url is an object, simulate pre-1.5 signature\n\t\tif (typeof url === \"object\") {\n\t\t\toptions = url;\n\t\t\turl = undefined;\n\t\t}\n\n\t\t// Force options to be an object\n\t\toptions = options || {};\n\n\t\tvar transport,\n\n\t\t\t// URL without anti-cache param\n\t\t\tcacheURL,\n\n\t\t\t// Response headers\n\t\t\tresponseHeadersString,\n\t\t\tresponseHeaders,\n\n\t\t\t// timeout handle\n\t\t\ttimeoutTimer,\n\n\t\t\t// Url cleanup var\n\t\t\turlAnchor,\n\n\t\t\t// Request state (becomes false upon send and true upon completion)\n\t\t\tcompleted,\n\n\t\t\t// To know if global events are to be dispatched\n\t\t\tfireGlobals,\n\n\t\t\t// Loop variable\n\t\t\ti,\n\n\t\t\t// uncached part of the url\n\t\t\tuncached,\n\n\t\t\t// Create the final options object\n\t\t\ts = jQuery.ajaxSetup({}, options),\n\n\t\t\t// Callbacks context\n\t\t\tcallbackContext = s.context || s,\n\n\t\t\t// Context for global events is callbackContext if it is a DOM node or jQuery collection\n\t\t\tglobalEventContext = s.context &&\n\t\t\t\t(callbackContext.nodeType || callbackContext.jquery) ?\n\t\t\t\t\tjQuery(callbackContext) :\n\t\t\t\t\tjQuery.event,\n\n\t\t\t// Deferreds\n\t\t\tdeferred = jQuery.Deferred(),\n\t\t\tcompleteDeferred = jQuery.Callbacks(\"once memory\"),\n\n\t\t\t// Status-dependent callbacks\n\t\t\tstatusCode = s.statusCode || {},\n\n\t\t\t// Headers (they are sent all at once)\n\t\t\trequestHeaders = {},\n\t\t\trequestHeadersNames = {},\n\n\t\t\t// Default abort message\n\t\t\tstrAbort = \"canceled\",\n\n\t\t\t// Fake xhr\n\t\t\tjqXHR = {\n\t\t\t\treadyState: 0,\n\n\t\t\t\t// Builds headers hashtable if needed\n\t\t\t\tgetResponseHeader: function(key) {\n\t\t\t\t\tvar match;\n\t\t\t\t\tif (completed) {\n\t\t\t\t\t\tif (!responseHeaders)

{\n\t\t\t\t\t\tresponseHeaders = {};\n\t\t\t\t\t\twhile ((match = rheaders.exec(responseHeadersString))) {\n\t\t\t\t\t\tresponseHeaders[match[1].toLowerCase()] = match[2];\n\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tmatch = responseHeaders[key.toLowerCase()];\n\t\t\t\t}\n\t\t\t\treturn match == null ? null : match;\n\t\t\t},\n\n\t\t\t\t// Raw string\n\t\t\tgetAllResponseHeaders: function() {\n\t\t\t\treturn completed ? responseHeadersString : null;\n\t\t\t},\n\n\t\t\t// Caches the header\n\t\t\tsetRequestHeader: function(name, value) {\n\t\t\t\tif (completed == null) {\n\t\t\t\t\tname = requestHeadersNames[name.toLowerCase()] =\n\t\t\t\t\t\trequestHeadersNames[name.toLowerCase()] || name;\n\t\t\t\t\trequestHeaders[name] = value;\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Overrides response content-type header\n\t\t\toverrideMimeType: function(type) {\n\t\t\t\tif (completed == null) {\n\t\t\t\t\ts.mimeType = type;\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Status-dependent callbacks\n\t\t\tstatusCode: function(map) {\n\t\t\t\tvar code;\n\t\t\t\tif (map) {\n\t\t\t\t\tif (completed) {\n\n\t\t\t\t\t\t// Execute the appropriate callbacks\n\t\t\t\t\t\tjqXHR.always(map[jqXHR.status]);\n\t\t\t\t\t} else {\n\n\t\t\t\t\t\t// Lazy-add the new callbacks in a way that preserves old ones\n\t\t\t\t\t\tfor (code in map) {\n\t\t\t\t\t\t\tstatusCode[code] = [statusCode[code], map[code]];\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Cancel the request\n\t\t\tabort: function(statusText) {\n\t\t\t\tvar finalText = statusText || strAbort;\n\t\t\t\tif (transport) {\n\t\t\t\t\ttransport.abort(finalText);\n\t\t\t\t}\n\t\t\t\tdone(0, finalText);\n\t\t\t\treturn this;\n\t\t\t}\n\t\t};\n\n\t\t// Attach deferreds\n\t\tdeferred.promise(jqXHR);\n\n\t\t// Add protocol if not provided (prefilters might expect it)\n\t\t// Handle falsy url in the settings object (#10093: consistency with old signature)\n\t\t// We also use the url parameter if available\n\t\ts.url = ((url || s.url || location.href) + "")\n\t\t\t.replace(rprotocol, location.protocol + "//");\n\n\t\t// Alias method option to type as per ticket #12004\n\t\ts.type = options.method || options.type || s.method || s.type;\n\n\t\t// Extract dataTypes list\n\t\ts.dataTypes = (s.dataType || "*").toLowerCase().match(rnothtmlwhite) || [""];\n\n\t\t// A cross-domain request is in order when the origin doesn't match the current origin.\n\t\tif (s.crossDomain == null) {\n\t\t\turlAnchor = document.createElement("a");\n\n\t\t\t// Support: IE <=8 - 11, Edge 12 - 15\n\t\t\t// IE throws exception on accessing the href property if url is malformed,\n\t\t\t// e.g. http://example.com:80x/\n\t\t\ttry {\n\t\t\t\turlAnchor.href = s.url;\n\n\t\t\t\t// Support: IE <=8 - 11 only\n\t\t\t\t// Anchor's host property isn't correctly set when s.url is relative\n\t\t\t\turlAnchor.href = urlAnchor.href;\n\t\t\t\ts.crossDomain = originAnchor.protocol + "//" + originAnchor.host !==\n\t\t\t\t\turlAnchor.protocol + "//" + urlAnchor.host;\n\t\t\t} catch (e) {\n\n\t\t\t\t// If there is an error parsing the URL, assume it is crossDomain,\n\t\t\t\t// it can be rejected by the transport if it is invalid\n\t\t\t\ts.crossDomain = true;\n\t\t\t}\n\t\t}\n\n\t\t// Convert data if not already a string\n\t\tif (s.data && s.processData && typeof s.data !== "string") {\n\t\t\ts.data = jQuery.param(s.data, s.traditional);\n\t\t}\n\n\t\t// Apply prefilters\n\t\tinspectPrefiltersOrTransports(prefilters, s, options, jqXHR);\n\n\t\t// If request was aborted inside a prefilter, stop there\n\t\tif (completed) {\n\t\t\treturn jqXHR;\n\t\t}\n\n\t\t// We can fire global events as of now if asked to\n\t\t// Don't fire events if jQuery.event is undefined in an AMD-usage scenario (#15118)\n\t\tfireGlobals = jQuery.event && s.global;\n\n\t\t// Watch for a new set of requests\n\t\tif (fireGlobals && jQuery.active++ === 0) {\n\t\t\tjQuery.event.trigger("ajaxStart");\n\t\t}\n\n\t\t// Uppercase the type\n\t\ts.type = s.type.toUpperCase();\n\n\t\t// Determine if request has content\n\t\ts.hasContent = !rnoContent.test(s.type);\n\n\t\t// Save the URL in case we're toying with the If-Modified-Since\n\t\t// and/or If-None-Match header later on\n\t\t// Remove hash to simplify url manipulation\n\t\tcacheURL = s.url.replace(rhash, "");\n\n\t\t// More options handling for requests with no content\n\t\tif (!s.hasContent) {\n\n\t\t\t// Remember the hash so we can put it back\n\t\t\tuncached = s.url.slice(cacheURL.length);\n\n\t\t\t// If data is available and should be processed, append data to url\n\t\t\tif (s.data && (s.processData || typeof s.data === "string")) {\n\t\t\t\tcacheURL += (rquery.test(cacheURL) ? "&" : "?") + s.data;\n\n\t\t\t\t// #9682: remove data so that it's not used in an eventual retry\n\t\t\t\tdelete s.data;\n\t\t\t}\n\n\t\t\t// Add or update anti-cache param if needed\n\t\t\tif (s.cache === false) {\n\t\t\t\tcacheURL = cacheURL.replace(rantiCache, "$1");\n\t\t\t\tuncached = (rquery.test(cacheURL) ? "&" : "?") + "_=" + (nonce++) + uncached;\n\t\t\t}\n\n\t\t\t// Put hash and anti-cache on the URL that will be requested (gh-1732)\n\t\t\ts.url = cacheURL + uncached;\n\n\t\t// Change '%20' to '+' if this is encoded form body content (gh-2658)\n\t\t} else if (s.data && s.processData &&\n\t\t\t(s.contentType || ""

).indexOf(\"application/x-www-form-urlencoded\") === 0) {\n\t\t\ts.data = s.data.replace(r20, \"+\");\n\t\t}\n\n\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\tif (s.ifModified) {\n\t\t\tif (jQuery.lastModified[cacheURL]) {\n\t\t\t\tjqXHR.setRequestHeader(\"If-Modified-Since\", jQuery.lastModified[cacheURL]);\n\t\t\t}\n\t\t\tif (jQuery.etag[cacheURL]) {\n\t\t\t\tjqXHR.setRequestHeader(\"If-None-Match\", jQuery.etag[cacheURL]);\n\t\t\t}\n\t\t}\n\n\t\t// Set the correct header, if data is being sent\n\t\tif (s.data && s.hasContent && s.contentType !== false || options.contentType) {\n\t\t\tjqXHR.setRequestHeader(\"Content-Type\", s.contentType);\n\t\t}\n\n\t\t// Set the Accepts header for the server, depending on the dataType\n\t\tjqXHR.setRequestHeader(\n\t\t\t\"Accept\",\n\t\t\ts.dataTypes[0] && s.accepts[s.dataTypes[0]] ?\n\t\t\t\ts.accepts[s.dataTypes[0]] +\n\t\t\t\t\t(s.dataTypes[0] !== \"*\" ? \", \", \" + allTypes + \"; q=0.01\" : \"\") :\n\t\t\t\ts.accepts[\"*\"]\n\t\t);\n\n\t\t// Check for headers option\n\t\tfor (i in s.headers) {\n\t\t\tjqXHR.setRequestHeader(i, s.headers[i]);\n\t\t}\n\n\t\t// Allow custom headers/mimetypes and early abort\n\t\tif (s.beforeSend &&\n\t\t\t(s.beforeSend.call(callbackContext, jqXHR, s) === false || completed)) {\n\n\t\t\t// Abort if not done already and return\n\t\t\treturn jqXHR.abort();\n\t\t}\n\n\t\t// Aborting is no longer a cancellation\n\t\tstrAbort = \"abort\";\n\n\t\t// Install callbacks on deferreds\n\t\tcompleteDeferred.add(s.complete);\n\t\tjqXHR.done(s.success);\n\t\tjqXHR.fail(s.error);\n\n\t\t// Get transport\n\t\ttransport = inspectPrefiltersOrTransports(transports, s, options, jqXHR);\n\n\t\t// If no transport, we auto-abort\n\t\tif (!transport) {\n\t\t\tdone(-1, \"No Transport\");\n\t\t} else {\n\t\t\tjqXHR.readyState = 1;\n\n\t\t\t// Send global event\n\t\t\tif (fireGlobals) {\n\t\t\t\tglobalEventContext.trigger(\"ajaxSend\", [jqXHR, s]);\n\t\t\t}\n\n\t\t\t// If request was aborted inside ajaxSend, stop there\n\t\t\tif (completed) {\n\t\t\t\treturn jqXHR;\n\t\t\t}\n\n\t\t\t// Timeout\n\t\t\tif (s.async && s.timeout > 0) {\n\t\t\t\ttimeoutTimer = window.setTimeout(function() {\n\t\t\t\t\tjqXHR.abort(\"timeout\");\n\t\t\t\t}, s.timeout);\n\t\t\t}\n\n\t\t\ttry {\n\t\t\t\tcompleted = false;\n\t\t\t\ttransport.send(requestHeaders, done);\n\t\t\t} catch (e) {\n\n\t\t\t\t// Rethrow post-completion exceptions\n\t\t\t\tif (completed) {\n\t\t\t\t\tthrow e;\n\t\t\t\t}\n\n\t\t\t\t// Propagate others as results\n\t\t\t\tdone(-1, e);\n\t\t\t}\n\t\t}\n\n\t\t// Callback for when everything is done\n\t\tfunction done(status, nativeStatusText, responses, headers) {\n\t\t\tvar isSuccess, success, error, response, modified,\n\t\t\t\tstatusText = nativeStatusText;\n\n\t\t\t// Ignore repeat invocations\n\t\t\tif (completed) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\tcompleted = true;\n\n\t\t\t// Clear timeout if it exists\n\t\t\tif (timeoutTimer) {\n\t\t\t\twindow.clearTimeout(timeoutTimer);\n\t\t\t}\n\n\t\t\t// Dereference transport for early garbage collection\n\t\t\t// (no matter how long the jqXHR object will be used)\n\t\t\ttransport = undefined;\n\n\t\t\t// Cache response headers\n\t\t\tresponseHeadersString = headers || \"\";\n\n\t\t\t// Set readyState\n\t\t\tjqXHR.readyState = status > 0 ? 4 : 0;\n\n\t\t\t// Determine if successful\n\t\t\tisSuccess = status >= 200 && status < 300 || status === 304;\n\n\t\t\t// Get response data\n\t\t\tif (responses) {\n\t\t\t\tresponse = ajaxHandleResponses(s, jqXHR, responses);\n\t\t\t}\n\n\t\t\t// Convert no matter what (that way responseXXX fields are always set)\n\t\t\tresponse = ajaxConvert(s, response, jqXHR, isSuccess);\n\n\t\t\t// If successful, handle type chaining\n\t\t\tif (isSuccess) {\n\n\t\t\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\t\t\tif (s.ifModified) {\n\t\t\t\t\tmodified = jqXHR.getResponseHeader(\"Last-Modified\");\n\t\t\t\t\tif (modified) {\n\t\t\t\t\t\tjQuery.lastModified[cacheURL] = modified;\n\t\t\t\t\t}\n\t\t\t\t\tmodified = jqXHR.getResponseHeader(\"etag\");\n\t\t\t\t\tif (modified) {\n\t\t\t\t\t\tjQuery.etag[cacheURL] = modified;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// if no content\n\t\t\t\tif (status === 204 || s.type === \"HEAD\") {\n\t\t\t\t\tstatusText = \"nocontent\";\n\n\t\t\t\t// if not modified\n\t\t\t\t} else if (status === 304) {\n\t\t\t\t\tstatusText = \"notmodified\";\n\n\t\t\t\t// If we have data, let's convert it\n\t\t\t\t} else {\n\t\t\t\t\tstatusText = response.state;\n\t\t\t\t\tsuccess = response.data;\n\t\t\t\t\terror = response.error;\n\t\t\t\t\tisSuccess = !error;\n\t\t\t\t}\n\t\t\t} else {\n\n\t\t\t\t// Extract error from statusText and normalize for non-aborts\n\t\t\t\terror = statusText;\n\t\t\t\tif (status || !statusText) {\n\t\t\t\t\tstatusText = \"error\";\n\t\t\t\t\tif (status < 0) {\n\t\t\t\t\t\tstatus = 0;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Set data for the fake xhr object\n\t\t\tjqXHR.status = status;\n\t\t\tjqXHR.statusText = (nativeStatusText || statusText) + \"\";\n\n\t\t\t// Success/Error\n\t\t\tif (isSuccess) {\n\t\t\t\tdeferred.resolveWith(callbackContext, [success, statusText, jqXHR]);\n\t\t\t} else {\n\t\t\t\tdeferred.rejectWith(callbackContext, [jqXHR, statusText, error]);\n\t\t\t}\n\n\t\t\t// Status-dependent callbacks\n\t\t\tjqXHR.statusCode(statusCode);\n\t\t\tstatusCode = undefined;\n\n\t\t\tif (fireGlobals)

{\n\t\t\tglobalEventContext.trigger(isSuccess ? \"ajaxSuccess\" : \"ajaxError\",\n\t\t\t\t[jqXHR, s, isSuccess ? success : error]);\n\t\t\t}\n\n\t\t\t// Complete\n\t\t\tcompleteDeferred.fireWith(callbackContext, [jqXHR, statusText]);\n\n\t\t\tif (fireGlobals) {\n\t\t\tglobalEventContext.trigger(\"ajaxComplete\", [jqXHR, s]);\n\n\t\t\t\t// Handle the global AJAX counter\n\t\t\t\tif (!(--jQuery.active)) {\n\t\t\t\tjQuery.event.trigger(\"ajaxStop\");\n\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t\treturn jqXHR;\n\t},\n\n\tgetJSON: function(url, data, callback) {\n\t\treturn jQuery.get(url, data, callback, \"json\");\n\t},\n\n\tgetScript: function(url, callback) {\n\t\treturn jQuery.get(url, undefined, callback, \"script\");\n\t}\n});\n\njQuery.each([\"get\", \"post\"], function(i, method) {\n\tjQuery[method] = function(url, data, callback, type) {\n\n\t\t// Shift arguments if data argument was omitted\n\t\tif (isFunction(data)) {\n\t\t\ttype = type || callback;\n\t\t\tcallback = data;\n\t\t\tdata = undefined;\n\t\t}\n\n\t\t// The url can be an options object (which then must have .url)\n\t\treturn jQuery.ajax(jQuery.extend({\n\t\t\turl: url,\n\t\t\ttype: method,\n\t\t\tdataType: type,\n\t\t\tdata: data,\n\t\t\tsuccess: callback\n\t\t}, jQuery.isPlainObject(url) && url));\n\t};\n});\n\n\njQuery._evalUrl = function(url) {\n\treturn jQuery.ajax({\n\t\turl: url,\n\n\t\t// Make this explicit, since user can override this through ajaxSetup (#11264)\n\t\ttype: \"GET\",\n\t\tdataType: \"script\",\n\t\tcache: true,\n\t\tasync: false,\n\t\tglobal: false,\n\t\t\"throws\": true\n\t});\n};\n\n\njQuery.fn.extend({\n\twrapAll: function(html) {\n\t\tvar wrap;\n\n\t\tif (this[0]) {\n\t\t\tif (isFunction(html)) {\n\t\t\t\thtml = html.call(this[0]);\n\t\t\t}\n\n\t\t\t// The elements to wrap the target around\n\t\t\twrap = jQuery(html, this[0].ownerDocument).eq(0).clone(true);\n\n\t\t\tif (this[0].parentNode) {\n\t\t\t\twrap.insertBefore(this[0]);\n\t\t\t}\n\n\t\t\twrap.map(function() {\n\t\t\t\tvar elem = this;\n\n\t\t\t\twhile (elem.firstElementChild) {\n\t\t\t\t\telem = elem.firstElementChild;\n\t\t\t\t}\n\n\t\t\t\treturn elem;\n\t\t\t}).append(this);\n\t\t}\n\n\t\treturn this;\n\t},\n\n\twrapInner: function(html) {\n\t\tif (isFunction(html)) {\n\t\t\treturn this.each(function(i) {\n\t\t\t\tjQuery(this).wrapInner(html.call(this, i));\n\t\t\t});\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar self = jQuery(this),\n\t\t\t\tcontents = self.contents();\n\n\t\t\tif (contents.length) {\n\t\t\t\tcontents.wrapAll(html);\n\t\t\t} else {\n\t\t\t\tself.append(html);\n\t\t\t}\n\t\t});\n\t},\n\n\twrap: function(html) {\n\t\tvar htmlIsFunction = isFunction(html);\n\n\t\treturn this.each(function(i) {\n\t\t\tjQuery(this).wrapAll(htmlIsFunction ? html.call(this, i) : html);\n\t\t});\n\t},\n\n\tunwrap: function(selector) {\n\t\tthis.parent(selector).not(\"body\").each(function() {\n\t\t\tjQuery(this).replaceWith(this.childNodes);\n\t\t});\n\t\treturn this;\n\t}\n});\n\n\njQuery.expr.pseudos.hidden = function(elem) {\n\treturn !jQuery.expr.pseudos.visible(elem);\n};\njQuery.expr.pseudos.visible = function(elem) {\n\treturn !!(elem.offsetWidth || elem.offsetHeight || elem.getClientRects().length);\n};\n\n\n\njQuery.ajaxSettings.xhr = function() {\n\ttry {\n\t\treturn new window.XMLHttpRequest();\n\t} catch (e) {}\n};\n\nvar xhrSuccessStatus = {\n\n\t// File protocol always yields status code 0, assume 200\n\t0: 200,\n\n\t// Support: IE <=9 only\n\t// #1450: sometimes IE returns 1223 when it should be 204\n\t1223: 204\n},\n\txhrSupported = jQuery.ajaxSettings.xhr();\n\nsupport.cors = !!xhrSupported && (\"withCredentials\" in xhrSupported);\nsupport.ajax = xhrSupported = !!xhrSupported;\n\njQuery.ajaxTransport(function(options) {\n\tvar callback, errorCallback;\n\n\t// Cross domain only allowed if supported through XMLHttpRequest\n\tif (support.cors || xhrSupported && !options.crossDomain) {\n\t\treturn {\n\t\t\tsend: function(headers, complete) {\n\t\t\t\tvar i,\n\t\t\t\t\txhr = options.xhr();\n\n\t\t\t\txhr.open(\n\t\t\t\t\toptions.type,\n\t\t\t\t\toptions.url,\n\t\t\t\t\toptions.async,\n\t\t\t\t\toptions.username,\n\t\t\t\t\toptions.password\n\t\t\t\t);\n\n\t\t\t\t// Apply custom fields if provided\n\t\t\t\tif (options.xhrFields) {\n\t\t\t\t\tfor (i in options.xhrFields) {\n\t\t\t\t\t\txhr[i] = options.xhrFields[i];\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Override mime type if needed\n\t\t\t\tif (options.mimeType && xhr.overrideMimeType) {\n\t\t\t\t\txhr.overrideMimeType(options.mimeType);\n\t\t\t\t}\n\n\t\t\t\t// X-Requested-With header\n\t\t\t\t// For cross-domain requests, seeing as conditions for a preflight are\n\t\t\t\t// akin to a jigsaw puzzle, we simply never set it to be sure.\n\t\t\t\t// (it can always be set on a per-request basis or even using ajaxSetup)\n\t\t\t\t// For same-domain requests, won't change header if already provided.\n\t\t\t\tif (!options.crossDomain && !headers[\"X-Requested-With\"]) {\n\t\t\t\t\theaders[\"X-Requested-With\"] = \"XMLHttpRequest\";\n\t\t\t\t}\n\n\t\t\t\t// Set headers\n\t\t\t\tfor (i in headers) {\n\t\t\t\t\txhr.setRequestHeader(i, headers[i]);\n\t\t\t\t}\n\n\t\t\t\t// Callback\n\t\t\t\tcallback = function(type) {\n\t\t\t\t\treturn function() {\n\t\t\t\t\t\tif (callback)

{\n\t\t\t\t\t\tcallback = errorCallback = xhr.onload =\n\t\t\t\t\t\t\txhr.onerror = xhr.onabort = xhr.ontimeout =\n\t\t\t\t\t\t\txhr.onreadystatechange = null;\n\n\t\t\t\t\t\tif (type === \"abort\") {\n\t\t\t\t\t\t\txhr.abort();\n\t\t\t\t\t\t} else if (type === \"error\") {\n\n\t\t\t\t\t\t\t// Support: IE <=9 only\n\t\t\t\t\t\t\t// On a manual native abort, IE9 throws\n\t\t\t\t\t\t\t// errors on any property access that is not readyState\n\t\t\t\t\t\t\tif (typeof xhr.status !== \"number\") {\n\t\t\t\t\t\t\t\tcomplete(0, \"error\");\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tcomplete(\n\n\t\t\t\t\t\t\t\t\t// File: protocol always yields status 0; see #8605, #14207\n\t\t\t\t\t\t\t\t\txhr.status,\n\t\t\t\t\t\t\t\t\txhr.statusText\n\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\tcomplete(\n\t\t\t\t\t\t\t\txhrSuccessStatus[xhr.status] || xhr.status,\n\t\t\t\t\t\t\t\txhr.statusText,\n\n\t\t\t\t\t\t\t\t// Support: IE <=9 only\n\t\t\t\t\t\t\t\t// IE9 has no XHR2 but throws on binary (trac-11426)\n\t\t\t\t\t\t\t\t// For XHR2 non-text, let the caller handle it (gh-2498)\n\t\t\t\t\t\t\t\t(xhr.responseType || \"text\") !== \"text\" ||\n\t\t\t\t\t\t\t\ttypeof xhr.responseText !== \"string\" ?\n\t\t\t\t\t\t\t\t{ binary: xhr.response } :\n\t\t\t\t\t\t\t\t{ text: xhr.responseText },\n\t\t\t\t\t\t\t\txhr.getAllResponseHeaders()\n\t\t\t\t\t\t\t);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t\t\t\n\n\t\t\t\t// Listen to events\n\t\t\t\txhr.onload = callback();\n\t\t\t\terrorCallback = xhr.onerror = xhr.ontimeout = callback(\"error\");\n\n\t\t\t\t// Support: IE 9 only\n\t\t\t\t// Use onreadystatechange to replace onabort\n\t\t\t\t// to handle uncaught aborts\n\t\t\t\tif (xhr.onabort !== undefined) {\n\t\t\t\t\txhr.onabort = errorCallback;\n\t\t\t\t} else {\n\t\t\t\t\txhr.onreadystatechange = function() {\n\n\t\t\t\t\t\t// Check readyState before timeout as it changes\n\t\t\t\t\t\tif (xhr.readyState === 4) {\n\n\t\t\t\t\t\t\t// Allow onerror to be called first,\n\t\t\t\t\t\t\t// but that will not handle a native abort\n\t\t\t\t\t\t\t// Also, save errorCallback to a variable\n\t\t\t\t\t\t\t// as xhr.onerror cannot be accessed\n\t\t\t\t\t\t\twindow.setTimeout(function() {\n\t\t\t\t\t\t\t\tif (callback) {\n\t\t\t\t\t\t\t\t\terrorCallback();\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t});\n\t\t\t\t\t\t}\n\t\t\t\t\t};\n\t\t\t\t}\n\n\t\t\t\t// Create the abort callback\n\t\t\t\tcallback = callback(\"abort\");\n\n\t\t\t\ttry {\n\n\t\t\t\t\t// Do send the request (this may raise an exception)\n\t\t\t\t\txhr.send(options.hasContent && options.data || null);\n\t\t\t\t} catch (e) {\n\n\t\t\t\t\t// #14683: Only rethrow if this hasn't been notified as an error yet\n\t\t\t\t\tif (callback) {\n\t\t\t\t\t\tthrow e;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t},\n\n\t\t\tabort: function() {\n\t\t\t\tif (callback) {\n\t\t\t\t\tcallback();\n\t\t\t\t}\n\t\t\t}\n\t\t};\n\t}\n});\n\n\n\n\n// Prevent auto-execution of scripts when no explicit dataType was provided (See gh-2432)\njQuery.ajaxPrefilter(function(s) {\n\tif (s.crossDomain) {\n\t\ts.contents.script = false;\n\t}\n});\n\n// Install script dataType\njQuery.ajaxSetup({\n\taccepts: {\n\t\tscript: \"text/javascript, application/javascript, \" +\n\t\t\t\"application/ecmascript, application/x-ecmascript\"\n\t},\n\tcontents: {\n\t\tscript: /\\b(?:java|ecma)script\\b/\n\t},\n\tconverters: {\n\t\t\"text script\": function(text) {\n\t\t\tjQuery.globalEval(text);\n\t\t\treturn text;\n\t\t}\n\t}\n});\n\n// Handle cache's special case and crossDomain\njQuery.ajaxPrefilter(\"script\", function(s) {\n\tif (s.cache === undefined) {\n\t\ts.cache = false;\n\t}\n\tif (s.crossDomain) {\n\t\ts.type = \"GET\";\n\t}\n});\n\n// Bind script tag hack transport\njQuery.ajaxTransport(\"script\", function(s) {\n\n\t// This transport only deals with cross domain requests\n\tif (s.crossDomain) {\n\t\tvar script, callback;\n\t\treturn {\n\t\t\tsend: function(_, complete) {\n\t\t\t\tscript = jQuery(\"<script>\").prop({\n\t\t\t\t\tcharset: s.scriptCharset,\n\t\t\t\t\tsrc: s.url\n\t\t\t\t}).on(\n\t\t\t\t\t\"load error\",\n\t\t\t\t\tcallback = function(evt) {\n\t\t\t\t\t\tscript.remove();\n\t\t\t\t\t\tcallback = null;\n\t\t\t\t\t\tif (evt) {\n\t\t\t\t\t\t\tcomplete(evt.type === \"error\" ? 404 : 200, evt.type);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t);\n\n\t\t\t\t// Use native DOM manipulation to avoid our domManip AJAX trickery\n\t\t\t\tdocument.head.appendChild(script[0]);\n\t\t\t},\n\t\t\tabort: function() {\n\t\t\t\tif (callback) {\n\t\t\t\t\tcallback();\n\t\t\t\t}\n\t\t\t}\n\t\t};\n\t}\n});\n\n\n\n\nvar oldCallbacks = [],\n\trjsonp = /(=)\\?(?=&|$)|\\?\\?/;\n\n// Default jsonp settings\njQuery.ajaxSetup({\n\tjsonp: \"callback\",\n\tjsonpCallback: function() {\n\t\tvar callback = oldCallbacks.pop() || (jQuery.expando + \"_\" + (nonce++));\n\t\tthis[callback] = true;\n\t\treturn callback;\n\t}\n});\n\n// Detect, normalize options and install callbacks for jsonp requests\njQuery.ajaxPrefilter(\"json jsonp\", function(s, originalSettings, jqXHR) {\n\n\tvar callbackName, overwritten, responseContainer,\n\t\tjsonProp = s.jsonp !== false && (rjsonp.test(s.url) ?\n\t\t\t\"url\" :\n\t\t\ttypeof s.data === \"string\" &&\n\t\t\t(s.contentType || \"\")\n\t\t\t\t.indexOf(\"application/x-www-form-urlencoded\") === 0 &&\n\t\t\t\trjsonp.test(s.data) && \"data\"\n\t\t);\n\n\t// Handle iff the expected data type is

\"jsonp\" or we have a parameter to set\n\tif (jsonProp || s.dataTypes[0] === \"jsonp\") {\n\n\t\t// Get callback name, remembering preexisting value associated with it\n\t\tcallbackName = s.jsonpCallback = isFunction(s.jsonpCallback) ?\n\t\t\ts.jsonpCallback() :\n\t\t\ts.jsonpCallback;\n\n\t\t// Insert callback into url or form data\n\t\tif (jsonProp) {\n\t\t\ts[jsonProp] = s[jsonProp].replace(rjsonp, \"$1\" + callbackName);\n\t\t} else if (s.jsonp !== false) {\n\t\t\ts.url += (rquery.test(s.url) ? \"&\" : \"?\") + s.jsonp + \"=\" + callbackName;\n\t\t}\n\n\t\t// Use data converter to retrieve json after script execution\n\t\ts.converters[\"script json\"] = function() {\n\t\t\tif (!responseContainer) {\n\t\t\t\tjQuery.error(callbackName + \" was not called\");\n\t\t\t}\n\t\t\treturn responseContainer[0];\n\t\t};\n\n\t\t// Force json dataType\n\t\ts.dataTypes[0] = \"json\";\n\n\t\t// Install callback\n\t\toverwritten = window[callbackName];\n\t\twindow[callbackName] = function() {\n\t\t\tresponseContainer = arguments;\n\t\t};\n\n\t\t// Clean-up function (fires after converters)\n\t\tjqXHR.always(function() {\n\n\t\t\t// If previous value didn't exist - remove it\n\t\t\tif (overwritten === undefined) {\n\t\t\t\tjQuery(window).removeProp(callbackName);\n\n\t\t\t// Otherwise restore preexisting value\n\t\t\t} else {\n\t\t\t\twindow[callbackName] = overwritten;\n\t\t\t}\n\n\t\t\t// Save back as free\n\t\t\tif (s[callbackName]) {\n\n\t\t\t\t// Make sure that re-using the options doesn't screw things around\n\t\t\t\ts.jsonpCallback = originalSettings.jsonpCallback;\n\n\t\t\t\t// Save the callback name for future use\n\t\t\t\toldCallbacks.push(callbackName);\n\t\t\t}\n\n\t\t\t// Call if it was a function and we have a response\n\t\t\tif (responseContainer && isFunction(overwritten)) {\n\t\t\t\toverwritten(responseContainer[0]);\n\t\t\t}\n\n\t\t\tresponseContainer = overwritten = undefined;\n\t\t});\n\n\t\t// Delegate to script\n\t\treturn \"script\";\n\t}\n});\n\n\n\n// Support: Safari 8 only\n// In Safari 8 documents created via document.implementation.createHTMLDocument\n// collapse sibling forms: the second one becomes a child of the first one.\n// Because of that, this security measure has to be disabled in Safari 8.\n// https://bugs.webkit.org/show_bug.cgi?id=137337\nsupport.createHTMLDocument = (function() {\n\tvar body = document.implementation.createHTMLDocument(\"\").body;\n\tbody.innerHTML = \"<form></form><form></form>\";\n\treturn body.childNodes.length === 2;\n})();\n\n\n// Argument \"data\" should be string of html\n// context (optional): If specified, the fragment will be created in this context,\n// defaults to document\n// keepScripts (optional): If true, will include scripts passed in the html string\njQuery.parseHTML = function(data, context, keepScripts) {\n\tif (typeof data !== \"string\") {\n\t\treturn [];\n\t}\n\tif (typeof context === \"boolean\") {\n\t\tkeepScripts = context;\n\t\tcontext = false;\n\t}\n\n\tvar base, parsed, scripts;\n\n\tif (!context) {\n\n\t\t// Stop scripts or inline event handlers from being executed immediately\n\t\t// by using document.implementation\n\t\tif (support.createHTMLDocument) {\n\t\t\tcontext = document.implementation.createHTMLDocument(\"\");\n\n\t\t\t// Set the base href for the created document\n\t\t\t// so any parsed elements with URLs\n\t\t\t// are based on the document's URL (gh-2965)\n\t\t\tbase = context.createElement(\"base\");\n\t\t\tbase.href = document.location.href;\n\t\t\tcontext.head.appendChild(base);\n\t\t} else {\n\t\t\tcontext = document;\n\t\t}\n\t}\n\n\tparsed = rsingleTag.exec(data);\n\tscripts = !keepScripts && [];\n\n\t// Single tag\n\tif (parsed) {\n\t\treturn [context.createElement(parsed[1])];\n\t}\n\n\tparsed = buildFragment([data], context, scripts);\n\n\tif (scripts && scripts.length) {\n\t\tjQuery(scripts).remove();\n\t}\n\n\treturn jQuery.merge([], parsed.childNodes);\n};\n\n\n/**\n * Load a url into a page\n */\njQuery.fn.load = function(url, params, callback) {\n\tvar selector, type, response,\n\t\tself = this,\n\t\toff = url.indexOf(\" \");\n\n\tif (off > -1) {\n\t\tselector = stripAndCollapse(url.slice(off));\n\t\turl = url.slice(0, off);\n\t}\n\n\t// If it's a function\n\tif (isFunction(params)) {\n\n\t\t// We assume that it's the callback\n\t\tcallback = params;\n\t\tparams = undefined;\n\n\t// Otherwise, build a param string\n\t} else if (params && typeof params === \"object\") {\n\t\ttype = \"POST\";\n\t}\n\n\t// If we have elements to modify, make the request\n\tif (self.length > 0) {\n\t\tjQuery.ajax({\n\t\t\turl: url,\n\n\t\t\t// If \"type\" variable is undefined, then \"GET\" method will be used.\n\t\t\t// Make value of this field explicit since\n\t\t\t// user can override it through ajaxSetup method\n\t\t\ttype: type || \"GET\",\n\t\t\tdataType: \"html\",\n\t\t\tdata: params\n\t\t}).done(function(responseText) {\n\n\t\t\t// Save response for use in complete callback\n\t\t\tresponse = arguments;\n\n\t\t\tself.html(selector ?\n\n\t\t\t\t// If a selector was specified, locate the right elements in a dummy div\n\t\t\t\t// Exclude scripts to avoid IE 'Permission Denied' errors\n\t\t\t\tjQuery(\"<div>\").append(jQuery.parseHTML(responseText)).find(selector) :\n\n\t\t\t\t//

Otherwise use the full result\n\t\t\t\tresponseText);\n\n\t\t\t// If the request succeeds, this function gets \"data\", \"status\", \"jqXHR\"\n\t\t// but they are ignored because response was set above.\n\t\t// If it fails, this function gets \"jqXHR\", \"status\", \"error\"\n\t\t}).always(callback && function(jqXHR, status) {\n\t\t\tself.each(function() {\n\t\t\t\tcallback.apply(this, response || [jqXHR.responseText, status, jqXHR]);\n\t\t\t});\n\t\t});\n\t}\n\n\treturn this;\n};\n\n\n\n\n// Attach a bunch of functions for handling common AJAX events\njQuery.each(\n[\n\t\"ajaxStart\",\n\t\"ajaxStop\",\n\t\"ajaxComplete\",\n\t\"ajaxError\",\n\t\"ajaxSuccess\",\n\t\"ajaxSend\"\n], function(i, type) {\n\tjQuery.fn[type] = function(fn) {\n\t\treturn this.on(type, fn);\n\t};\n}\n);\n\n\n\n\njQuery.expr.pseudos.animated = function(elem) {\n\treturn jQuery.grep(jQuery.timers, function(fn) {\n\t\treturn elem === fn.elem;\n\t}).length;\n};\n\n\n\n\njQuery.offset = {\n\tsetOffset: function(elem, options, i) {\n\t\tvar curPosition, curLeft, curCSSTop, curTop, curOffset, curCSSLeft, calculatePosition,\n\t\t\tposition = jQuery.css(elem, \"position\"),\n\t\t\tcurElem = jQuery(elem),\n\t\t\tprops = {};\n\t\t\t// Set position first, in-case top/left are set even on static elem\n\t\tif (position === \"static\") {\n\t\t\telem.style.position = \"relative\";\n\t\t}\n\n\t\tcurOffset = curElem.offset();\n\t\tcurCSSTop = jQuery.css(elem, \"top\");\n\t\tcurCSSLeft = jQuery.css(elem, \"left\");\n\t\tcalculatePosition = (position === \"absolute\" || position === \"fixed\") &&\n\t\t\t(curCSSTop + curCSSLeft).indexOf(\"auto\") > -1;\n\n\t\t// Need to be able to calculate position if either\n\t\t// top or left is auto and position is either absolute or fixed\n\t\tif (calculatePosition) {\n\t\t\tcurPosition = curElem.position();\n\t\t\tcurTop = curPosition.top;\n\t\t\tcurLeft = curPosition.left;\n\n\t\t} else {\n\t\t\tcurTop = parseFloat(curCSSTop) || 0;\n\t\t\tcurLeft = parseFloat(curCSSLeft) || 0;\n\t\t}\n\n\t\tif (isFunction(options)) {\n\n\t\t\t// Use jQuery.extend here to allow modification of coordinates argument (gh-1848)\n\t\t\toptions = options.call(elem, i, jQuery.extend({}, curOffset));\n\t\t}\n\n\t\tif (options.top != null) {\n\t\t\tprops.top = (options.top - curOffset.top) + curTop;\n\t\t}\n\t\tif (options.left != null) {\n\t\t\tprops.left = (options.left - curOffset.left) + curLeft;\n\t\t}\n\n\t\tif (\"using\" in options) {\n\t\t\toptions.using.call(elem, props);\n\t\t} else {\n\t\t\tcurElem.css(props);\n\t\t}\n\t}\n};\n\njQuery.fn.extend({\n\t// offset() relates an element's border box to the document origin\n\toffset: function(options) {\n\t\t// Preserve chaining for setter\n\t\tif (arguments.length) {\n\t\t\treturn options === undefined ?\n\t\t\t\tthis :\n\t\t\t\tthis.each(function(i) {\n\t\t\t\t\tjQuery.offset.setOffset(this, options, i);\n\t\t\t\t});\n\t\t}\n\n\t\tvar rect, win,\n\t\t\telem = this[0];\n\n\t\tif (!elem) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Return zeros for disconnected and hidden (display: none) elements (gh-2310)\n\t\t// Support: IE <=11 only\n\t\t// Running getBoundingClientRect on a\n\t\t// disconnected node in IE throws an error\n\t\tif (!elem.getClientRects().length) {\n\t\t\treturn { top: 0, left: 0 };\n\t\t}\n\n\t\t// Get document-relative position by adding viewport scroll to viewport-relative gBCR\n\t\trect = elem.getBoundingClientRect();\n\t\twin = elem.ownerDocument.defaultView;\n\t\treturn {\n\t\t\ttop: rect.top + win.pageYOffset,\n\t\t\tleft: rect.left + win.pageXOffset\n\t\t};\n\t},\n\n\t// position() relates an element's margin box to its offset parent's padding box\n\t// This corresponds to the behavior of CSS absolute positioning\n\tposition: function() {\n\t\tif (!this[0]) {\n\t\t\treturn;\n\t\t}\n\n\t\tvar offsetParent, offset, doc,\n\t\t\telem = this[0],\n\t\t\tparentOffset = { top: 0, left: 0 };\n\n\t\t// position:fixed elements are offset from the viewport, which itself always has zero offset\n\t\tif (jQuery.css(elem, \"position\") === \"fixed\") {\n\n\t\t\t// Assume position:fixed implies availability of getBoundingClientRect\n\t\t\toffset = elem.getBoundingClientRect();\n\n\t\t} else {\n\t\t\toffset = this.offset();\n\n\t\t\t// Account for the *real* offset parent, which can be the document or its root element\n\t\t\t// when a statically positioned element is identified\n\t\t\tdoc = elem.ownerDocument;\n\t\t\toffsetParent = elem.offsetParent || doc.documentElement;\n\t\t\twhile (offsetParent &&\n\t\t\t\t(offsetParent === doc.body ||\n\t\t\t\t\toffsetParent === doc.documentElement) &&\n\t\t\t\tjQuery.css(offsetParent, \"position\") === \"static\") {\n\n\t\t\t\toffsetParent = offsetParent.parentNode;\n\t\t\t}\n\t\t\tif (offsetParent && offsetParent !== elem &&\n\t\t\t\toffsetParent.nodeType === 1) {\n\n\t\t\t\t// Incorporate borders into its offset, since they are outside its content origin\n\t\t\t\tparentOffset = jQuery(offsetParent).offset();\n\t\t\t\tparentOffset.top += jQuery.css(offsetParent, \"borderTopWidth\", true);\n\t\t\t\tparentOffset.left += jQuery.css(offsetParent, \"borderLeftWidth\", true);\n\t\t\t}\n\t\t}\n\n\t\t// Subtract parent offsets and element margins\n\t\treturn {\n\t\t\ttop: offset.top - parentOffset.top - jQuery.css(elem, \"marginTop\", true),\n\t\t\tleft: offset.left - parentOffset.left - jQuery.css(elem, \"marginLeft\", true)\n\t\t};\n\t},\n\n\t// This method will return documentElement in the following cases:\n\t// 1)

For the element inside the iframe without offsetParent, this method will return\n\t//   documentElement of the parent window\n\t// 2) For the hidden or detached element\n\t// 3) For body or html element, i.e. in case of the html node - it will return itself\n\t//\n\t// but those exceptions were never presented as a real life use-cases\n\t// and might be considered as more preferable results.\n\t//\n\t// This logic, however, is not guaranteed and can change at any point in the future\n\toffsetParent: function() {\n\t\treturn this.map(function() {\n\t\t\tvar offsetParent = this.offsetParent;\n\n\t\t\twhile (offsetParent && jQuery.css(offsetParent, \"position\") === \"static\") {\n\t\t\t\toffsetParent = offsetParent.offsetParent;\n\t\t\t}\n\n\t\t\treturn offsetParent || documentElement;\n\t\t});\n\t}\n});\n\n// Create scrollLeft and scrollTop methods\njQuery.each({ scrollLeft: \"pageXOffset\", scrollTop: \"pageYOffset\" }, function(method, prop) {\n\tvar top = \"pageYOffset\" === prop;\n\n\tjQuery.fn[method] = function(val) {\n\t\treturn access(this, function(elem, method, val) {\n\n\t\t\t// Coalesce documents and windows\n\t\t\tvar win;\n\t\t\tif (isWindow(elem)) {\n\t\t\t\twin = elem;\n\t\t\t} else if (elem.nodeType === 9) {\n\t\t\t\twin = elem.defaultView;\n\t\t\t}\n\n\t\t\tif (val === undefined) {\n\t\t\t\treturn win ? win[prop] : elem[method];\n\t\t\t}\n\n\t\t\tif (win) {\n\t\t\t\twin.scrollTo(\n\t\t\t\t\t!top ? val : win.pageXOffset,\n\t\t\t\t\ttop ? val : win.pageYOffset\n\t\t\t\t);\n\n\t\t\t} else {\n\t\t\t\telem[method] = val;\n\t\t\t}\n\t\t}, method, val, arguments.length);\n\t};\n});\n\n// Support: Safari <=7 - 9.1, Chrome <=37 - 49\n// Add the top/left cssHooks using jQuery.fn.position\n// Webkit bug: https://bugs.webkit.org/show_bug.cgi?id=29084\n// Blink bug: https://bugs.chromium.org/p/chromium/issues/detail?id=589347\n// getComputedStyle returns percent when specified for top/left/bottom/right;\n// rather than make the css module depend on the offset module, just check for it here\njQuery.each([\"top\", \"left\"], function(i, prop) {\n\tjQuery.cssHooks[prop] = addGetHookIf(support.pixelPosition,\n\t\tfunction(elem, computed) {\n\t\t\tif (computed) {\n\t\t\t\tcomputed = curCSS(elem, prop);\n\n\t\t\t\t// If curCSS returns percentage, fallback to offset\n\t\t\t\treturn rnumnonpx.test(computed) ?\n\t\t\t\t\tjQuery(elem).position()[prop] + \"px\" :\n\t\t\t\t\tcomputed;\n\t\t\t}\n\t\t});\n});\n\n\n// Create innerHeight, innerWidth, height, width, outerHeight and outerWidth methods\njQuery.each({ Height: \"height\", Width: \"width\" }, function(name, type) {\n\tjQuery.each({ padding: \"inner\" + name, content: type, \"\": \"outer\" + name },\n\t\tfunction(defaultExtra, funcName) {\n\n\t\t// Margin is only for outerHeight, outerWidth\n\t\tjQuery.fn[funcName] = function(margin, value) {\n\t\t\tvar chainable = arguments.length && (defaultExtra || typeof margin !== \"boolean\"),\n\t\t\t\textra = defaultExtra || (margin === true || value === true ?\n\t\t\t\t\t\"margin\" : \"border\");\n\n\t\t\treturn access(this, function(elem, type, value) {\n\t\t\t\tvar doc;\n\n\t\t\t\tif (isWindow(elem)) {\n\n\t\t\t\t\t// $(window).outerWidth/Height return w/h including scrollbars (gh-1729)\n\t\t\t\t\treturn funcName.indexOf(\"outer\") === 0 ?\n\t\t\t\t\t\telem[\"inner\" + name] :\n\t\t\t\t\t\telem.document.documentElement[\"client\" + name];\n\t\t\t\t}\n\n\t\t\t\t// Get document width or height\n\t\t\t\tif (elem.nodeType === 9) {\n\t\t\t\t\tdoc = elem.documentElement;\n\n\t\t\t\t\t// Either scroll[Width/Height] or offset[Width/Height] or client[Width/Height],\n\t\t\t\t\t// whichever is greatest\n\t\t\t\t\treturn Math.max(\n\t\t\t\t\t\telem.body[\"scroll\" + name], doc[\"scroll\" + name],\n\t\t\t\t\t\telem.body[\"offset\" + name], doc[\"offset\" + name],\n\t\t\t\t\t\tdoc[\"client\" + name]\n\t\t\t\t\t);\n\t\t\t\t}\n\n\t\t\t\treturn value === undefined ?\n\n\t\t\t\t\t// Get width or height on the element, requesting but not forcing parseFloat\n\t\t\t\t\tjQuery.css(elem, type, extra) :\n\n\t\t\t\t\t// Set width or height on the element\n\t\t\t\t\tjQuery.style(elem, type, value, extra);\n\t\t\t}, type, chainable ? margin : undefined, chainable);\n\t\t};\n\t});\n});\n\n\njQuery.each((\"blur focus focusin focusout resize scroll click dblclick \" +\n\t\"mousedown mouseup mousemove mouseover mouseout mouseenter mouseleave \" +\n\t\"change select submit keydown keypress keyup contextmenu\").split(\" \"),\n\tfunction(i, name) {\n\n\t// Handle event binding\n\tjQuery.fn[name] = function(data, fn) {\n\t\treturn arguments.length > 0 ?\n\t\t\tthis.on(name, null, data, fn) :\n\t\t\tthis.trigger(name);\n\t};\n});\n\njQuery.fn.extend({\n\thover: function(fnOver, fnOut) {\n\t\treturn this.mouseenter(fnOver).mouseleave(fnOut || fnOver);\n\t}\n});\n\n\n\n\njQuery.fn.extend({\n\n\tbind: function(types, data, fn) {\n\t\treturn this.on(types, null, data, fn);\n\t},\n\tunbind: function(types, fn) {\n\t\treturn this.off(types, null, fn);\n\t},\n\n\tdelegate: function(selector, types, data, fn) {\n\t\treturn this.on(types, selector, data, fn);\n\t},\n\tundelegate: function(selector, types, fn) {\n\n\t\t// (namespace) or (selector, types [, fn])\n\t\treturn arguments.length === 1 ?\n\t\t\tthis.off(selector, \"**\") :\n\t\t\tthis.off(types, selector ||

\"**\", fn);\n\t}\n});\n\n// Bind a function to a context, optionally partially applying any\n// arguments.\n// jQuery.proxy is deprecated to promote standards (specifically Function#bind)\n// However, it is not slated for removal any time soon\njQuery.proxy = function(fn, context) {\n\tvar tmp, args, proxy;\n\n\tif (typeof context === \"string\") {\n\t\ttmp = fn[context];\n\t\tcontext = fn;\n\t\tfn = tmp;\n\t}\n\n\t// Quick check to determine if target is callable, in the spec\n\t// this throws a TypeError, but we will just return undefined.\n\tif (!isFunction(fn)) {\n\t\treturn undefined;\n\t}\n\n\t// Simulated bind\n\targs = slice.call(arguments, 2);\n\tproxy = function() {\n\t\treturn fn.apply(context || this, args.concat(slice.call(arguments)));\n\t};\n\n\t// Set the guid of unique handler to the same of original handler, so it can be removed\n\tproxy.guid = fn.guid = fn.guid || jQuery.guid++;\n\n\treturn proxy;\n};\n\njQuery.holdReady = function(hold) {\n\tif (hold) {\n\t\tjQuery.readyWait++;\n\t} else {\n\t\tjQuery.ready(true);\n\t}\n};\njQuery.isArray = Array.isArray;\njQuery.parseJSON = JSON.parse;\njQuery.nodeName = nodeName;\njQuery.isFunction = isFunction;\njQuery.isWindow = isWindow;\njQuery.camelCase = camelCase;\njQuery.type = toType;\n\njQuery.now = Date.now;\n\njQuery.isNumeric = function(obj) {\n\n\t// As of jQuery 3.0, isNumeric is limited to\n\t// strings and numbers (primitives or objects)\n\t// that can be coerced to finite numbers (gh-2662)\n\tvar type = jQuery.type(obj);\n\treturn (type === \"number\" || type === \"string\") &&\n\n\t\t// parseFloat NaNs numeric-cast false positives (\"\")\n\t\t// ...but misinterprets leading-number strings, particularly hex literals (\"0x...\")\n\t\t// subtraction forces infinities to NaN\n\t\t!isNaN(obj - parseFloat(obj));\n};\n\n\n\n\n// Register as a named AMD module, since jQuery can be concatenated with other\n// files that may use define, but not via a proper concatenation script that\n// understands anonymous AMD modules. A named AMD is safest and most robust\n// way to register. Lowercase jquery is used because AMD module names are\n// derived from file names, and jQuery is normally delivered in a lowercase\n// file name. Do this after creating the global so that if an AMD module wants\n// to call noConflict to hide this version of jQuery, it will work.\n\n// Note that for maximum portability, libraries that are not jQuery should\n// declare themselves as anonymous modules, and avoid setting a global if an\n// AMD loader is present. jQuery is a special case. For more information, see\n// https://github.com/jrburke/requirejs/wiki/Updating-existing-libraries#wiki-anon\n\nif (typeof define === \"function\" && define.amd) {\n\tdefine(\"jquery\", [], function() {\n\t\treturn jQuery;\n\t});\n}\n\n\n\n\nvar\n\n\t// Map over jQuery in case of overwrite\n\t_jQuery = window.jQuery,\n\n\t// Map over the $ in case of overwrite\n\t_$ = window.$;\n\njQuery.noConflict = function(deep) {\n\tif (window.$ === jQuery) {\n\t\twindow.$ = _$;\n\t}\n\n\tif (deep && window.jQuery === jQuery) {\n\t\twindow.jQuery = _jQuery;\n\t}\n\n\treturn jQuery;\n};\n\n// Expose jQuery and $ identifiers, even in AMD\n// (#7102#comment:10, https://github.com/jquery/jquery/pull/557)\n// and CommonJS for browser emulators (#13566)\nif (!noGlobal) {\n\twindow.jQuery = window.$ = jQuery;\n}\n\n\n\n\nreturn jQuery;\n});\n","var map = {\n\t\"./en.json\": \"e847\"\n};\n\n\nfunction webpackContext(req) {\n\tvar id = webpackContextResolve(req);\n\treturn __webpack_require__(id);\n}\nfunction webpackContextResolve(req) {\n\tvar id = map[req];\n\tif(!(id + 1)) { // check for number or string\n\t\tvar e = new Error(\"Cannot find module '\" + req + \"'\");\n\t\te.code = 'MODULE_NOT_FOUND';\n\t\tthrow e;\n\t}\n\treturn id;\n}\nwebpackContext.keys = function webpackContextKeys() {\n\treturn Object.keys(map);\n};\nwebpackContext.resolve = webpackContextResolve;\nmodule.exports = webpackContext;\nwebpackContext.id = \"11b2\";","var pIE = require('./_object-pie');\nvar createDesc = require('./_property-desc');\nvar toIObject = require('./_to-iobject');\nvar toPrimitive = require('./_to-primitive');\nvar has = require('./_has');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar gOPD = Object.getOwnPropertyDescriptor;\n\nexports.f = require('./_descriptors') ? gOPD : function getOwnPropertyDescriptor(O, P) {\n O = toIObject(O);\n P = toPrimitive(P, true);\n if (IE8_DOM_DEFINE) try {\n   return gOPD(O, P);\n } catch (e) { /* empty */ }\n if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);\n};\n","/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\nfunction isKeyable(value) {\n var type = typeof value;\n return (type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean')\n   ? (value !== '__proto__')\n   : (value === null);\n}\n\nmodule.exports = isKeyable;\n","var identity = require('./identity');\n\n/**\n * Casts `value` to `identity` if it's not a function.\n *\n * @private\n *

@param {*} value The value to inspect.\n * @returns {Function} Returns cast function.\n *\nfunction castFunction(value) {\n return typeof value == 'function' ? value : identity;\n}\n\nmodule.exports = castFunction;\n","/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n *\nfunction isObjectLike(value) {\n return value != null && typeof value == 'object';\n}\n\nmodule.exports = isObjectLike;\n","module.exports =

\"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAJ4AAACeCAYAAADDhbN7AAAABmJLR0QA
owA6AADnOD5/AAAACXBIWXMAAAsTAAALEwEAmpwYAAAAB3RJTUUH4QgLCggYIJ85zwAAABl0R
Vh0Q29tbWVudABDcmVhdGVkIHdpdGggR0lNUFeBDhcAAAfMSURBVHja7d1dUFTnHcfx3x4W2EVSFQQFj
YUYTTJRg2NMtUo1RrCKU2sTqxl8STPWZGzTi87UWmvTzvSiM0mmrampY9J0xqlp1CQ6sWMUVbBVDMI
eQGHaCMKEcLL8uIqsLssSy9ykbaZyHkiu4u7388l83DO7p/vnt09CxHTiu5X0AEORz9shgDooHwQHggPIDwQ
HgA4YHwwAMID4QGEB8ID4QGEB8IHgA4YHwAMID4QGEB8IDCA+EBxAeCO9W5bAsOVPcDCJnJHaUWrOeMlhr/Pg9evytXrCc4fdLmXmz9HYhhQUaOS1Prs
xMuTJGyZWeLjks9fV0q7upWb7mZl27WKsrBw+psaREgU7vLT+bBFey3vLjk7Zzttr27Ut9Y2z9HYyhQxv9d2fHaHAa7wvM9UpeUWuW/LT
stpr/PaV/6uU2seH9T9Z8z8z6hqZs/rmy5j+oBJfZkS0U7/FX8M7SFT8Zof6YF/f3ppV7OoKzwM9UpeUWuW/zY0v0K7OqfvY5y5y56ng
6GHb68tWrdWlV/cMfnTxcEmpkVMna/6BN7To1EmmNW7zYYDpJspyJyi5coMMKjhzXv9d2fHaHAa7wvM+wM9YtthiuNH6vv7bWBzY0+o16
XX61RRUWDts3xy76rpec+0O1Ll1LL1AP4f3zZQkw1FaTc3Ksbdx5wW01AP4jTA0D333Y/CCfMpGmp8tZX7q9t2PPP+R_d2fHaHAa7wvM+G
x1SoqP61xRvSCGWDts3r46Wdvj8/Wd2xVA93AA/yfbC3tf5wLPpmtPBu9x2Wm+Lj9KtiN8KxVSLXzJz+jhGEwdvGfhT+Y9ngPfk5gqyr
z9Wd2PTkJxRzorlypz9TbPwDK/xEXfhSV9JzaanR+smbNmrmweHZenejT/VvH2vGWW2zpbRsyM3M3FmeL
W3U9t0OyXdxh/b3fjp+G7XbES2uUVzVlyy9lyy9l9Zg+z+GmPTkE5r0xA/V/sGH6qqrV7C7W8np6UqfMd34+miSdPFvu
6I6g/ue9z9U3Sw5LFmWKPkhk6muttPumM5KsHlNt5WT3OTuhsaCW8g12ovqX7ffuUsf8TwTwFvqTIeW3C4kIeeHZ7r6t27O
X8ExUbNoiz9nyiO2vu7FR/3FR/3P3UzUz8NKKtf1LQ4AqXhKfrktRuqJY1y9fDvu+eq95VbqyWD5PW8zMr7nslKp+90
zY9xTv5ly/XK93po5x/jq2mZHugYd/tZ8bzOqbmdq32osqK1yguYU7CO9r8rXXX6X6iejGRhxbwqo4XQ3NmNzKitolJla
x7Tie99X4FOb8T2G7HzeDXPb5OVYK9zT0XloO7be+HfKn10td7b7b8mvdmSxsgoLNGZuvhLcKQN+n2dNjreO
qSGwyVqPlFfmdHV2y/mt22XlWjvR9FW+f5NvgYOqL3yfXnKy1X3xr6onXt07LSS+xWHrOQkkDb9rkljYRik5I0
OuzEw5U1Pk97TL19IsX0uuuurr1d3w346oC3qvtybSqo6paIX8gqrfT4+iP7+eiP3/AQ3f
D4mwtE5xmHEYDwQHgA4YHwAMID4QGEB8IDCA+IDCA+EBxAeCA8gPBAeQHggPIDwEG1Oh7iGHiLL4ZD+A7kQKAsUeS
w0AAAAEIFTkSuQmCC\"

,"var coreJsData = require('./_coreJsData');\n\n/** Used to detect methods masquerading as native. *\nvar maskSrcKey = (function() {\n var uid = /[^.]+$/.exec(coreJsData && coreJsData.keys && coreJsData.keys.IE_PROTO || '');\n return uid ? ('Symbol(src)_1.' + uid) : '';\n}());\n\n/**\n * Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n * @returns {boolean} Returns `true` if `func` is masked, else `false`.\n *\nfunction isMasked(func) {\n return

!!maskSrcKey && (maskSrcKey in func);\n}\n\nmodule.exports = isMasked;\n","// extracted by mini-css-extract-plugin","var dP = require('./_object-dp');\nvar anObject = require('./_an-object');\nvar getKeys = require('./_object-keys');\n\nmodule.exports = require('./_descriptors') ? Object.defineProperties : function defineProperties(O, Properties) {\n anObject(O);\n var keys = getKeys(Properties);\n var length = keys.length;\n var i = 0;\n var P;\n while (length > i) dP.f(O, P = keys[i++], Properties[P]);\n return O;\n};\n","\"use strict\";\n\nmodule.exports = function () {\n\tvar assign = Object.assign, obj;\n\tif (typeof assign !== \"function\") return false;\n\tobj = { foo: \"raz\" };\n\tassign(obj, { bar: \"dwa\" }, { trzy: \"trzy\" });\n\treturn (obj.foo + obj.bar + obj.trzy) === \"razdwatrzy\";\n};\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"","var baseIsEqual = require('./_baseIsEqual'),\n get = require('./get'),\n hasIn = require('./hasIn'),\n isKey = require('./_isKey'),\n isStrictComparable = require('./_isStrictComparable'),\n matchesStrictComparable = require('./_matchesStrictComparable'),\n toKey = require('./_toKey');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.\n *\n * @private\n * @param {string} path The path of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatchesProperty(path, srcValue) {\n if (isKey(path) && isStrictComparable(srcValue)) {\n return matchesStrictComparable(toKey(path), srcValue);\n }\n return function(object) {\n var objValue = get(object, path);\n return (objValue === undefined && objValue === srcValue)\n ? hasIn(object, path)\n : baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG);\n };\n}\n\nmodule.exports = baseMatchesProperty;\n","var memoizeCapped = require('./_memoizeCapped');\n\n/** Used to match property names within property paths. */\nvar rePropName = /[^.[\\]]+|\\[(?:(-?\\d+(?:\\.\\d+)?)|([\"'])((?:(?!\\2)[^\\\\]|\\\\.)*?)\\2)\\]|(?=(?:\\.|\\[\\])(?:\\.|\\[\\]|$))/g;\n\n/** Used to match backslashes in property paths. */\nvar reEscapeChar = /\\\\(\\\\)?/g;\n\n/**\n * Converts `string` to a property path array.\n *\n * @private\n * @param {string} string The string to convert.\n * @returns {Array} Returns the property path array.\n */\nvar stringToPath = memoizeCapped(function(string) {\n var result = [];\n if (string.charCodeAt(0) === 46 /* . */) {\n result.push('');\n }\n string.replace(rePropName, function(match, number, quote, subString) {\n result.push(quote ? subString.replace(reEscapeChar, '$1') : (number || match));\n });\n return result;\n});\n\nmodule.exports = stringToPath;\n","\"use strict\";\n\nvar str = \"razdwatrzy\";\n\nmodule.exports = function () {\n\tif (typeof str.contains !== \"function\") return false;\n\treturn (str.contains(\"dwa\") === true) && (str.contains(\"foo\") === false);\n};\n","var ctx = require('./_ctx');\nvar invoke = require('./_invoke');\nvar html = require('./_html');\nvar cel = require('./_dom-create');\nvar global = require('./_global');\nvar process = global.process;\nvar setTask = global.setImmediate;\nvar clearTask = global.clearImmediate;\nvar MessageChannel = global.MessageChannel;\nvar Dispatch = global.Dispatch;\nvar counter = 0;\nvar queue = {};\nvar ONREADYSTATECHANGE = 'onreadystatechange';\nvar defer, channel, port;\nvar run = function () {\n var id = +this;\n // eslint-disable-next-line no-prototype-builtins\n if (queue.hasOwnProperty(id)) {\n var fn = queue[id];\n delete queue[id];\n fn();\n }\n};\nvar listener = function (event) {\n run.call(event.data);\n};\n// Node.js 0.9+ & IE10+ has setImmediate, otherwise:\nif (!setTask || !clearTask) {\n setTask = function setImmediate(fn) {\n var args = [];\n var i = 1;\n while (arguments.length >

i) args.push(arguments[i++]);\n   queue[++counter] = function () {\n   // eslint-disable-next-line no-new-func\n invoke(typeof fn == 'function' ? fn : Function(fn), args);\n   };\n   defer(counter);\n   return counter;\n };\n clearTask = function clearImmediate(id) {\n   delete queue[id];\n };\n // Node.js 0.8-\n if (require('./_cof')(process) == 'process') {\n   defer = function (id) {\n   process.nextTick(ctx(run, id, 1));\n   };\n // Sphere (JS game engine) Dispatch API\n } else if (Dispatch && Dispatch.now) {\n   defer = function (id) {\n   Dispatch.now(ctx(run, id, 1));\n   };\n // Browsers with MessageChannel, includes WebWorkers\n } else if (MessageChannel) {\n   channel = new MessageChannel();\n   port = channel.port2;\n   channel.port1.onmessage = listener;\n   defer = ctx(port.postMessage, port, 1);\n // Browsers with postMessage, skip WebWorkers\n // IE8 has postMessage, but it's sync & typeof its postMessage is 'object'\n } else if (global.addEventListener && typeof postMessage == 'function' && !global.importScripts) {\n   defer = function (id) {\n   global.postMessage(id + '', '*');\n   };\n global.addEventListener('message', listener, false);\n // IE8-\n } else if (ONREADYSTATECHANGE in cel('script')) {\n   defer = function (id) {\n   html.appendChild(cel('script'))[ONREADYSTATECHANGE] = function () {\n   html.removeChild(this);\n   run.call(id);\n   };\n   };\n // Rest old browsers\n } else {\n   defer = function (id) {\n   setTimeout(ctx(run, id, 1), 0);\n   };\n }\n}\nmodule.exports = {\n set: setTask,\n clear: clearTask\n};\n","/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\nfunction isObject(value) {\n var type = typeof value;\n return value != null && (type == 'object' || type == 'function');\n}\n\nmodule.exports = isObject;\n","var Symbol = require('./_Symbol'),\n   Uint8Array = require('./_Uint8Array'),\n   eq = require('./eq'),\n   equalArrays = require('./_equalArrays'),\n   mapToArray = require('./_mapToArray'),\n   setToArray = require('./_setToArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n\n/** `Object#toString` result references. */\nvar boolTag = '[object Boolean]',\n   dateTag = '[object Date]',\n   errorTag = '[object Error]',\n   mapTag = '[object Map]',\n   numberTag = '[object Number]',\n   regexpTag = '[object RegExp]',\n   setTag = '[object Set]',\n   stringTag = '[object String]',\n   symbolTag = '[object Symbol]';\n\nvar arrayBufferTag = '[object ArrayBuffer]',\n   dataViewTag = '[object DataView]';\n\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n   symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;\n\n/**\n * A specialized version of `baseIsEqualDeep` for comparing objects of\n * the same `toStringTag`.\n *\n * **Note:** This function only supports comparing values with tags of\n * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or `String`.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {string} tag The `toStringTag` of the objects to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalByTag(object, other, tag, bitmask, customizer, equalFunc, stack) {\n switch (tag) {\n   case dataViewTag:\n   if ((object.byteLength != other.byteLength) ||\n   (object.byteOffset != other.byteOffset)) {\n   return false;\n   }\n   object = object.buffer;\n   other = other.buffer;\n\n   case arrayBufferTag:\n   if ((object.byteLength != other.byteLength) ||\n   !equalFunc(new Uint8Array(object), new Uint8Array(other))) {\n   return false;\n   }\n   return true;\n\n   case boolTag:\n   case dateTag:\n   case numberTag:\n   // Coerce booleans to `1` or `0` and dates to milliseconds.\n   // Invalid dates are coerced to `NaN`.\n   return eq(+object, +other);\n\n   case errorTag:\n   return object.name == other.name && object.message == other.message;\n\n   case regexpTag:\n   case stringTag:\n   // Coerce regexes to strings and treat strings, primitives and objects,\n   // as equal. See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.tostring\n   // for more details.\n   return object == (other + '');\n\n   case mapTag:\n   var convert = mapToArray;\n\n   case setTag:\n   var isPartial =

bitmask & COMPARE_PARTIAL_FLAG;\n   convert || (convert = setToArray);\n\n   if (object.size != other.size && !isPartial) {\n   return false;\n   }\n   // Assume cyclic values are equal.\n   var stacked = stack.get(object);\n   if (stacked) {\n   return stacked == other;\n   }\n   bitmask |= COMPARE_UNORDERED_FLAG;\n\n   // Recursively compare objects (susceptible to call stack limits).\n   stack.set(object, other);\n   var result = equalArrays(convert(object), convert(other), bitmask, customizer, equalFunc, stack);\n   stack['delete'](object);\n   return result;\n\n   case symbolTag:\n   if (symbolValueOf) {\n   return symbolValueOf.call(object) == symbolValueOf.call(other);\n   }\n }\n return false;\n}\n\nmodule.exports = equalByTag;\n","'use strict';\n\nmodule.exports = require('./is-implemented')() ? Symbol : require('./polyfill');\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Promise = getNative(root, 'Promise');\n\nmodule.exports = Promise;\n","/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction hashDelete(key) {\n var result = this.has(key) && delete this.__data__[key];\n this.size -= result ? 1 : 0;\n return result;\n}\n\nmodule.exports = hashDelete;\n","var baseEach = require('./_baseEach');\n\n/**\n * The base implementation of `_.every` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`\n */\nfunction baseEvery(collection, predicate) {\n var result = true;\n baseEach(collection, function(value, index, collection) {\n   result = !!predicate(value, index, collection);\n   return result;\n });\n return result;\n}\n\nmodule.exports = baseEvery;\n","// call something on iterator step with safe closing on error\nvar anObject = require('./_an-object');\nmodule.exports = function (iterator, fn, value, entries) {\n try {\n   return entries ? fn(anObject(value)[0], value[1]) : fn(value);\n // 7.4.6 IteratorClose(iterator, completion)\n } catch (e) {\n   var ret = iterator['return'];\n   if (ret !== undefined) anObject(ret.call(iterator));\n   throw e;\n }\n};\n","var getMapData = require('./_getMapData');\n\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n */\nfunction mapCacheSet(key, value) {\n var data = getMapData(this, key),\n   size = data.size;\n\n data.set(key, value);\n this.size += data.size == size ? 0 : 1;\n return this;\n}\n\nmodule.exports = mapCacheSet;\n","// extracted by mini-css-extract-plugin","\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")()\n\t? Object.assign\n\t: require(\"./shim\");\n","/**\n * A specialized version of `matchesProperty` for source values suitable\n * for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction matchesStrictComparable(key, srcValue) {\n return function(object) {\n   if (object == null) {\n   return false;\n   }\n   return object[key] === srcValue &&\n   (srcValue !== undefined || (key in Object(object)));\n };\n}\n\nmodule.exports = matchesStrictComparable;\n","'use strict';\nvar hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar fails = require('./_fails');\nvar defined = require('./_defined');\nvar wks = require('./_wks');\n\nmodule.exports = function (KEY, length, exec) {\n var SYMBOL = wks(KEY);\n var fns = exec(defined, SYMBOL, ''[KEY]);\n var strfn = fns[0];\n var rxfn = fns[1];\n if (fails(function () {\n   var O = {};\n   O[SYMBOL] = function () { return 7; };\n   return ''[KEY](O) != 7;\n })) {\n   redefine(String.prototype, KEY, strfn);\n   hide(RegExp.prototype, SYMBOL, length == 2\n   // 21.2.5.8 RegExp.prototype[@@replace](string, replaceValue)\n   // 21.2.5.11 RegExp.prototype[@@split](string, limit)\n   ? function (string, arg) { return rxfn.call(string, this, arg); }\n   // 21.2.5.6 RegExp.prototype[@@match](string)\n   // 21.2.5.9 RegExp.prototype[@@search](string)\n   : function (string) { return rxfn.call(string, this); }\n   );\n }\n};\n","var compareAscending = require('./_compareAscending');\n\n/**\n * Used by `_.orderBy` to compare multiple properties of a value to another\n * and stable sort them.\n *\n * If `orders` is unspecified, all values are sorted in ascending order. Otherwise,\n * specify an order of \"desc\" for descending or \"asc\" for ascending sort order\n * of corresponding values.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other

object to compare.\n * @param {boolean[]|string[]} orders The order to sort by for each property.\n * @returns {number} Returns the sort order indicator for `object`.\n */\nfunction compareMultiple(object, other, orders) {\n var index = -1,\n   objCriteria = object.criteria,\n   othCriteria = other.criteria,\n   length = objCriteria.length,\n   ordersLength = orders.length;\n\n while (++index < length) {\n   var result = compareAscending(objCriteria[index], othCriteria[index]);\n   if (result) {\n   if (index >= ordersLength) {\n   return result;\n   }\n   var order = orders[index];\n   return result * (order == 'desc' ? -1 : 1);\n   }\n }\n // Fixes an `Array#sort` bug in the JS engine embedded in Adobe applications\n // that causes it, under certain circumstances, to provide the same value for\n // `object` and `other`. See https://github.com/jashkenas/underscore/pull/1247\n // for more details.\n //\n // This also ensures a stable sort in V8 and other engines.\n // See https://bugs.chromium.org/p/v8/issues/detail?id=90 for more details.\n return object.index - other.index;\n}\n\nmodule.exports = compareMultiple;\n","var apply = require('./_apply');\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max;\n\n/**\n * A specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\nfunction overRest(func, start, transform) {\n start = nativeMax(start === undefined ? (func.length - 1) : start, 0);\n return function() {\n   var args = arguments,\n   index = -1,\n   length = nativeMax(args.length - start, 0),\n   array = Array(length);\n\n   while (++index < length) {\n   array[index] = args[start + index];\n   }\n   index = -1;\n   var otherArgs = Array(start + 1);\n   while (++index < start) {\n   otherArgs[index] = args[index];\n   }\n   otherArgs[start] = transform(array);\n   return apply(func, this, otherArgs);\n };\n}\n\nmodule.exports = overRest;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'linkedin';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f08c';\nvar svgPathData = 'M416 32H31.9C14.3 32 0 46.5 0 64.3v383.4C0 465.5 14.3 480 31.9 480H416c17.6 0 32-14.5 32-32.3V64.3c0-17.8-14.4-32.3-32-32.3zM135.4 416H69V202.2h66.5V416zm-33.2-243c-21.3 0-38.5-17.3-38.5-38.5S80.9 96 102.2 96c21.2 0 38.5 17.3 38.5 38.5 0 21.3-17.2 38.5-38.5 38.5zm282.1 243h-66.4V312c0-24.8-.5-56.7-34.5-56.7-34.6 0-39.9 27-39.9 54.9V416h-66.4V202.2h63.7v29.2h.9c8.9-16.8 30.6-34.5 62.9-34.5 67.2 0 79.7 44.3 79.7 101.9V416z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faLinkedin = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var isObject = require('./_is-object');\nvar document = require('./_global').document;\n// typeof document.createElement is 'object' in old IE\nvar is = isObject(document) && isObject(document.createElement);\nmodule.exports = function (it) {\n return is ? document.createElement(it) : {};\n};\n","var memoize = require('./memoize');\n\n/** Used as the maximum memoize cache size. */\nvar MAX_MEMOIZE_SIZE = 500;\n\n/**\n * A specialized version of `_.memoize` which clears the memoized function's\n * cache when it exceeds `MAX_MEMOIZE_SIZE`.\n *\n * @private\n * @param {Function} func The function to have its output memoized.\n * @returns {Function} Returns the new memoized function.\n */\nfunction memoizeCapped(func) {\n var result = memoize(func, function(key) {\n   if (cache.size === MAX_MEMOIZE_SIZE) {\n   cache.clear();\n   }\n   return key;\n });\n\n var cache = result.cache;\n return result;\n}\n\nmodule.exports = memoizeCapped;\n","// getting tag from 19.1.3.6 Object.prototype.toString()\nvar cof = require('./_cof');\nvar TAG = require('./_wks')('toStringTag');\n// ES3 wrong here\nvar ARG = cof(function () { return arguments; }()) == 'Arguments';\n\n// fallback for IE11 Script Access Denied error\nvar tryGet = function (it, key) {\n try {\n   return it[key];\n } catch (e) { /* empty */ }\n};\n\nmodule.exports = function (it) {\n var O, T, B;\n return it === undefined ? 'Undefined' : it === null ? 'Null'\n   // @@toStringTag case\n   : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T\n   // builtinTag case\n   : ARG ? cof(O)\n   // ES3 arguments fallback\n   : (B = cof(O)) == 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;\n};\n","var baseFor = require('./_baseFor'),\n   keys = require('./keys');\n\n/**\n * The base implementation of `_.forOwn` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param

{Function} iteratee The function invoked per iteration.\n * @returns {Object} Returns `object`.\n */\nfunction baseForOwn(object, iteratee) {\n return object && baseFor(object, iteratee, keys);\n}\n\nmodule.exports = baseForOwn;\n","var root = require('./_root');\n\n/** Built-in value references. */\nvar Uint8Array = root.Uint8Array;\n\nmodule.exports = Uint8Array;\n","var getMapData = require('./_getMapData');\n\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction mapCacheGet(key) {\n return getMapData(this, key).get(key);\n}\n\nmodule.exports = mapCacheGet;\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n */\nfunction hashSet(key, value) {\n var data = this.__data__;\n this.size += this.has(key) ? 0 : 1;\n data[key] = (nativeCreate && value === undefined) ? HASH_UNDEFINED : value;\n return this;\n}\n\nmodule.exports = hashSet;\n","var baseGetTag = require('./_baseGetTag'),\n   isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]';\n\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n */\nfunction baseIsArguments(value) {\n return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n\nmodule.exports = baseIsArguments;\n","exports.f = Object.getOwnPropertySymbols;\n","var arrayEvery = require('./_arrayEvery'),\n   baseEvery = require('./_baseEvery'),\n   baseIteratee = require('./_baseIteratee'),\n   isArray = require('./isArray'),\n   isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Checks if `predicate` returns truthy for **all** elements of `collection`.\n * Iteration is stopped once `predicate` returns falsey. The predicate is\n * invoked with three arguments: (value, index|key, collection).\n *\n * **Note:** This method returns `true` for\n * [empty collections](https://en.wikipedia.org/wiki/Empty_set) because\n * [everything is true](https://en.wikipedia.org/wiki/Vacuous_truth) of\n * elements of empty collections.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [predicate=_.identity] The function invoked per iteration.\n * @param-{Object} [guard] Enables use as an iteratee for methods like `_.map`.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`.\n * @example\n *\n * _.every([true, 1, null, 'yes'], Boolean);\n * // => false\n *\n * var users = [\n *   { 'user': 'barney', 'age': 36, 'active': false },\n *   { 'user': 'fred',   'age': 40, 'active': false }\n *];\n *\n * // The `_.matches` iteratee shorthand.\n * _.every(users, { 'user': 'barney', 'active': false });\n * // => false\n *\n * // The `_.matchesProperty` iteratee shorthand.\n * _.every(users, ['active', false]);\n * // => true\n *\n * // The `_.property` iteratee shorthand.\n * _.every(users, 'active');\n * // => false\n */\nfunction every(collection, predicate, guard) {\n var func = isArray(collection) ? arrayEvery : baseEvery;\n if (guard && isIterateeCall(collection, predicate, guard)) {\n   predicate = undefined;\n }\n return func(collection, baseIteratee(predicate, 3));\n}\n\nmodule.exports = every;\n","/**\n * The base implementation of `_.hasIn` without support for deep paths.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {Array|string} key The key to check.\n * @returns {boolean} Returns `true` if `key` exists, else `false`.\n */\nfunction baseHasIn(object, key) {\n return object != null && key in Object(object);\n}\n\nmodule.exports = baseHasIn;\n","var classof = require('./_classof');\nvar ITERATOR = require('./_wks')('iterator');\nvar Iterators = require('./_iterators');\nmodule.exports = require('./_core').getIteratorMethod = function (it) {\n if (it != undefined)\n   return it[ITERATOR]\n || it['@@iterator']\n || Iterators[classof(it)];\n};\n","// @@split logic\nrequire('./_fix-re-wks')('split', 2, function (defined, SPLIT, $split) {\n 'use strict';\n var isRegExp = require('./_is-regexp');\n var _split = $split;\n var $push = [].push;\n var $SPLIT = 'split';\n var LENGTH = 'length';\n var LAST_INDEX = 'lastIndex';\n if (\n   'abbc'[$SPLIT](/(b)*/)[1] == 'c' ||\n   'test'[$SPLIT](/(?:)/, -1)[LENGTH] != 4 ||\n   'ab'[$SPLIT](/(?:ab)*/)[LENGTH] != 2 ||\n   '.'[$SPLIT](/(.?)(.?)/)[LENGTH] != 4 ||\n   '.'[$SPLIT](/()()/)[LENGTH] > 1 ||\n   ''[$SPLIT](/.?/)[LENGTH]\n) {\n   var NPCG = /()??/.exec('')[1] === undefined; // nonparticipating capturing group\n   // based on es5-shim implementation, need to rework it\n $split = function (separator, limit) {\n   var string = String(this);\n   if (separator === undefined && limit === 0) return

[];\n   // If `separator` is not a regex, use native split\n   if (!isRegExp(separator)) return _split.call(string, separator, limit);\n   var output = [];\n   var flags = (separator.ignoreCase ? 'i' : '') +\n   (separator.multiline ? 'm' : '') +\n   (separator.unicode ? 'u' : '') +\n   (separator.sticky ? 'y' : '');\n   var lastLastIndex = 0;\n   var splitLimit = limit === undefined ? 4294967295 : limit >>> 0;\n   // Make `global` and avoid `lastIndex` issues by working with a copy\n   var separatorCopy = new RegExp(separator.source, flags + 'g');\n   var separator2, match, lastIndex, lastLength, i;\n   // Doesn't need flags gy, but they don't hurt\n   if (!NPCG) separator2 = new RegExp('^' + separatorCopy.source + '$(?!\\\\\\\\s)', flags);\n   while (match = separatorCopy.exec(string)) {\n   // `separatorCopy.lastIndex` is not reliable cross-browser\n   lastIndex = match.index + match[0][LENGTH];\n   if (lastIndex > lastLastIndex) {\n   output.push(string.slice(lastLastIndex, match.index));\n   // Fix browsers whose `exec` methods don't consistently return `undefined` for NPCG\n   // eslint-disable-next-line no-loop-func\n   if (!NPCG && match[LENGTH] > 1) match[0].replace(separator2, function () {\n   for (i = 1; i < arguments[LENGTH] - 2; i++) if (arguments[i] === undefined) match[i] = undefined;\n   });\n   if (match[LENGTH] > 1 && match.index < string[LENGTH]) $push.apply(output, match.slice(1));\n   lastLength = match[0][LENGTH];\n   lastLastIndex = lastIndex;\n   if (output[LENGTH] >= splitLimit) break;\n   }\n   if (separatorCopy[LAST_INDEX] === match.index) separatorCopy[LAST_INDEX]++; // Avoid an infinite loop\n   }\n   if (lastLastIndex === string[LENGTH]) {\n   if (lastLength || !separatorCopy.test('')) output.push('');\n   } else output.push(string.slice(lastLastIndex));\n   return output[LENGTH] > splitLimit ? output.slice(0, splitLimit) : output;\n };\n // Chakra, V8\n } else if ('0'[$SPLIT](undefined, 0)[LENGTH]) {\n $split = function (separator, limit) {\n   return separator === undefined && limit === 0 ? [] : _split.call(this, separator, limit);\n };\n }\n // 21.1.3.17 String.prototype.split(separator, limit)\n return [function split(separator, limit) {\n   var O = defined(this);\n   var fn = separator == undefined ? undefined : separator[SPLIT];\n   return fn !== undefined ? fn.call(separator, O, limit) : $split.call(String(O), separator, limit);\n }, $split];\n});\n","/**\n * Removes all key-value entries from the list cache.\n *\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n this.__data__ = [];\n this.size = 0;\n}\n\nmodule.exports = listCacheClear;\n","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar nativeObjectToString = objectProto.toString;\n\n/**\n * Converts `value` to a string using `Object.prototype.toString`.\n *\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n */\nfunction objectToString(value) {\n return nativeObjectToString.call(value);\n}\n\nmodule.exports = objectToString;\n","var global = require('./_global');\nvar hide = require('./_hide');\nvar has = require('./_has');\nvar SRC = require('./_uid')('src');\nvar TO_STRING = 'toString';\nvar $toString = Function[TO_STRING];\nvar TPL = ('' + $toString).split(TO_STRING);\n\nrequire('./_core').inspectSource = function (it) {\n return $toString.call(it);\n};\n\n(module.exports = function (O, key, val, safe) {\n var isFunction = typeof val == 'function';\n if (isFunction) has(val, 'name') || hide(val, 'name', key);\n if (O[key] === val) return;\n if (isFunction) has(val, SRC) || hide(val, SRC, O[key] ? '' + O[key] : TPL.join(String(key)));\n if (O === global) {\n   O[key] = val;\n } else if (!safe) {\n   delete O[key];\n   hide(O, key, val);\n } else if (O[key]) {\n   O[key] = val;\n } else {\n   hide(O, key, val);\n }\n// add fake Function#toString for correct work wrapped methods / constructors with methods like LoDash isNative\n})(Function.prototype, TO_STRING, function toString() {\n return typeof this == 'function' && this[SRC] || $toString.call(this);\n});\n","// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\nvar anObject = require('./_an-object');\nvar dPs = require('./_object-dps');\nvar enumBugKeys = require('./_enum-bug-keys');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar Empty = function () { /* empty */ };\nvar PROTOTYPE = 'prototype';\n\n// Create object with fake `null` prototype: use iframe Object with cleared prototype\nvar createDict = function () {\n // Thrash, waste and sodomy: IE GC bug\n var iframe = require('./_dom-create')('iframe');\n var i = enumBugKeys.length;\n var lt = '<';\n var gt = '>';\n var iframeDocument;\n iframe.style.display = 'none';\n require('./_html').appendChild(iframe);\n iframe.src = 'javascript:'; // eslint-disable-line no-script-url\n // createDict = iframe.contentWindow.Object;\n //

html.removeChild(iframe);\n iframeDocument = iframe.contentWindow.document;\n iframeDocument.open();\n iframeDocument.write(lt + 'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n createDict = iframeDocument.F;\n while (i--) delete createDict[PROTOTYPE][enumBugKeys[i]];\n return createDict();\n};\n\nmodule.exports = Object.create || function create(O, Properties) {\n var result;\n if (O !== null) {\n Empty[PROTOTYPE] = anObject(O);\n result = new Empty();\n Empty[PROTOTYPE] = null;\n // add \"__proto__\" for Object.getPrototypeOf polyfill\n result[IE_PROTO] = O;\n } else result = createDict();\n return Properties === undefined ? result : dPs(result, Properties);\n};\n","// extracted by mini-css-extract-plugin","var freeGlobal = require('./_freeGlobal');\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\nmodule.exports = root;\n","var store = require('./_shared')('wks');\nvar uid = require('./_uid');\nvar Symbol = require('./_global').Symbol;\nvar USE_SYMBOL = typeof Symbol == 'function';\n\nvar $exports = module.exports = function (name) {\n return store[name] || (store[name] =\n USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol : uid)('Symbol.' + name));\n};\n\n$exports.store = store;\n","module.exports = false;\n","/**\n * A specialized version of `_.filter` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {Array} Returns the new filtered array.\n */\nfunction arrayFilter(array, predicate) {\n var index = -1,\n length = array == null ? 0 : array.length,\n resIndex = 0,\n result = [];\n\n while (++index < length) {\n var value = array[index];\n if (predicate(value, index, array)) {\n result[resIndex++] = value;\n }\n }\n return result;\n}\n\nmodule.exports = arrayFilter;\n","var toString = {}.toString;\n\nmodule.exports = function (it) {\n return toString.call(it).slice(8, -1);\n};\n","/**\n * Removes `key`\n and its value from the stack.\n *\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction stackDelete(key) {\n var data = this.__data__,\n result = data['delete'](key);\n\n this.size = data.size;\n return result;\n}\n\nmodule.exports = stackDelete;\n","var isFunction = require('./isFunction'),\n isLength = require('./isLength');\n\n/**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n * equal to `0` and less than or equal to\n `Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * // => true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\nfunction isArrayLike(value) {\n return value != null && isLength(value.length) && !isFunction(value);\n}\n\nmodule.exports = isArrayLike;\n","// fast apply, http://jsperf.lnkit.com/fast-apply/5\nmodule.exports = function (fn, args, that) {\n var un = that === undefined;\n switch (args.length) {\n case 0: return un ? fn()\n : fn.call(that);\n case 1: return un ? fn(args[0])\n : fn.call(that, args[0]);\n case 2: return un ? fn(args[0], args[1])\n : fn.call(that, args[0], args[1]);\n case 3: return un ? fn(args[0], args[1], args[2])\n : fn.call(that, args[0], args[1], args[2]);\n case 4: return un ? fn(args[0], args[1], args[2], args[3])\n : fn.call(that, args[0], args[1], args[2], args[3]);\n } return fn.apply(that, args);\n};\n","var dP = require('./_object-dp');\nvar createDesc = require('./_property-desc');\nmodule.exports = require('./_descriptors') ? function (object, key, value) {\n return dP.f(object, key, createDesc(1, value));\n} : function (object, key, value) {\n object[key] = value;\n return object;\n};\n","var arrayFilter = require('./_arrayFilter'),\n stubArray = require('./stubArray');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Built-in value references. */\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeGetSymbols = Object.getOwnPropertySymbols;\n\n/**\n * Creates an array of the own\n enumerable symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of symbols.\n */\nvar getSymbols = !nativeGetSymbols ? stubArray : function(object) {\n if (object == null) {\n return [];\n }\n object = Object(object);\n return arrayFilter(nativeGetSymbols(object), function(symbol) {\n return propertyIsEnumerable.call(object, symbol);\n });\n};\n\nmodule.exports =

getSymbols;\n","// check on default Array iterator\nvar Iterators = require('./_iterators');\nvar ITERATOR = require('./_wks')('iterator');\nvar ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n return it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};\n","var isFunction = require('./isFunction'),\n   isMasked = require('./_isMasked'),\n   isObject = require('./isObject'),\n   toSource = require('./_toSource');\n\n/**\n * Used to match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n */\nvar reRegExpChar = /[\\\\^$.*+?()[\\]{}|]/g;\n\n/** Used to detect host constructors (Safari). */\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\n\n/** Used for built-in method references. */\nvar funcProto = Function.prototype,\n   objectProto = Object.prototype;\n\n/** Used to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Used to detect if a method is native. */\nvar reIsNative = RegExp('^' +\n funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\$&')\n .replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, '$1.*?') + '$');\n\n/**\n * The base implementation of `_.isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n */\nfunction baseIsNative(value) {\n if (!isObject(value) || isMasked(value)) {\n   return false;\n }\n var pattern = isFunction(value) ? reIsNative : reIsHostCtor;\n return pattern.test(toSource(value));\n}\n\nmodule.exports = baseIsNative;\n","/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\nfunction getValue(object, key) {\n return object == null ? undefined : object[key];\n}\n\nmodule.exports = getValue;\n","var Symbol = require('./_Symbol'),\n   getRawTag = require('./_getRawTag'),\n   objectToString = require('./_objectToString');\n\n/** `Object#toString` result references. */\nvar nullTag = '[object Null]',\n   undefinedTag = '[object Undefined]';\n\n/** Built-in value references. */\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\nfunction baseGetTag(value) {\n if (value == null) {\n   return value === undefined ? undefinedTag : nullTag;\n }\n return (symToStringTag && symToStringTag in Object(value))\n   ? getRawTag(value)\n   : objectToString(value);\n}\n\nmodule.exports = baseGetTag;\n","// extracted by mini-css-extract-plugin","// 21.2.5.3 get RegExp.prototype.flags()\nif (require('./_descriptors') && /./g.flags != 'g') require('./_object-dp').f(RegExp.prototype, 'flags', {\n configurable: true,\n get: require('./_flags')\n});\n","// 19.1.2.9 / 15.2.3.2 Object.getPrototypeOf(O)\nvar has = require('./_has');\nvar toObject = require('./_to-object');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar ObjectProto = Object.prototype;\n\nmodule.exports = Object.getPrototypeOf || function (O) {\n O = toObject(O);\n if (has(O, IE_PROTO)) return O[IE_PROTO];\n if (typeof O.constructor == 'function' && O instanceof O.constructor) {\n   return O.constructor.prototype;\n } return O instanceof Object ? ObjectProto : null;\n};\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar WeakMap = getNative(root, 'WeakMap');\n\nmodule.exports = WeakMap;\n","var getNative = require('./_getNative');\n\nvar defineProperty = (function() {\n try {\n   var func = getNative(Object, 'defineProperty');\n   func({}, '', {});\n   return func;\n } catch (e) {}\n}());\n\nmodule.exports = defineProperty;\n","var isStrictComparable = require('./_isStrictComparable'),\n   keys = require('./keys');\n\n/**\n * Gets the property names, values, and compare flags of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the match data of `object`.\n */\nfunction getMatchData(object) {\n var result = keys(object),\n   length = result.length;\n\n while (length--) {\n   var key = result[length],\n   value = object[key];\n\n   result[length] = [key, value, isStrictComparable(value)];\n }\n return result;\n}\n\nmodule.exports = getMatchData;\n","/*!\n * vue-headroom v0.9.0\n * (c) 2016-present dalphyx <wjcbmk@gmail.com>\n * Released under the MIT License.\n */\n(function (global, factory) {\n\ttypeof exports === 'object' && typeof module !== 'undefined' ? module.exports = factory() :\n\ttypeof define === 'function' && define.amd ? define(factory) :\n\t(global.vueHeadroom = factory());\n}(this, (function () { 'use strict';\n\n\tvar commonjsGlobal = typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : typeof self

```
!== 'undefined' ? self : {};\n\n\tfunction createCommonjsModule(fn, module) {\n\t\treturn module = { exports: {} },
fn(module, module.exports), module.exports;\n\t}\n\n\tvar performanceNow = createCommonjsModule(function
(module) {\n\t// Generated by CoffeeScript 1.12.2\n\t(function() {\n\t  var getNanoSeconds, hrtime, loadTime,
moduleLoadTime, nodeLoadTime, upTime;\n\n\t  if ((typeof performance !== \"undefined\" && performance !==
null) && performance.now) {\n\t    module.exports = function() {\n\t      return performance.now();\n\t    };\n\t  }
else if ((typeof process !== \"undefined\" && process !== null) && process.hrtime) {\n\t    module.exports =
function() {\n\t      return (getNanoSeconds() - nodeLoadTime) / 1e6;\n\t    };\n\t    hrtime = process.hrtime;\n\t
getNanoSeconds = function() {\n\t      var hr;\n\t      hr = hrtime();\n\t      return hr[0] * 1e9 + hr[1];\n\t    };\n\t
moduleLoadTime = getNanoSeconds();\n\t    upTime = process.uptime() * 1e9;\n\t    nodeLoadTime =
moduleLoadTime - upTime;\n\t  } else if (Date.now) {\n\t    module.exports = function() {\n\t      return Date.now() -
loadTime;\n\t    };\n\t    loadTime = Date.now();\n\t  } else {\n\t    module.exports = function() {\n\t      return new
Date().getTime() - loadTime;\n\t    };\n\t    loadTime = new Date().getTime();\n\t
}\n\n\t}).call(commonjsGlobal);\n\n\t});\n\n\tvar root = typeof window === 'undefined' ? commonjsGlobal :
window\n\t  , vendors = ['moz', 'webkit']\n\t  , suffix = 'AnimationFrame'\n\t  , raf = root['request' + suffix]\n\t  , caf
= root['cancel' + suffix] || root['cancelRequest' + suffix];\n\n\tfor(var i = 0; !raf && i < vendors.length; i++) {\n\t  raf
= root[vendors[i] + 'Request' + suffix];\n\t  caf = root[vendors[i] + 'Cancel' + suffix]\n\t      || root[vendors[i] +
'CancelRequest' + suffix];\n\t}\n\n\t// Some versions of FF have rAF but not cAF\n\tif(!raf || !caf) {\n\t  var last =
0\n\t    , id = 0\n\t    , queue = []\n\t    , frameDuration = 1000 / 60;\n\n\t  raf = function(callback) {\n\t
if(queue.length === 0) {\n\t      var _now = performanceNow()\n\t        , next = Math.max(0, frameDuration - (_now
- last));\n\t      last = next + _now;\n\t      setTimeout(function() {\n\t        var cp = queue.slice(0);\n\t        // Clear
queue here to prevent\n\t        // callbacks from appending listeners\n\t        // to the current frame's queue\n\t
queue.length = 0;\n\t        for(var i = 0; i < cp.length; i++) {\n\t          if(!cp[i].cancelled) {\n\t            try{\n\t
cp[i].callback(last);\n\t            } catch(e) {\n\t              setTimeout(function() { throw e }, 0);\n\t            }\n\t
}\n\t        }\n\t      }, Math.round(next));\n\t    }\n\t    queue.push({\n\t      handle: ++id,\n\t      callback: callback,\n\t
cancelled: false\n\t    });\n\t    return id\n\t  };\n\n\t  caf = function(handle) {\n\t    for(var i = 0; i < queue.length;
i++) {\n\t      if(queue[i].handle === handle) {\n\t        queue[i].cancelled = true;\n\t      }\n\t    }\n\t  };\n\t}\n\n\tvar
raf_1 = function(fn) {\n\t  // Wrap in a new function to prevent\n\t  // `cancel` potentially being assigned\n\t  // to the
native rAF function\n\t  return raf.call(root, fn)\n\t};\n\tvar cancel = function() {\n\t  caf.apply(root,
arguments);\n\t};\n\tvar polyfill = function(object) {\n\t  if (!object) {\n\t    object = root;\n\t  }\n\t
object.requestAnimationFrame = raf;\n\t  object.cancelAnimationFrame = caf;\n\t};\n\traf_1.cancel =
cancel;\n\traf_1.polyfill = polyfill;\n\n\tfunction checkActions(states) {\n\t  var direction = states.currentScrollY >=
states.lastScrollY ? 'down' : 'up';\n\t  var distanceScrolled = Math.abs(states.currentScrollY - states.lastScrollY);\n\t
var action; // Scrolling down and past the offset.\n\t  // Unpinned the header.\n\n\t  if (direction === 'down' &&
states.currentScrollY >= states.offset && distanceScrolled > states.downTolerance) {\n\t    action = 'unpin'; // Now,
it's time to up.\n\t    // Pin the header.\n\t  } else if (direction === 'up' && distanceScrolled > states.upTolerance ||
states.currentScrollY <= states.offset) {\n\t    action = 'pin';\n\t  }\n\n\t  return action;\n\t}\n\n\t// borrowed from
modernizr\n\t// https://github.com/Modernizr/Modernizr/blob/master/feature-detects/css/transforms3d.js\n\tfunction
supports3d() {\n\t  var div = document.createElement('div');\n\t  var ret = false;\n\t  var properties =
['perspectiveProperty', 'WebkitPerspective'];\n\n\t  for (var i = properties.length - 1; i >= 0; i--) {\n\t    ret = ret ? ret :
div.style[properties[i]] !== undefined;\n\t  }\n\n\t  if (ret) {\n\t    var st = document.createElement('style');\n\t
st.textContent = '#modernizr{width:0;height:0} @media (transform-3d),(-webkit-transform-
3d){#modernizr{width:7px;height:18px;margin:0;padding:0;border:0}}';\n\t
document.getElementsByTagName('head')[0].appendChild(st);\n\t    div.id = 'modernizr';\n\t
document.body.appendChild(div);\n\t    ret = div.offsetWidth === 7 && div.offsetHeight === 18;\n\t
st.parentNode.removeChild(st);\n\t    div.parentNode.removeChild(div);\n\t  }\n\n\t  return ret;\n\t}\n\n\tvar _extends
= Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source = arguments[i]; for (var
key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } } return
target; };\n\n\tfunction _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value:
```

value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\n\tvar defaultCls = {\n\t pinned: 'headroom--pinned',\n\t unpinned: 'headroom--unpinned',\n\t top: 'headroom--top',\n\t notTop: 'headroom--not-top',\n\t bottom: 'headroom--bottom',\n\t notBottom: 'headroom--not-bottom',\n\t initial: 'headroom'\n\t};\n\n\tvar headroom = { render: function render() {\n\t   var _vm = this;var _h = _vm.$createElement;var _c = _vm._self._c || _h;return _c('div', { class: _vm.cls, style: _vm.style }, [_vm._t(\"default\")], 2);\n\t }, staticRenderFns: [],\n\t name: 'vueHeadroom',\n\n\t data: function data() {\n\t   return {\n\t   isTop: false,\n\t   isNotTop: false,\n\t   isBottom: false,\n\t   isNotBottom: false,\n\t   isPinned: false,\n\t   isUnpinned: false,\n\t   currentScrollY: 0,\n\t   lastScrollY: 0,\n\t   state: '',\n\t   translate: 0,\n\t   isSupport3d: false\n\t   };\n\t },\n\n\t props: {\n\t   scroller: {\n\t   type: Function,\n\t   default: function _default() {\n\t   return window;\n\t   }\n\t   },\n\n\t   disabled: {\n\t   type: Boolean,\n\t   default: false\n\t   },\n\n\t   upTolerance: {\n\t   type: Number,\n\t   default: 5\n\t   },\n\n\t   downTolerance: {\n\t   type: Number,\n\t   default: 0\n\t   },\n\n\t   speed: {\n\t   type: Number,\n\t   default: 250\n\t   },\n\n\t   easing: {\n\t   type: String,\n\t   default: 'ease-in-out'\n\t   },\n\n\t   zIndex: {\n\t   type: Number,\n\t   default: 9999\n\t   },\n\n\t   onPin: Function,\n\t   onUnpin: Function,\n\t   onTop: Function,\n\t   onNotTop: Function,\n\t   onBottom: Function,\n\t   onNotBottom: Function,\n\n\t   offset: {\n\t   type: Number,\n\t   default: 0\n\t   },\n\n\t   classes: {\n\t   type: Object,\n\t   default: function _default() {\n\t   return defaultCls;\n\t   }\n\t   },\n\n\t   footroom: {\n\t   type: Boolean,\n\t   default: false\n\t   }\n\t },\n\n\t watch: {\n\t   disabled: function disabled(newVal) {\n\t   if (newVal) {\n\t   this.scroller().removeEventListener('scroll', this._handleScroll);\n\t   } else {\n\t   this.scroller().addEventListener('scroll', this._handleScroll);\n\t   }\n\t   }\n\t },\n\n\t mounted: function mounted() {\n\t   this.isSupport3d = supports3d();\n\n\t   if (!this.disabled) {\n\t   this.scroller().addEventListener('scroll', this._handleScroll);\n\t   }\n\n\t   // When headroom is mounted, call handleScroll to set initial state.\n\t   this._handleScroll();\n\t },\n\t beforeDestroy: function beforeDestroy() {\n\t   this.scroller().removeEventListener('scroll', this._handleScroll);\n\t },\n\n\t computed: {\n\t   style: function style() {\n\t   var styles = {\n\t   'position': this.isInTop ? 'fixed' : 'relative',\n\t   'top': '0',\n\t   'left': '0',\n\t   'right': '0',\n\t   'z-index': this.isInTop ? this.zIndex : 1\n\t   };\n\n\t   if (this.footroom) {\n\t   styles = _extends({}, styles, { 'top': 'unset', 'bottom': '0' });\n\t   }\n\n\t   // SSR cannot detect scroll position. To prevent flash when component mounted,\n\t   // just add transition styles in browser.\n\t   if (!this.$isServer) {\n\t   styles.transform = this.isSupport3d && !this.$isServer ? 'translate3d(0, ' + this.translate + ', 0)' : 'translateY(' + this.translate + ')';\n\t   styles.transition = this.isInTop ? 'all ' + this.speed + 'ms ' + this.easing : null;\n\t   }\n\n\t   return styles;\n\t   },\n\t   clsOpts: function clsOpts() {\n\t   return _extends({}, defaultCls, this.classes);\n\t   },\n\t   cls: function cls() {\n\t   var _ref;\n\n\t   var cls = this.clsOpts;\n\t   return this.disabled ? {} : (_ref = {}, _defineProperty(_ref, cls.top, this.isTop), _defineProperty(_ref, cls.notTop, this.isNotTop), _defineProperty(_ref, cls.bottom, this.isBottom), _defineProperty(_ref, cls.notBottom, this.isNotBottom), _defineProperty(_ref, cls.pinned, this.isPinned), _defineProperty(_ref, cls.unpinned, this.isUnpinned), _defineProperty(_ref, cls.initial, true), _ref);\n\t   },\n\t   isInTop: function isInTop() {\n\t   return this.state === 'pinned' || this.state === 'unpinned';\n\t   }\n\t },\n\n\t methods: {\n\t   _getViewportHeight: function _getViewportHeight() {\n\t   return window.innerHeight || document.documentElement.clientHeight || document.body.clientHeight;\n\t   },\n\n\t   _getElementPhysicalHeight: function _getElementPhysicalHeight(elm) {\n\t   return Math.max(elm.offsetHeight, elm.clientHeight);\n\t   },\n\n\t   _getDocumentHeight: function _getDocumentHeight() {\n\t   var body = document.body;\n\t   var documentElement = document.documentElement;\n\n\t   return Math.max(body.scrollHeight, documentElement.scrollHeight, body.offsetHeight, documentElement.offsetHeight, body.clientHeight, documentElement.clientHeight);\n\t   },\n\n\t   _getElementHeight: function _getElementHeight(elm) {\n\t   return Math.max(elm.scrollHeight, elm.offsetHeight, elm.clientHeight);\n\t   },\n\n\t   _getScrollerPhysicalHeight: function _getScrollerPhysicalHeight() {\n\t   var parent = this.scroller();\n\n\t   return parent === window || parent === document.body ? this._getViewportHeight() : this._getElementPhysicalHeight(parent);\n\t   },\n\t   _getScrollerHeight: function _getScrollerHeight() {\n\t   var parent = this.scroller();\n\n\t   return parent === window || parent === document.body ? this._getDocumentHeight() : this._getElementHeight(parent);\n\t   },\n

_isOutOfBound: function _isOutOfBound(currentScrollY) {\n\t   var pastTop = currentScrollY < 0;\n\n\t   var scrollerPhysicalHeight = this._getScrollerPhysicalHeight();\n\t   var scrollerHeight = this._getScrollerHeight();\n\n\t   var pastBottom = currentScrollY + scrollerPhysicalHeight > scrollerHeight;\n\n\t   return pastTop || pastBottom;\n\t   },\n\t _handleScroll: function _handleScroll() {\n\t   raf_1(this.update);\n\t   },\n\t _getScrollY: function _getScrollY() {\n\t   var top = void 0;\n\t   if (this.scroller().pageYOffset !== undefined) {\n\t   top = this.scroller().pageYOffset;\n\t   } else if (this.scroller().scrollTop !== undefined) {\n\t   top = this.scroller().scrollTop;\n\t   } else {\n\t   top = (document.documentElement || document.body.parentNode || document.body).scrollTop;\n\t   }\n\t   return top;\n\t   },\n\t update: function update() {\n\t   this.currentScrollY = this._getScrollY();\n\n\t   if (this._isOutOfBound(this.currentScrollY)) {\n\t   return;\n\t   }\n\n\t   if (this.currentScrollY <= this.offset) {\n\t   this.top();\n\t   } else {\n\t   this.notTop();\n\t   }\n\n\t   if (this.currentScrollY + this._getViewportHeight() >= this._getScrollerHeight()) {\n\t   this.bottom();\n\t   } else {\n\t   this.notBottom();\n\t   }\n\n\t   var action = checkActions(this);\n\n\t   if (action === 'pin') {\n\t   this.pin();\n\t   } else if (action === 'unpin') {\n\t   this.unpin();\n\t   }\n\n\t   this.lastScrollY = this.currentScrollY;\n\t   },\n\t top: function top() {\n\t   if (!this.isTop) {\n\t   this.isTop = true;\n\t   this.isNotTop = false;\n\t   this.onTop && this.onTop();\n\t   }\n\t   },\n\t notTop: function notTop() {\n\t   if (!this.isNotTop) {\n\t   this.isTop = false;\n\t   this.isNotTop = true;\n\t   this.onNotTop && this.onNotTop();\n\t   }\n\t   },\n\t bottom: function bottom() {\n\t   if (!this.isBottom) {\n\t   this.isBottom = true;\n\t   this.isNotBottom = false;\n\t   this.onBottom && this.onBottom();\n\t   }\n\t   },\n\t notBottom: function notBottom() {\n\t   if (!this.isNotBottom) {\n\t   this.isNotBottom = true;\n\t   this.isBottom = false;\n\t   this.onNotBottom && this.onNotBottom();\n\t   }\n\t   },\n\t pin: function pin() {\n\t   var _this = this;\n\n\t   if (!this.isPinned) {\n\t   this.isPinned = true;\n\t   this.isUnpinned = false;\n\t   this.onPin && this.onPin();\n\t   this.$emit('pin');\n\t   this.translate = 0;\n\t   setTimeout(function () {\n\t   _this.state = 'pinned';\n\t   }, 0);\n\t   }\n\t   },\n\t unpin: function unpin() {\n\t   var _this2 = this;\n\n\t   if (this.isPinned || !this.isUnpinned) {\n\t   this.isUnpinned = true;\n\t   this.isPinned = false;\n\t   this.onUnpin && this.onUnpin();\n\t   this.$emit('unpin');\n\t   this.translate = this.footroom ? '100%' : '-100%';\n\t   setTimeout(function () {\n\t   _this2.state = 'unpinned';\n\t   }, 0);\n\t   }\n\t }\n\n\t};\n\n\tvar install = function install(Vue) {\n\n\t if (install.installed) {\n\t   return;\n\t }\n\n\t Vue.component(headroom.name, headroom);\n\t};\n\n\tif (typeof window !== 'undefined' && window.Vue) {\n\t install(window.Vue);\n\t}\n\n\tvar index = {\n\t headroom: headroom,\n\t install: install\n\t};\n\n\treturn index;\n\n})));\n","'use strict';\nvar create = require('./_object-create');\nvar descriptor = require('./_property-desc');\nvar setToStringTag = require('./_set-to-string-tag');\nvar IteratorPrototype = {};\n\n// 25.1.2.1.1 %IteratorPrototype%[@@iterator]()\nrequire('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () { return this; });\n\nmodule.exports = function (Constructor, NAME, next) {\n Constructor.prototype = create(IteratorPrototype, { next: descriptor(1, next) });\n setToStringTag(Constructor, NAME + ' Iterator');\n};\n","var isKeyable = require('./_isKeyable');\n\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\nfunction getMapData(map, key) {\n var data = map.__data__;\n return isKeyable(key)\n   ? data[typeof key == 'string' ? 'string' : 'hash']\n   : data.map;\n}\n\nmodule.exports = getMapData;\n","/**\n * A specialized version of `_.some` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if any element passes the predicate check,\n * else `false`.\n */\nfunction arraySome(array, predicate) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (predicate(array[index], index, array)) {\n   return true;\n   }\n }\n return false;\n}\n\nmodule.exports = arraySome;\n","var DataView = require('./_DataView'),\n   Map = require('./_Map'),\n   Promise = require('./_Promise'),\n   Set = require('./_Set'),\n   WeakMap = require('./_WeakMap'),\n   baseGetTag = require('./_baseGetTag'),\n   toSource = require('./_toSource');\n\n/** `Object#toString` result references. */\nvar mapTag = '[object Map]',\n   objectTag = '[object Object]',\n   promiseTag = '[object Promise]',\n   setTag = '[object Set]',\n   weakMapTag = '[object WeakMap]';\n\nvar

dataViewTag = '[object DataView]';\n\n/** Used to detect maps, sets, and weakmaps. */\nvar dataViewCtorString = toSource(DataView),\n   mapCtorString = toSource(Map),\n   promiseCtorString = toSource(Promise),\n   setCtorString = toSource(Set),\n   weakMapCtorString = toSource(WeakMap);\n\n/**\n * Gets the `toStringTag` of `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\nvar getTag = baseGetTag;\n\n// Fallback for data views, maps, sets, and weak maps in IE 11 and promises in Node.js < 6.\nif ((DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag) ||\n   (Map && getTag(new Map) != mapTag) ||\n   (Promise && getTag(Promise.resolve()) != promiseTag) ||\n   (Set && getTag(new Set) != setTag) ||\n   (WeakMap && getTag(new WeakMap) != weakMapTag)) {\n getTag = function(value) {\n   var result = baseGetTag(value),\n   Ctor = result == objectTag ? value.constructor : undefined,\n   ctorString = Ctor ? toSource(Ctor) : '';\n\n   if (ctorString) {\n   switch (ctorString) {\n   case dataViewCtorString: return dataViewTag;\n   case mapCtorString: return mapTag;\n   case promiseCtorString: return promiseTag;\n   case setCtorString: return setTag;\n   case weakMapCtorString: return weakMapTag;\n   }\n   }\n   return result;\n };\n}\n\nmodule.exports = getTag;\n","exports.nextTick = function nextTick(fn) {\n\tsetTimeout(fn, 0);\n};\n\nexports.platform = exports.arch = \nexports.execPath = exports.title = 'browser';\nexports.pid = 1;\nexports.browser = true;\nexports.env = {};\nexports.argv = [];\n\nexports.binding = function (name) {\n\tthrow new Error('No such module. (Possibly not yet loaded)')\n};\n\n(function () {\n   var cwd = '/';\n   var path;\n   exports.cwd = function () { return cwd };\n   exports.chdir = function (dir) {\n   if (!path) path = require('path');\n   cwd = path.resolve(dir, cwd);\n   };\n})();\n\nexports.exit = exports.kill = \nexports.umask = exports.dlopen = \nexports.uptime = exports.memoryUsage = \nexports.uvCounters = function() {};\nexports.features = {};\n","/**\n * Gets the last element of `array`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Array\n * @param {Array} array The array to query.\n * @returns {*} Returns the last element of `array`.\n * @example\n *\n * _.last([1, 2, 3]);\n * // => 3\n */\nfunction last(array) {\n var length = array == null ? 0 : array.length;\n return length ? array[length - 1] : undefined;\n}\n\nmodule.exports = last;\n","// 19.1.2.14 Object.keys(O)\nvar toObject = require('./_to-object');\nvar $keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys', function () {\n return function keys(it) {\n   return $keys(toObject(it));\n };\n});\n","// 7.1.4 ToInteger\nvar ceil = Math.ceil;\nvar floor = Math.floor;\nmodule.exports = function (it) {\n return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);\n};\n","module.exports = function (bitmap, value) {\n return {\n   enumerable: !(bitmap & 1),\n   configurable: !(bitmap & 2),\n   writable: !(bitmap & 4),\n   value: value\n };\n};\n","var baseForOwn = require('./_baseForOwn'),\n   createBaseEach = require('./_createBaseEach');\n\n/**\n * The base implementation of `_.forEach` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array|Object} Returns `collection`.\n */\nvar baseEach = createBaseEach(baseForOwn);\n\nmodule.exports = baseEach;\n","// @@match logic\nrequire('./_fix-re-wks')('match', 1, function (defined, MATCH, $match) {\n // 21.1.3.11 String.prototype.match(regexp)\n return [function match(regexp) {\n   'use strict';\n   var O = defined(this);\n   var fn = regexp == undefined ? undefined : regexp[MATCH];\n   return fn !== undefined ? fn.call(regexp, O) : new RegExp(regexp)[MATCH](String(O));\n }, $match];\n});\n","var nativeCreate = require('./_nativeCreate');\n\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n */\nfunction hashClear() {\n this.__data__ = nativeCreate ? nativeCreate(null) : {};\n this.size = 0;\n}\n\nmodule.exports = hashClear;\n","var ctx = require('./_ctx');\nvar call = require('./_iter-call');\nvar isArrayIter = require('./_is-array-iter');\nvar anObject = require('./_an-object');\nvar toLength = require('./_to-length');\nvar getIterFn = require('./core.get-iterator-method');\nvar BREAK = {};\nvar RETURN = {};\nvar exports = module.exports = function (iterable, entries, fn, that, ITERATOR) {\n var iterFn = ITERATOR ? function () { return iterable; } : getIterFn(iterable);\n var f = ctx(fn, that, entries ? 2 : 1);\n var index = 0;\n var length, step, iterator, result;\n if (typeof iterFn != 'function') throw TypeError(iterable + ' is not iterable!');\n // fast case for arrays with default iterator\n if (isArrayIter(iterFn)) for (length = toLength(iterable.length); length > index; index++) {\n   result = entries ? f(anObject(step = iterable[index])[0], step[1]) : f(iterable[index]);\n   if (result === BREAK || result === RETURN) return result;\n } else for (iterator = iterFn.call(iterable); !(step = iterator.next()).done;) {\n   result = call(iterator, f, step.value,

entries);\n   if (result === BREAK || result === RETURN) return result;\n }\n};\nexports.BREAK = BREAK;\nexports.RETURN = RETURN;\n","// 7.1.13 ToObject(argument)\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n return Object(defined(it));\n};\n","var baseFlatten = require('./_baseFlatten');\n\n/**\n * Flattens `array` a single level deep.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Array\n * @param {Array} array The array to flatten.\n * @returns {Array} Returns the new flattened array.\n * @example\n *\n * _.flatten([1, [2, [3, [4]], 5]]);\n * // => [1, 2, [3, [4]], 5]\n */\nfunction flatten(array) {\n var length = array == null ? 0 : array.length;\n return length ? baseFlatten(array, 1) : [];\n}\n\nmodule.exports = flatten;\n","// extracted by mini-css-extract-plugin","/**\n * The base implementation of `_.times` without support for iteratee shorthands\n * or max array length checks.\n *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\nfunction baseTimes(n, iteratee) {\n var index = -1,\n   result = Array(n);\n\n while (++index < n) {\n   result[index] = iteratee(index);\n }\n return result;\n}\n\nmodule.exports = baseTimes;\n","/*!\n * vue-social-sharing v2.3.3\n * (c) 2017 nicolasbeauvais\n * Released under the MIT License.\n */\n'use strict';\n\nfunction _interopDefault (ex) { return (ex && (typeof ex === 'object') && 'default' in ex) ? ex['default'] : ex; }\n\nvar Vue = _interopDefault(require('vue'));\n\nvar SocialSharingNetwork = {\n functional: true,\n\n props: {\n   network: {\n   type: String,\n   default: ''\n   }\n },\n\n render: function (createElement, context) {\n   var network = context.parent._data.baseNetworks[context.props.network];\n\n   if (!network) {\n   return console.warn((\"Network \" + (context.props.network) + \" does not exist\"));\n   }\n\n   return createElement(context.parent.networkTag, {\n   staticClass: context.data.staticClass || null,\n   staticStyle: context.data.staticStyle || null,\n   class: context.data.class || null,\n   style: context.data.style || null,\n   attrs: {\n   id: context.data.attrs.id || null,\n   'data-link': network.type === 'popup'\n   ? '#share-' + context.props.network\n   : context.parent.createSharingUrl(context.props.network),\n   'data-action': network.type === 'popup' ? null : network.action\n   },\n   on: {\n   click: network.type === 'popup' ? function () {\n   context.parent.share(context.props.network);\n   } : function () {\n   context.parent.touch(context.props.network);\n   }\n   }\n   }, context.children);\n }\n};\n\nvar email = {\"sharer\":\"mailto:?subject=@title&body=@url%0D%0A%0D%0A@description\",\"type\":\"direct\"};\nvar facebook = {\"sharer\":\"https://www.facebook.com/sharer/sharer.php?u=@url&title=@title&description=@description&quote=@quote\",\"type\":\"popup\"};\nvar googleplus = {\"sharer\":\"https://plus.google.com/share?url=@url\",\"type\":\"popup\"};\nvar line = {\"sharer\":\"http://line.me/R/msg/text/?@description%0D%0A@url\",\"type\":\"popup\"};\nvar linkedin = {\"sharer\":\"https://www.linkedin.com/shareArticle?mini=true&url=@url&title=@title&summary=@description\",\"type\":\"popup\"};\nvar odnoklassniki = {\"sharer\":\"https://connect.ok.ru/dk?st.cmd=WidgetSharePreview&st.shareUrl=@url&st.comments=@description\",\"type\":\"popup\"};\nvar pinterest = {\"sharer\":\"https://pinterest.com/pin/create/button/?url=@url&media=@media&description=@title\",\"type\":\"popup\"};\nvar reddit = {\"sharer\":\"https://www.reddit.com/submit?url=@url&title=@title\",\"type\":\"popup\"};\nvar skype = {\"sharer\":\"https://web.skype.com/share?url=@description%0D%0A@url\",\"type\":\"popup\"};\nvar telegram = {\"sharer\":\"https://t.me/share/url?url=@url&text=@description\",\"type\":\"popup\"};\nvar twitter = {\"sharer\":\"https://twitter.com/intent/tweet?text=@title&url=@url&hashtags=@hashtags@twitteruser\",\"type\":\"popup\"};\nvar viber = {\"sharer\":\"viber://forward?text=@url @description\",\"type\":\"direct\"};\nvar vk = {\"sharer\":\"https://vk.com/share.php?url=@url&title=@title&description=@description&image=@media&noparse=true\",\"type\":\"popup\"};\nvar weibo = {\"sharer\":\"http://service.weibo.com/share/share.php?url=@url&title=@title\",\"type\":\"popup\"};\nvar whatsapp = {\"sharer\":\"whatsapp://send?text=@description%0D%0A@url\",\"type\":\"direct\",\"action\":\"share/whatsapp/sha

re\"};\nvar sms = {\"sharer\":\"sms:?body=@url%20@description\",\"type\":\"direct\"};\nvar BaseNetworks = {\n\temail: email,\n\tfacebook: facebook,\n\tgoogleplus: googleplus,\n\tline: line,\n\tlinkedin: linkedin,\n\todnoklassniki: odnoklassniki,\n\tpinterest: pinterest,\n\treddit: reddit,\n\tskype: skype,\n\ttelegram: telegram,\n\ttwitter: twitter,\n\tviber: viber,\n\tvk: vk,\n\tweibo: weibo,\n\twhatsapp: whatsapp,\n\tsms: sms\n};\n\nvar inBrowser = typeof window !== 'undefined';\nvar $window = inBrowser ? window : null;\n\nvar SocialSharing = {\n props: {\n /**\n * URL to share.\n * @var string\n */\n url: {\n type: String,\n default: inBrowser ? window.location.href : "\n },\n\n /**\n * Sharing title, if available by network.\n * @var string\n */\n title: {\n type: String,\n default: "\n },\n\n /**\n * Sharing description, if available by network.\n * @var string\n */\n description: {\n type: String,\n default: "\n },\n\n /**\n * Facebook quote\n * @var string\n */\n quote: {\n type: String,\n default: "\n },\n\n /**\n * Twitter hashtags\n * @var string\n */\n hashtags: {\n type: String,\n default: "\n },\n\n /**\n * Twitter user.\n * @var string\n */\n twitterUser: {\n type: String,\n default: "\n },\n\n /**\n * Flag that indicates if counts should be retrieved.\n * - NOT WORKING IN CURRENT VERSION\n * @var mixed\n */\n withCounts: {\n type: [String, Boolean],\n default: false\n },\n\n /**\n * Google plus key.\n * @var string\n */\n googleKey: {\n type: String,\n default: undefined\n },\n\n /**\n * Pinterest Media URL.\n * Specifies the image/media to be used.\n */\n media: {\n type: String,\n default: "\n },\n\n /**\n * Network sub component tag.\n * Default to span tag\n */\n networkTag: {\n type: String,\n default: 'span'\n },\n\n /**\n * Additional or overridden networks.\n * Default to BaseNetworks\n */\n networks: {\n type: Object,\n default: function () {\n return {};\n }\n }\n },\n\n data: function data () {\n return {\n /**\n * Available sharing networks.\n * @param object\n */\n baseNetworks: BaseNetworks,\n\n /**\n * Popup settings.\n * @param object\n */\n popup: {\n status: false,\n resizable: true,\n toolbar: false,\n menubar: false,\n scrollbars: false,\n location: false,\n directories: false,\n width: 626,\n height: 436,\n top: 0,\n left: 0,\n window: undefined,\n interval: null\n }\n };\n },\n\n methods: {\n /**\n * Returns generated sharer url.\n *\n * @param network Social network key.\n */\n createSharingUrl: function createSharingUrl (network) {\n return this.baseNetworks[network].sharer\n .replace(/@url/g, encodeURIComponent(this.url))\n .replace(/@title/g, encodeURIComponent(this.title))\n .replace(/@description/g, encodeURIComponent(this.description))\n .replace(/@quote/g, encodeURIComponent(this.quote))\n .replace(/@hashtags/g, this.hashtags)\n .replace(/@media/g, this.media)\n .replace(/@twitteruser/g, this.twitterUser ? '&via=' + this.twitterUser : ");\n },\n\n /**\n * Shares URL in specified network.\n *\n * @param string network Social network key.\n */\n share: function share (network) {\n this.openSharer(network, this.createSharingUrl(network));\n\n this.$root.$emit('social_shares_open', network, this.url);\n this.$emit('open', network, this.url);\n },\n\n /**\n * Touches network and emits click event.\n *\n * @param string network Social network key.\n */\n touch: function touch (network) {\n window.open(this.createSharingUrl(network), '_self');\n\n this.$root.$emit('social_shares_open', network, this.url);\n this.$emit('open', network, this.url);\n },\n\n /**\n * Opens sharer popup.\n *\n * @param string url Url to share.\n */\n openSharer: function openSharer (network, url) {\n var this$1 = this;\n\n // If a popup window already exist it will be replaced, trigger a close event.\n if (this.popup.window && this.popup.interval) {\n clearInterval(this.popup.interval);\n\n this.popup.window.close();// Force close (for Facebook)\n\n this.$root.$emit('social_shares_change', network, this.url);\n this.$emit('change', network, this.url);\n }\n\n this.popup.window = window.open(\n url,\n 'sharer',\n 'status=' + (this.popup.status ? 'yes' : 'no') +\n ',height=' + this.popup.height +\n ',width=' + this.popup.width +\n ',resizable=' + (this.popup.resizable ? 'yes' : 'no') +\n ',left=' + this.popup.left +\n ',top=' + this.popup.top +\n ',screenX=' + this.popup.left +\n ',screenY=' + this.popup.top +\n ',toolbar=' + (this.popup.toolbar ? 'yes' : 'no') +\n ',menubar=' + (this.popup.menubar ? 'yes' : 'no') +\n ',scrollbars=' + (this.popup.scrollbars ? 'yes' : 'no') +\n ',location=' + (this.popup.location ? 'yes' : 'no') +\n ',directories=' + (this.popup.directories ? 'yes' : 'no')\n);\n\n this.popup.window.focus();\n\n // Create an interval to detect popup closing event\n this.popup.interval = setInterval(function () {\n if (this$1.popup.window.closed) {\n

clearInterval(this$1.popup.interval);\n\n   this$1.popup.window = undefined;\n\n
this$1.$root.$emit('social_shares_close', network, this$1.url);\n   this$1.$emit('close', network, this$1.url);\n
}\n   }, 500);\n   }\n },\n\n /**\n   * Merge base networks list with user's list\n   */\n beforeMount: function
beforeMount () {\n   this.baseNetworks = Vue.util.extend(this.baseNetworks, this.networks);\n },\n\n /**\n   * Sets
popup default dimensions.\n   */\n mounted: function mounted () {\n   if (!inBrowser) {\n   return;\n   }\n\n
/**\n   * Center the popup on dual screens\n   * http://stackoverflow.com/questions/4068373/center-a-popup-
window-on-screen/32261263\n   */\n   var dualScreenLeft = $window.screenLeft !== undefined ?
$window.screenLeft : screen.left;\n   var dualScreenTop = $window.screenTop !== undefined ?
$window.screenTop : screen.top;\n\n   var width = $window.innerWidth ? $window.innerWidth :
(document.documentElement.clientWidth ? document.documentElement.clientWidth : screen.width);\n   var height
= $window.innerHeight ? $window.innerHeight : (document.documentElement.clientHeight ?
document.documentElement.clientHeight : screen.height);\n\n   this.popup.left = ((width / 2) - (this.popup.width /
2)) + dualScreenLeft;\n   this.popup.top = ((height / 2) - (this.popup.height / 2)) + dualScreenTop;\n },\n\n /**\n   *
Set component aliases for buttons and links.\n   */\n components: {\n   'network': SocialSharingNetwork\n
}\n};\n\nSocialSharing.version = '2.3.3';\n\nSocialSharing.install = function (Vue) {\n Vue.component('social-
sharing', SocialSharing);\n};\n\nif (typeof window !== 'undefined') {\n window.SocialSharing =
SocialSharing;\n}\n\nmodule.exports = SocialSharing;","exports.f = {}.propertyIsEnumerable;\n","export default
{\n 'imddb-header.dropdown.items': [\n   { label: 'Graphics', href: \"#/\" },\n   { label: 'Overview', href: \"#/\" },\n
{ label: 'Visual overview', href: \"#/\" },\n   { label: 'Backgrounder', href: \"#/\" },\n   { label: 'About this project',
href: \"#/\", active: true }\n],\n 'project.name': 'Secret Papers',\n 'app.name': 'Awesome App',\n 'app.home': './',\n
'sharing-options.url': null,\n 'sharing-options.title': 'Awesome App by ICIJ',\n 'sharing-options.description': 'null',\n
'sharing-options.media': null,\n 'sharing-options.twitter-user': 'ICIJorg',\n 'signup-form.tracker': 'EXTERNAL',\n
'signup-form.action': 'https://icij.us15.list-
manage.com/subscribe/post?u=0d48a33b1c24d257734cc2a79&id=992ecfdbb2',\n 'donate-form.introduction':
`ICIJ's investigations are supported by readers like you. Help keep our\n   databases free and open to
the public by joining our\n   ICIJ
Insiders\n   community.`\n}\n","import get from 'lodash/get'\nimport each from
'lodash/each'\nimport Symbol from 'es6-symbol'\nimport defaultValues from './config.default'\n\nconst _VALUES =
Symbol('values')\nconst _SCOPES = Symbol('scopes')\n\nclass Config {\n constructor (values = {}) {\n
this[_VALUES] = {}\n   each(values, (value, key) => this.set(key, value))\n   return this;\n }\n set (key, value) {\n
const levels = key.split('.')\n   if (levels.length > 1) {\n   this[_VALUES][key] =
this.scope(levels.shift()).set(levels.join('.'), value)\n   } else {\n   this[_VALUES][key] = value\n   }\n   return
value\n }\n get (key, defaultValue) {\n   return get(this[_VALUES], key, defaultValue)\n }\n scopes () {\n
this[_SCOPES] = get(this, _SCOPES, {})\n   return this[_SCOPES]\n }\n scope (name) {\n   this.scopes[name] =
get(this.scopes, name, new Config())\n   return this.scopes[name]\n }\n values () {\n   return this[_VALUES]\n
}\n}\n\nexport default new Config(defaultValues)\n","'use strict';\nvar LIBRARY = require('./_library');\nvar global
= require('./_global');\nvar ctx = require('./_ctx');\nvar classof = require('./_classof');\nvar $export =
require('./_export');\nvar isObject = require('./_is-object');\nvar aFunction = require('./_a-function');\nvar anInstance
= require('./_an-instance');\nvar forOf = require('./_for-of');\nvar speciesConstructor = require('./_species-
constructor');\nvar task = require('./_task').set;\nvar microtask = require('./_microtask')();\nvar
newPromiseCapabilityModule = require('./_new-promise-capability');\nvar perform = require('./_perform');\nvar
userAgent = require('./_user-agent');\nvar promiseResolve = require('./_promise-resolve');\nvar PROMISE =
'Promise';\nvar TypeError = global.TypeError;\nvar process = global.process;\nvar versions = process &&
process.versions;\nvar v8 = versions && versions.v8 || '';\nvar $Promise = global[PROMISE];\nvar isNode =
classof(process) == 'process';\nvar empty = function () { /* empty */ };\nvar Internal,
newGenericPromiseCapability, OwnPromiseCapability, Wrapper;\nvar newPromiseCapability =
newGenericPromiseCapability = newPromiseCapabilityModule.f;\n\nvar USE_NATIVE = !!function () {\n try {\n
// correct subclassing with @@species support\n   var promise = $Promise.resolve(1);\n   var FakePromise =

(promise.constructor = { })[require('./_wks')('species')] = function (exec) {\n   exec(empty, empty);\n   };\n   // unhandled rejections tracking support, NodeJS Promise without it fails @@species test\n   return (isNode || typeof PromiseRejectionEvent == 'function')\n   && promise.then(empty) instanceof FakePromise\n   // v8 6.6 (Node 10 and Chrome 66) have a bug with resolving custom thenables\n   // https://bugs.chromium.org/p/chromium/issues/detail?id=830565\n   // we can't detect it synchronously, so just check versions\n   && v8.indexOf('6.6') !== 0\n   && userAgent.indexOf('Chrome/66') === -1;\n   } catch (e) { /* empty */ }\n}();\n\n// helpers\nvar isThenable = function (it) {\n   var then;\n   return isObject(it) && typeof (then = it.then) == 'function' ? then : false;\n};\nvar notify = function (promise, isReject) {\n   if (promise._n) return;\n   promise._n = true;\n   var chain = promise._c;\n   microtask(function () {\n   var value = promise._v;\n   var ok = promise._s == 1;\n   var i = 0;\n   var run = function (reaction) {\n   var handler = ok ? reaction.ok : reaction.fail;\n   var resolve = reaction.resolve;\n   var reject = reaction.reject;\n   var domain = reaction.domain;\n   var result, then, exited;\n   try {\n   if (handler) {\n   if (!ok) {\n   if (promise._h == 2) onHandleUnhandled(promise);\n   promise._h = 1;\n   }\n   if (handler === true) result = value;\n   else {\n   if (domain) domain.enter();\n   result = handler(value); // may throw\n   if (domain) {\n   domain.exit();\n   exited = true;\n   }\n   }\n   if (result === reaction.promise) {\n   reject(TypeError('Promise-chain cycle'));\n   } else if (then = isThenable(result)) {\n   then.call(result, resolve, reject);\n   } else resolve(result);\n   } else reject(value);\n   } catch (e) {\n   if (domain && !exited) domain.exit();\n   reject(e);\n   }\n   };\n   while (chain.length > i) run(chain[i++]); // variable length - can't use forEach\n   promise._c = [];\n   promise._n = false;\n   if (isReject && !promise._h) onUnhandled(promise);\n   });\n};\nvar onUnhandled = function (promise) {\n   task.call(global, function () {\n   var value = promise._v;\n   var unhandled = isUnhandled(promise);\n   var result, handler, console;\n   if (unhandled) {\n   result = perform(function () {\n   if (isNode) {\n   process.emit('unhandledRejection', value, promise);\n   } else if (handler = global.onunhandledrejection) {\n   handler({ promise: promise, reason: value });\n   } else if ((console = global.console) && console.error) {\n   console.error('Unhandled promise rejection', value);\n   }\n   });\n   // Browsers should not trigger `rejectionHandled` event if it was handled here, NodeJS - should\n   promise._h = isNode || isUnhandled(promise) ? 2 : 1;\n   } promise._a = undefined;\n   if (unhandled && result.e) throw result.v;\n   });\n};\nvar isUnhandled = function (promise) {\n   return promise._h !== 1 && (promise._a || promise._c).length === 0;\n};\nvar onHandleUnhandled = function (promise) {\n   task.call(global, function () {\n   var handler;\n   if (isNode) {\n   process.emit('rejectionHandled', promise);\n   } else if (handler = global.onrejectionhandled) {\n   handler({ promise: promise, reason: promise._v });\n   }\n   });\n};\nvar $reject = function (value) {\n   var promise = this;\n   if (promise._d) return;\n   promise._d = true;\n   promise = promise._w || promise; // unwrap\n   promise._v = value;\n   promise._s = 2;\n   if (!promise._a) promise._a = promise._c.slice();\n   notify(promise, true);\n};\nvar $resolve = function (value) {\n   var promise = this;\n   var then;\n   if (promise._d) return;\n   promise._d = true;\n   promise = promise._w || promise; // unwrap\n   try {\n   if (promise === value) throw TypeError(\"Promise can't be resolved itself\");\n   if (then = isThenable(value)) {\n   microtask(function () {\n   var wrapper = { _w: promise, _d: false }; // wrap\n   try {\n   then.call(value, ctx($resolve, wrapper, 1), ctx($reject, wrapper, 1));\n   } catch (e) {\n $reject.call(wrapper, e);\n   }\n   });\n   } else {\n   promise._v = value;\n   promise._s = 1;\n   notify(promise, false);\n   }\n   } catch (e) {\n $reject.call({ _w: promise, _d: false }, e); // wrap\n   }\n};\n\n// constructor polyfill\nif (!USE_NATIVE) {\n   // 25.4.3.1 Promise(executor)\n $Promise = function Promise(executor) {\n   anInstance(this, $Promise, PROMISE, '_h');\n   aFunction(executor);\n   Internal.call(this);\n   try {\n   executor(ctx($resolve, this, 1), ctx($reject, this, 1));\n   } catch (err) {\n $reject.call(this, err);\n   }\n   };\n   // eslint-disable-next-line no-unused-vars\n   Internal = function Promise(executor) {\n   this._c = [];   // <- awaiting reactions\n   this._a = undefined;   // <- checked in isUnhandled reactions\n   this._s = 0;   // <- state\n   this._d = false;   // <- done\n   this._v = undefined;   // <- value\n   this._h = 0;   // <- rejection state, 0 - default, 1 - handled, 2 - unhandled\n   this._n = false;   // <- notify\n   };\n   Internal.prototype = require('./_redefine-all')($Promise.prototype, {\n   // 25.4.5.3 Promise.prototype.then(onFulfilled, onRejected)\n   then: function then(onFulfilled, onRejected) {\n   var reaction

= newPromiseCapability(speciesConstructor(this, $Promise));\n   reaction.ok = typeof onFulfilled == 'function' ? onFulfilled : true;\n   reaction.fail = typeof onRejected == 'function' && onRejected;\n   reaction.domain = isNode ? process.domain : undefined;\n   this._c.push(reaction);\n   if (this._a) this._a.push(reaction);\n   if (this._s) notify(this, false);\n   return reaction.promise;\n   },\n   // 25.4.5.1 Promise.prototype.catch(onRejected)\n   'catch': function (onRejected) {\n   return this.then(undefined, onRejected);\n   }\n });\n OwnPromiseCapability = function () {\n   var promise = new Internal();\n   this.promise = promise;\n   this.resolve = ctx($resolve, promise, 1);\n   this.reject = ctx($reject, promise, 1);\n };\n newPromiseCapabilityModule.f = newPromiseCapability = function (C) {\n   return C === $Promise || C === Wrapper\n   ? new OwnPromiseCapability(C)\n   : newGenericPromiseCapability(C);\n };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, { Promise: $Promise });\nrequire('./_set-to-string-tag')($Promise, PROMISE);\nrequire('./_set-species')(PROMISE);\nWrapper = require('./_core')[PROMISE];\n\n// statics\n$export($export.S + $export.F * !USE_NATIVE, PROMISE, {\n // 25.4.4.5 Promise.reject(r)\n reject: function reject(r) {\n   var capability = newPromiseCapability(this);\n   var $$reject = capability.reject;\n $$reject(r);\n   return capability.promise;\n }\n});\n$export($export.S + $export.F * (LIBRARY || !USE_NATIVE), PROMISE, {\n // 25.4.4.6 Promise.resolve(x)\n resolve: function resolve(x) {\n   return promiseResolve(LIBRARY && this === Wrapper ? $Promise : this, x);\n }\n});\n$export($export.S + $export.F * !(USE_NATIVE && require('./_iter-detect')(function (iter) {\n $Promise.all(iter)['catch'](empty);\n})), PROMISE, {\n // 25.4.4.1 Promise.all(iterable)\n all: function all(iterable) {\n   var C = this;\n   var capability = newPromiseCapability(C);\n   var resolve = capability.resolve;\n   var reject = capability.reject;\n   var result = perform(function () {\n   var values = [];\n   var index = 0;\n   var remaining = 1;\n   forOf(iterable, false, function (promise) {\n   var $index = index++;\n   var alreadyCalled = false;\n   values.push(undefined);\n   remaining++;\n   C.resolve(promise).then(function (value) {\n   if (alreadyCalled) return;\n   alreadyCalled = true;\n   values[$index] = value;\n   --remaining || resolve(values);\n   }, reject);\n   });\n   --remaining || resolve(values);\n   });\n   if (result.e) reject(result.v);\n   return capability.promise;\n },\n // 25.4.4.4 Promise.race(iterable)\n race: function race(iterable) {\n   var C = this;\n   var capability = newPromiseCapability(C);\n   var reject = capability.reject;\n   var result = perform(function () {\n   forOf(iterable, false, function (promise) {\n   C.resolve(promise).then(capability.resolve, reject);\n   });\n   });\n   if (result.e) reject(result.v);\n   return capability.promise;\n }\n});\n","var core = require('./_core');\nvar global = require('./_global');\nvar SHARED = '__core-js_shared__';\nvar store = global[SHARED] || (global[SHARED] = {});\n\n(module.exports = function (key, value) {\n return store[key] || (store[key] = value !== undefined ? value : {});\n})('versions', []).push({\n version: core.version,\n mode: require('./_library') ? 'pure' : 'global',\n copyright: '© 2018 Denis Pushkarev (zloirock.ru)'\n});\n","/**\n * Checks if a stack value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction stackHas(key) {\n return this.__data__.has(key);\n}\n\nmodule.exports = stackHas;\n","var overArg = require('./_overArg');\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeKeys = overArg(Object.keys, Object);\n\nmodule.exports = nativeKeys;\n","/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n\nmodule.exports = freeGlobal;\n","module.exports =

\"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAIgAAABaCAYAAABjTB52AAAE8klEQVR4Ae3dA7D0ShDF8Wfbtm3btm3btm3btv2u7y7yYYz/zep3Ggd923U3U3k1ROV51ybffM/NYaSKWQqTcFBg0DbaHk+HEo7UtOC9jEgXQ/cReAfDHkt5OuQNIIQ/pCfkjZCCbwO0I3I3RM12UoF1wwwK6eq2/DhScXN2jU/uCPDPh/gQjHkJ3EFFFYoHe6W37m8zbP/2TJW39uyceCL4a1r7ZjZmKubVwvoJ/XdGtCP6QZ2Z3IY4sGGMH1r2oMWEMmSdyEA8iI+G3aCGuC+YIMR0oMGMs8M+GGmzcMQJSYiDw7dXbBBgtLdBO5dBW4uOR//2ssPaQeEDH+YwSQGjkfWrDOv8NDhzdwPg8OBwv9lYy8H348gIFxioEBA5IsYe/tthzwPg8NBw5vnrYs0gcg0i8clUWN671s0oBEZB

kKVu/ZGHjWrvqAURAFjKutdEiIAIiIAIiIAIiIAIiIAIiII3Zwb9syPMVByIg8UtABERABERABERABERA BERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABC RCCYiACIiACIiAQPeE4PY1ZK9oQARE380VEAEREAEREAEREAEREAEREAEREAEREAEREAH51jj4SgX/ 0nJbHCACYh18HVu/dFnjWj+MA0RAHrP1dbsbgaxjXOtzFQfydlWB3GwEcr7xoA4yrvWuigNpryYQ+1+WfmTc qLusIKsKBNpGs59vulFkIOna9t7Jgs31ah8dfMO4URtXF0gyN3Ygq0QG0jmOvbd/oZl/vgR3rr1Xz6TVBeLOsK87 WbQM/7z9LnYkd0HbqP99+QcNAm5/7D0+K8Unyuyv+yTYz3f2EgBxp4AHe34CdzwkS2XXdPhpZOgYE3pnAL ddfkvjscedVzUg8MUw4HYC3x2CPR1jRgeSH6p3IZQzvdOXEQh0TwBum75sG7JHyJHgbw/5ydbv77ecEYAY/m A5Xu4u64eWIV2mxWu/qURAGnOUE0iyRH2BuD1KAyQrcOeVDMiN2Vw1BdKAjrFKBuTTocG/VhIcn8LPo9 QXiLsq61EqIFlB7zTgOyPjSCFZIJunpkAcNOYsJZCs8qervi0SjoTs5eVQ9QXiDss7lBRIVtCYEfynBeNog2TJrH+ NgTwC1wwaAYj5ZfgnC8LxMTRmzvrWGMiD0D56dtlxgBgKGBjSNcC/1SIYP4LbAz4cKutXXyDu2N9uOeIBs Vc2PKSbgH+lnzbla3DHwE8j/9aknkDugmSRAXl6+bEtvdMMZC/7XQ/pxuCuauIzrWnI0+AOhMbswMDFzuz2su 2vO78FQL4Dd05+djWo/Bawe6L84NNlQzYMWRuSRaF3eugYM7/5rGYZgfT0XXleDbkH3GkhW0FjFmDgGrB Q5R9j+HCoP+f1IQodQqX6BVmGZ8lGQfmGAAAAElFTkSuQmCC\"","/**\n * The base implementation of
`_.reduce` and `_.reduceRight`, without support\n * for iteratee shorthands, which iterates over `collection` using `eachFunc`.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {*} accumulator The initial value.\n * @param {boolean} initAccum Specify using the first or last element of\n * `collection` as the initial value.\n * @param {Function} eachFunc The function to iterate over `collection`.\n * @returns {*} Returns the accumulated value.\n */\nfunction baseReduce(collection, iteratee, accumulator, initAccum, eachFunc) {\n eachFunc(collection, function(value, index, collection) {\n   accumulator = initAccum\n   ? (initAccum = false, value)\n   : iteratee(accumulator, value, index, collection);\n });\n return accumulator;\n}\n\nmodule.exports = baseReduce;\n","var arrayPush = require('./_arrayPush'),\n   isFlattenable = require('./_isFlattenable');\n\n/**\n * The base implementation of `_.flatten` with support for restricting flattening.\n *\n * @private\n * @param {Array} array The array to flatten.\n * @param {number} depth The maximum recursion depth.\n * @param {boolean} [predicate=isFlattenable] The function invoked per iteration.\n * @param {boolean} [isStrict] Restrict to values that pass `predicate` checks.\n * @param {Array} [result=[]] The initial result value.\n * @returns {Array} Returns the new flattened array.\n */\nfunction baseFlatten(array, depth, predicate, isStrict, result) {\n var index = -1,\n   length = array.length;\n\n predicate || (predicate = isFlattenable);\n result || (result = []);\n\n while (++index < length) {\n   var value = array[index];\n   if (depth > 0 && predicate(value)) {\n   if (depth > 1) {\n   // Recursively flatten arrays (susceptible to call stack limits).\n   baseFlatten(value, depth - 1, predicate, isStrict, result);\n   } else {\n   arrayPush(result, value);\n   }\n   } else if (!isStrict) {\n   result[result.length] = value;\n   }\n }\n return result;\n}\n\nmodule.exports = baseFlatten;\n","var global = require('./_global');\nvar core = require('./_core');\nvar hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar ctx = require('./_ctx');\nvar PROTOTYPE = 'prototype';\n\nvar $export = function (type, name, source) {\n var IS_FORCED = type & $export.F;\n var IS_GLOBAL = type & $export.G;\n var IS_STATIC = type & $export.S;\n var IS_PROTO = type & $export.P;\n var IS_BIND = type & $export.B;\n var target = IS_GLOBAL ? global : IS_STATIC ? global[name] || (global[name] = {}) : (global[name] || {})[PROTOTYPE];\n var exports = IS_GLOBAL ? core : core[name] || (core[name] = {});\n var expProto = exports[PROTOTYPE] || (exports[PROTOTYPE] = {});\n var key, own, out, exp;\n if (IS_GLOBAL) source = name;\n for (key in source) {\n   // contains in native\n   own = !IS_FORCED && target && target[key] !== undefined;\n   // export native or passed\n   out = (own ? target : source)[key];\n   // bind timers to global for call from export context\n   exp = IS_BIND && own ? ctx(out, global) : IS_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out;\n   // extend global\n   if (target) redefine(target, key, out, type & $export.U);\n   // export\n   if (exports[key] != out) hide(exports, key, exp);\n   if (IS_PROTO && expProto[key] != out) expProto[key] = out;\n }\n};\nglobal.core = core;\n// type bitmap\n$export.F = 1; // forced\n$export.G = 2; // global\n$export.S = 4; // static\n$export.P = 8; // proto\n$export.B = 16; // bind\n$export.W = 32; // wrap\n$export.U = 64; // safe\n$export.R = 128; // real proto method for `library`\nmodule.exports = $export;\n","var ITERATOR = require('./_wks')('iterator');\nvar SAFE_CLOSING = false;\n\ntry {\n var riter = [7][ITERATOR]();\n riter['return'] = function () {

SAFE_CLOSING = true; };\n // eslint-disable-next-line no-throw-literal\n Array.from(riter, function () { throw 2; });;\n} catch (e) { /* empty */ }\n\nmodule.exports = function (exec, skipClosing) {\n if (!skipClosing && !SAFE_CLOSING) return false;\n var safe = false;\n try {\n var arr = [7];\n var iter = arr[ITERATOR]();\n iter.next = function () { return { done: safe = true }; };\n arr[ITERATOR] = function () { return iter; };\n exec(arr);\n } catch (e) { /* empty */ }\n return safe;\n};\n","var isObject = require('./_is-object');\nvar setPrototypeOf = require('./_set-proto').set;\nmodule.exports = function (that, target, C) {\n var S = target.constructor;\n var P;\n if (S !== C && typeof S == 'function' && (P = S.prototype) !== C.prototype && isObject(P) && setPrototypeOf) {\n setPrototypeOf(that, P);\n } return that;\n};\n","var listCacheClear = require('./_listCacheClear'),\n listCacheDelete = require('./_listCacheDelete'),\n listCacheGet = require('./_listCacheGet'),\n listCacheHas = require('./_listCacheHas'),\n listCacheSet = require('./_listCacheSet');\n\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction ListCache(entries) {\n var index = -1,\n length = entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n var entry = entries[index];\n this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `ListCache`.\nListCache.prototype.clear = listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get = listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set = listCacheSet;\n\nmodule.exports = ListCache;\n","// most Object methods by ES6 should accept primitives\nvar $export = require('./_export');\nvar core = require('./_core');\nvar fails = require('./_fails');\nmodule.exports = function (KEY, exec) {\n var fn = (core.Object || {})[KEY] || Object[KEY];\n var exp = {};\n exp[KEY] = exec(fn);\n $export($export.S + $export.F * fails(function () { fn(1); }), 'Object', exp);\n};\n","var getNative = require('./_getNative');\n\n/* Built-in method references that are verified to be native. */\nvar nativeCreate = getNative(Object, 'create');\n\nmodule.exports = nativeCreate;\n","var shared = require('./_shared')('keys');\nvar uid = require('./_uid');\nmodule.exports = function (key) {\n return shared[key] || (shared[key] = uid(key));\n};\n","// fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof = require('./_cof');\n// eslint-disable-next-line no-prototype-builtins\nmodule.exports = Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n return cof(it) == 'String' ? it.split('') : Object(it);\n};\n","\"use strict\";\n\nvar _undefined = require(\"../function/noop\")(); // Support ES3 engines\n\nmodule.exports = function (val) {\n return (val !== _undefined) && (val !== null);\n};\n","module.exports = function(module) {\n\tif (!module.webpackPolyfill) {\n\t\tmodule.deprecate = function() {};\n\t\tmodule.paths = [];\n\t\t// module.parent = undefined by default\n\t\tif (!module.children) module.children = [];\n\t\tObject.defineProperty(module, \"loaded\", {\n\t\t\tenumerable: true,\n\t\t\tget: function() {\n\t\t\t\treturn module.l;\n\t\t\t}\n\t\t});\n\t\tObject.defineProperty(module, \"id\", {\n\t\t\tenumerable: true,\n\t\t\tget: function() {\n\t\t\t\treturn module.i;\n\t\t\t}\n\t\t});\n\t\tmodule.webpackPolyfill = 1;\n\t}\n\treturn module;\n};\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"","var baseIsMatch = require('./_baseIsMatch'),\n getMatchData = require('./_getMatchData'),\n matchesStrictComparable = require('./_matchesStrictComparable');\n\n/**\n * The base implementation of `_.matches` which doesn't clone `source`.\n *\n * @private\n * @param {Object} source The object of property values to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatches(source) {\n var matchData =

getMatchData(source);\n if (matchData.length == 1 && matchData[0][2]) {\n   return matchesStrictComparable(matchData[0][0], matchData[0][1]);\n }\n return function(object) {\n   return object === source || baseIsMatch(object, source, matchData);\n };\n}\n\nmodule.exports = baseMatches;\n","var castPath = require('./_castPath'),\n   toKey = require('./_toKey');\n\n/**\n * The base implementation of `_.get` without support for default values.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the resolved value.\n */\nfunction baseGet(object, path) {\n path = castPath(path, object);\n\n var index = 0,\n   length = path.length;\n\n while (object != null && index < length) {\n   object = object[toKey(path[index++])];\n }\n return (index && index == length) ? object : undefined;\n}\n\nmodule.exports = baseGet;\n","/**\n * A specialized version of `_.every` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`.\n */\nfunction arrayEvery(array, predicate) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (!predicate(array[index], index, array)) {\n   return false;\n   }\n }\n return true;\n}\n\nmodule.exports = arrayEvery;\n","/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\nvar isArray = Array.isArray;\n\nmodule.exports = isArray;\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key, value) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   ++this.size;\n   data.push([key, value]);\n } else {\n   data[index][1] = value;\n }\n return this;\n}\n\nmodule.exports = listCacheSet;\n","// to indexed object, toObject with fallback for non-array-like ES3 strings\nvar IObject = require('./_iobject');\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n return IObject(defined(it));\n};\n","var hasOwnProperty = {}.hasOwnProperty;\nmodule.exports = function (it, key) {\n return hasOwnProperty.call(it, key);\n};\n","var assocIndexOf = require('./_assocIndexOf');\n\n/** Used for built-in method references. */\nvar arrayProto = Array.prototype;\n\n/** Built-in value references. */\nvar splice = arrayProto.splice;\n\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction listCacheDelete(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   return false;\n }\n var lastIndex = data.length - 1;\n if (index == lastIndex) {\n   data.pop();\n } else {\n   splice.call(data, index, 1);\n }\n --this.size;\n return true;\n}\n\nmodule.exports = listCacheDelete;\n","var arrayMap = require('./_arrayMap'),\n   baseIteratee = require('./_baseIteratee'),\n   baseMap = require('./_baseMap'),\n   baseSortBy = require('./_baseSortBy'),\n   baseUnary = require('./_baseUnary'),\n   compareMultiple = require('./_compareMultiple'),\n   identity = require('./identity');\n\n/**\n * The base implementation of `_.orderBy` without param guards.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function[]|Object[]|string[]} iteratees The iteratees to sort by.\n * @param {string[]} orders The sort orders of `iteratees`.\n * @returns {Array} Returns the new sorted array.\n */\nfunction baseOrderBy(collection, iteratees, orders) {\n var index = -1;\n iteratees = arrayMap(iteratees.length ? iteratees : [identity], baseUnary(baseIteratee));\n\n var result = baseMap(collection, function(value, key, collection) {\n   var criteria = arrayMap(iteratees, function(iteratee) {\n   return iteratee(value);\n   });\n   return { 'criteria': criteria, 'index': ++index, 'value': value };\n });\n\n return baseSortBy(result, function(object, other) {\n   return compareMultiple(object, other, orders);\n });\n}\n\nmodule.exports = baseOrderBy;\n","// 7.1.1 ToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object');\n// instead of the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a string\nmodule.exports = function (it, S) {\n if (!isObject(it)) return it;\n var fn, val;\n if (S && typeof (fn = it.toString) == 'function' && !isObject(val =

fn.call(it))) return val;\n if (typeof (fn = it.valueOf) == 'function' && !isObject(val = fn.call(it))) return val;\n if (!S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n throw TypeError(\"Can't convert object to primitive value\");\n};\n","/**\n * A specialized version of `_.reduce` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {*} [accumulator] The initial value.\n * @param {boolean} [initAccum] Specify using the first element of `array` as\n * the initial value.\n * @returns {*} Returns the accumulated value.\n */\nfunction arrayReduce(array, iteratee, accumulator, initAccum) {\n var index = -1,\n length = array == null ? 0 : array.length;\n\n if (initAccum && length) {\n accumulator = array[++index];\n }\n while (++index < length) {\n accumulator = iteratee(accumulator, array[index], index, array);\n }\n return accumulator;\n}\n\nmodule.exports = arrayReduce;\n","'use strict';\nrequire('./es6.regexp.flags');\nvar anObject = require('./_an-object');\nvar $flags = require('./_flags');\nvar DESCRIPTORS = require('./_descriptors');\nvar TO_STRING = 'toString';\nvar $toString = /./[TO_STRING];\n\nvar define = function (fn) {\n require('./_redefine')(RegExp.prototype, TO_STRING, fn, true);\n};\n\n// 21.2.5.14 RegExp.prototype.toString()\nif (require('./_fails')(function () { return $toString.call({ source: 'a', flags: 'b' }) != '/a/b'; })) {\n define(function toString() {\n var R = anObject(this);\n return '/'.concat(R.source, '/',\n 'flags' in R ? R.flags : !DESCRIPTORS && R instanceof RegExp ? $flags.call(R) : undefined);\n });\n// FF44- RegExp#toString has a wrong name\n} else if ($toString.name != TO_STRING) {\n define(function toString() {\n return $toString.call(this);\n });\n}\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'twitter';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f099';\nvar svgPathData = 'M459.37 151.716c.325 4.548.325 9.097.325 13.645 0 138.72-105.583 298.558-298.558 298.558-59.452 0-114.68-17.219-161.137-47.106 8.447.974 16.568 1.299 25.34 1.299 49.055 0 94.213-16.568 130.274-44.832-46.132-.975-84.792-31.188-98.112-72.772 6.498.974 12.995 1.624 19.818 1.624 9.421 0 18.843-1.3 27.614-3.573-48.081-9.747-84.143-51.98-84.143-102.985v-1.299c13.969 7.797 30.214 12.67 47.431 13.319-28.264-18.843-46.781-51.005-46.781-87.391 0-19.492 5.197-37.36 14.294-52.954 51.655 63.675 129.3 105.258 216.365 109.807-1.624-7.797-2.599-15.918-2.599-24.04 0-57.828 46.782-104.934 104.934-104.934 30.213 0 57.502 12.67 76.67 33.137 23.715-4.548 46.456-13.32 66.599-25.34-7.798 24.366-24.366 44.833-46.132 57.827 21.117-2.273 41.584-8.122 60.426-16.243-14.292 20.791-32.161 39.308-52.628 54.253z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n]};\n\nexports.faTwitter = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var arrayEach = require('./_arrayEach'),\n baseEach = require('./_baseEach'),\n castFunction = require('./_castFunction'),\n isArray = require('./isArray');\n\n/**\n * Iterates over elements of `collection` and invokes `iteratee` for each element.\n * The iteratee is invoked with three arguments: (value, index|key, collection).\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * **Note:** As with other \"Collections\" methods, objects with a \"length\"\n * property are iterated like arrays. To avoid this behavior use `_.forIn`\n * or `_.forOwn` for object iteration.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @alias each\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Array|Object} Returns `collection`.\n * @see _.forEachRight\n * @example\n *\n * _.forEach([1, 2], function(value) {\n * console.log(value);\n * });\n * // => Logs `1` then `2`.\n *\n * _.forEach({ 'a': 1, 'b': 2 }, function(value, key) {\n * console.log(key);\n * });\n * // => Logs 'a' then 'b' (iteration order is not guaranteed).\n */\nfunction forEach(collection, iteratee) {\n var func = isArray(collection) ? arrayEach : baseEach;\n return func(collection, castFunction(iteratee));\n}\n\nmodule.exports = forEach;\n","// extracted by mini-css-extract-plugin","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-

options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"","var baseTimes = require('./_baseTimes'),\n   isArguments = require('./isArguments'),\n   isArray = require('./isArray'),\n   isBuffer = require('./isBuffer'),\n   isIndex = require('./_isIndex'),\n   isTypedArray = require('./isTypedArray');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Creates an array of the enumerable property names of the array-like `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited property names.\n * @returns {Array} Returns the array of property names.\n */\nfunction arrayLikeKeys(value, inherited) {\n var isArr = isArray(value),\n   isArg = !isArr && isArguments(value),\n   isBuff = !isArr && !isArg && isBuffer(value),\n   isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n   skipIndexes = isArr || isArg || isBuff || isType,\n   result = skipIndexes ? baseTimes(value.length, String) : [],\n   length = result.length;\n\n for (var key in value) {\n   if ((inherited || hasOwnProperty.call(value, key)) &&\n   !(skipIndexes && (\n   // Safari 9 has enumerable `arguments.length` in strict mode.\n   key == 'length' ||\n   // Node.js 0.10 has enumerable non-index properties on buffers.\n   (isBuff && (key == 'offset' || key == 'parent')) ||\n   // PhantomJS 2 has enumerable non-index properties on typed arrays.\n   (isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset')) ||\n   // Skip index properties.\n   isIndex(key, length)\n   ))) {\n   result.push(key);\n   }\n }\n return result;\n}\n\nmodule.exports = arrayLikeKeys;\n","// extracted by mini-css-extract-plugin","var createBaseFor = require('./_createBaseFor');\n\n/**\n * The base implementation of `baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\nvar baseFor = createBaseFor();\n\nmodule.exports = baseFor;\n","/**\n * Creates a function that returns `value`.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new function.\n * @returns {Function} Returns the new constant function.\n * @example\n *\n * var objects = _.times(2, _.constant({ 'a': 1 }));\n *\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n *\n * console.log(objects[0] === objects[1]);\n * // => true\n */\nfunction constant(value) {\n return function() {\n   return value;\n };\n}\n\nmodule.exports = constant;\n","'use strict';\n// 19.1.2.1 Object.assign(target, source, ...)\nvar getKeys = require('./_object-keys');\nvar gOPS = require('./_object-gops');\nvar pIE = require('./_object-pie');\nvar toObject = require('./_to-object');\nvar IObject = require('./_iobject');\nvar $assign = Object.assign;\n\n// should work with symbols and should have deterministic property order (V8 bug)\nmodule.exports = !$assign || require('./_fails')(function () {\n var A = {};\n var B = {};\n // eslint-disable-next-line no-undef\n var S = Symbol();\n var K = 'abcdefghijklmnopqrst';\n A[S] = 7;\n K.split('').forEach(function (k) { B[k] = k; });\n return $assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join('') != K;\n}) ? function assign(target, source) { // eslint-disable-line no-unused-vars\n var T = toObject(target);\n var aLen = arguments.length;\n var index = 1;\n var getSymbols = gOPS.f;\n var isEnum = pIE.f;\n while (aLen > index) {\n   var S = IObject(arguments[index++]);\n   var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n   var length = keys.length;\n   var j = 0;\n   var key;\n   while (length > j) if (isEnum.call(S, key = keys[j++])) T[key] = S[key];\n } return T;\n} : $assign;\n","\"use strict\";\n\nvar isValue = require(\"../is-value\");\n\nvar keys = Object.keys;\n\nmodule.exports = function (object) { return keys(isValue(object) ? Object(object) : object); };\n","var baseIsTypedArray = require('./_baseIsTypedArray'),\n   baseUnary = require('./_baseUnary'),\n   nodeUtil = require('./_nodeUtil');\n\n/* Node.js helper references. */\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n\n/**\n * Checks if

`value` is classified as a typed array.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n * @example\n *\n * _.isTypedArray(new Uint8Array);\n * // => true\n *\n * _.isTypedArray([]);\n * // => false\n */\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\n\nmodule.exports = isTypedArray;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"","var baseGetTag = require('./_baseGetTag'),\n   isLength = require('./isLength'),\n   isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n   arrayTag = '[object Array]',\n   boolTag = '[object Boolean]',\n   dateTag = '[object Date]',\n   errorTag = '[object Error]',\n   funcTag = '[object Function]',\n   mapTag = '[object Map]',\n   numberTag = '[object Number]',\n   objectTag = '[object Object]',\n   regexpTag = '[object RegExp]',\n   setTag = '[object Set]',\n   stringTag = '[object String]',\n   weakMapTag = '[object WeakMap]';\n\nvar arrayBufferTag = '[object ArrayBuffer]',\n   dataViewTag = '[object DataView]',\n   float32Tag = '[object Float32Array]',\n   float64Tag = '[object Float64Array]',\n   int8Tag = '[object Int8Array]',\n   int16Tag = '[object Int16Array]',\n   int32Tag = '[object Int32Array]',\n   uint8Tag = '[object Uint8Array]',\n   uint8ClampedTag = '[object Uint8ClampedArray]',\n   uint16Tag = '[object Uint16Array]',\n   uint32Tag = '[object Uint32Array]';\n\n/** Used to identify `toStringTag` values of typed arrays. */\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] =\ntypedArrayTags[int8Tag] = typedArrayTags[int16Tag] =\ntypedArrayTags[int32Tag] = typedArrayTags[uint8Tag] =\ntypedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] =\ntypedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] =\ntypedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] =\ntypedArrayTags[dataViewTag] = typedArrayTags[dateTag] =\ntypedArrayTags[errorTag] = typedArrayTags[funcTag] =\ntypedArrayTags[mapTag] = typedArrayTags[numberTag] =\ntypedArrayTags[objectTag] = typedArrayTags[regexpTag] =\ntypedArrayTags[setTag] = typedArrayTags[stringTag] =\ntypedArrayTags[weakMapTag] = false;\n\n/**\n * The base implementation of `_.isTypedArray` without Node.js optimizations.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\nfunction baseIsTypedArray(value) {\n return isObjectLike(value) &&\n   isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n\nmodule.exports = baseIsTypedArray;\n","var baseToString = require('./_baseToString');\n\n/**\n * Converts `value` to a string. An empty string is returned for `null`\n * and `undefined` values. The sign of `-0` is preserved.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n * @example\n *\n * _.toString(null);\n * // => ''\n *\n * _.toString(-0);\n * // => '-0'\n *\n * _.toString([1, 2, 3]);\n * // => '1,2,3'\n */\nfunction toString(value) {\n return value == null ? '' : baseToString(value);\n}\n\nmodule.exports = toString;\n","// https://github.com/zloirock/core-js/issues/86#issuecomment-115759028\nvar global = module.exports = typeof window != 'undefined' && window.Math == Math\n ? window : typeof self != 'undefined' && self.Math == Math ? self\n // eslint-disable-next-line no-new-func\n : Function('return this')();\nif (typeof __g == 'number') __g = global; // eslint-disable-line no-undef\n","var toInteger = require('./_to-integer');\nvar max = Math.max;\nvar min = Math.min;\nmodule.exports = function (index, length) {\n index = toInteger(index);\n return

index < 0 ? max(index + length, 0) : min(index, length);\n};\n","/**\n * A specialized version of `_.map` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n */\nfunction arrayMap(array, iteratee) {\n var index = -1,\n   length = array == null ? 0 : array.length,\n   result = Array(length);\n\n while (++index < length) {\n   result[index] = iteratee(array[index], index, array);\n }\n return result;\n}\n\nmodule.exports = arrayMap;\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Map = getNative(root, 'Map');\n\nmodule.exports = Map;\n","module.exports = function (exec) {\n try {\n   return !!exec();\n } catch (e) {\n   return true;\n }\n};\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Checks if a hash value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction hashHas(key) {\n var data = this.__data__;\n return nativeCreate ? (data[key] !== undefined) : hasOwnProperty.call(data, key);\n}\n\nmodule.exports = hashHas;\n","(function (global, factory) {\n\ttypeof exports === 'object' && typeof module !== 'undefined' ? factory(exports, require('@fortawesome/fontawesome')) :\n\ttypeof define === 'function' && define.amd ? define(['exports', '@fortawesome/fontawesome'], factory) :\n\t(factory((global['vue-fontawesome'] = {}),global.FontAwesome));\n}(this, (function (exports,fontawesome) { 'use strict';\n\nfontawesome = fontawesome && fontawesome.hasOwnProperty('default') ? fontawesome['default'] : fontawesome;\n\nvar commonjsGlobal = typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : typeof self !== 'undefined' ? self : {};\n\n\n\n\nfunction createCommonjsModule(fn, module) {\n\treturn module = { exports: {} }, fn(module, module.exports), module.exports;\n}\n\nvar humps = createCommonjsModule(function (module) {\n// =========\n// = humps =\n// =========\n// Underscore-to-camelCase converter (and vice versa)\n// for strings and object keys\n\n// humps is copyright © 2012+ Dom Christie\n// Released under the MIT license.\n\n\n(function(global) {\n\n var _processKeys = function(convert, obj, options) {\n   if(!_isObject(obj) || _isDate(obj) || _isRegExp(obj) || _isBoolean(obj) || _isFunction(obj)) {\n   return obj;\n   }\n\n   var output,\n   i = 0,\n   l = 0;\n\n   if(_isArray(obj)) {\n   output = [];\n   for(l=obj.length; i<l; i++) {\n   output.push(_processKeys(convert, obj[i], options));\n   }\n   }\n   else {\n   output = {};\n   for(var key in obj) {\n   if(Object.prototype.hasOwnProperty.call(obj, key)) {\n   output[convert(key, options)] = _processKeys(convert, obj[key], options);\n   }\n   }\n   }\n   return output;\n };\n\n // String conversion methods\n\n var separateWords = function(string, options) {\n   options = options || {};\n   var separator = options.separator || '_';\n   var split = options.split || /(?=[A-Z])/;\n\n   return string.split(split).join(separator);\n };\n\n var camelize = function(string) {\n   if (_isNumerical(string)) {\n   return string;\n   }\n   string = string.replace(/[\\-_\\s]+(.)?/g, function(match, chr) {\n   return chr ? chr.toUpperCase() : '';\n   });\n   // Ensure 1st char is always lowercase\n   return string.substr(0, 1).toLowerCase() + string.substr(1);\n };\n\n var pascalize = function(string) {\n   var camelized = camelize(string);\n   // Ensure 1st char is always uppercase\n   return camelized.substr(0, 1).toUpperCase() + camelized.substr(1);\n };\n\n var decamelize = function(string, options) {\n   return separateWords(string, options).toLowerCase();\n };\n\n // Utilities\n // Taken from Underscore.js\n\n var toString = Object.prototype.toString;\n\n var _isFunction = function(obj) {\n   return typeof(obj) === 'function';\n };\n var _isObject = function(obj) {\n   return obj === Object(obj);\n };\n var _isArray = function(obj) {\n   return toString.call(obj) == '[object Array]';\n };\n var _isDate = function(obj) {\n   return toString.call(obj) == '[object Date]';\n };\n var _isRegExp = function(obj) {\n   return toString.call(obj) == '[object RegExp]';\n };\n var _isBoolean = function(obj) {\n   return toString.call(obj) == '[object Boolean]';\n };\n\n // Performant way to determine if obj coerces to a number\n var _isNumerical = function(obj) {\n   obj = obj - 0;\n   return obj === obj;\n };\n\n // Sets up function which handles processing keys\n // allowing the convert function to be modified by a callback\n var _processor = function(convert, options) {\n   var callback = options && 'process' in options ? options.process : options;\n\n   if(typeof(callback) !== 'function') {\n   return convert;\n   }\n\n   return function(string, options) {\n   return callback(string, convert, options);\n   }\n };\n\n var humps = {\n   camelize:

camelize,\n   decamelize: decamelize,\n   pascalize: pascalize,\n   depascalize: decamelize,\n   camelizeKeys: function(object, options) {\n   return _processKeys(_processor(camelize, options), object);\n   },\n decamelizeKeys: function(object, options) {\n   return _processKeys(_processor(decamelize, options), object, options);\n   },\n pascalizeKeys: function(object, options) {\n   return _processKeys(_processor(pascalize, options), object);\n   },\n depascalizeKeys: function () {\n   return this.decamelizeKeys.apply(this, arguments);\n   }\n };\n\n if (typeof undefined === 'function' && undefined.amd) {\n   undefined(humps);\n } else if ('object' !== 'undefined' && module.exports) {\n   module.exports = humps;\n } else {\n   global.humps = humps;\n }\n\n})(commonjsGlobal);\n});\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;};\n\n\n\n\n\nvar asyncGenerator = function () {\n function AwaitValue(value) {\n   this.value = value;\n }\n\n function AsyncGenerator(gen) {\n   var front, back;\n\n   function send(key, arg) {\n   return new Promise(function (resolve, reject) {\n   var request = {\n   key: key,\n   arg: arg,\n   resolve: resolve,\n   reject: reject,\n   next: null\n   };\n\n   if (back) {\n   back = back.next = request;\n   } else {\n   front = back = request;\n   resume(key, arg);\n   }\n   });\n   }\n\n   function resume(key, arg) {\n   try {\n   var result = gen[key](arg);\n   var value = result.value;\n   if (value instanceof AwaitValue) {\n   Promise.resolve(value.value).then(function (arg) {\n   resume(\"next\", arg);\n   }, function (arg) {\n   resume(\"throw\", arg);\n   });\n   } else {\n   settle(result.done ? \"return\" : \"normal\", result.value);\n   }\n   } catch (err) {\n   settle(\"throw\", err);\n   }\n   }\n\n   function settle(type, value) {\n   switch (type) {\n   case \"return\":\n   front.resolve({\n   value: value,\n   done: true\n   });\n   break;\n   case \"throw\":\n   front.reject(value);\n   break;\n   default:\n   front.resolve({\n   value: value,\n   done: false\n   });\n   break;\n   }\n\n   front = front.next;\n   if (front) {\n   resume(front.key, front.arg);\n   } else {\n   back = null;\n   }\n   }\n\n   this._invoke = send;\n\n   if (typeof gen.return !== \"function\") {\n   this.return = undefined;\n   }\n }\n\n if (typeof Symbol === \"function\" && Symbol.asyncIterator) {\n   AsyncGenerator.prototype[Symbol.asyncIterator] = function () {\n   return this;\n   };\n }\n\n AsyncGenerator.prototype.next = function (arg) {\n   return this._invoke(\"next\", arg);\n };\n\n AsyncGenerator.prototype.throw = function (arg) {\n   return this._invoke(\"throw\", arg);\n };\n\n AsyncGenerator.prototype.return = function (arg) {\n   return this._invoke(\"return\", arg);\n };\n\n return {\n   wrap: function (fn) {\n   return function () {\n   return new AsyncGenerator(fn.apply(this, arguments));\n   };\n   },\n   await: function (value) {\n   return new AwaitValue(value);\n   }\n };\n}();\n\n\n\n\n\n\n\n\n\n\n\n\nvar defineProperty = function (obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n};\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n\n\n\n\n\n\n\n\n\n\nvar objectWithoutProperties = function (obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n};\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n};\n\nfunction styleToObject(style) {\n return style.split(';').map(function (s) {\n   return s.trim();\n }).filter(function (s) {\n   return s;\n }).reduce(function (acc, pair) {\n   var i = pair.indexOf(':');\n   var prop = humps.camelize(pair.slice(0, i));\n   var value = pair.slice(i + 1).trim();\n\n   acc[prop] = value;\n   return acc;\n }, {});\n}\n\nfunction classToObject(cls) {\n return cls.split(/\\s+/).reduce(function (acc, c) {\n   acc[c] = true;\n\n   return acc;\n }, {});\n}\n\nfunction combineClassObjects() {\n for (var _len = arguments.length, objs = Array(_len), _key = 0; _key < _len; _key++) {\n   objs[_key] = arguments[_key];\n }\n\n return objs.reduce(function (acc, obj) {\n   if (Array.isArray(obj)) {\n

```
    acc = acc.concat(obj);\n    } else {\n      acc.push(obj);\n    }\n\n    return acc;\n  }, []);\n}\n\nfunction convert(h,
element) {\n  var props = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n  var data =
arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : {};\n\n  var children = (element.children ||
[]).map(convert.bind(null, h));\n\n  var mixins = Object.keys(element.attributes || {}).reduce(function (acc, key) {\n
var val = element.attributes[key];\n\n    switch (key) {\n      case 'class':\n        acc['class'] = classToObject(val);\n
break;\n      case 'style':\n        acc['style'] = styleToObject(val);\n        break;\n      default:\n        acc.attrs[key] =
val;\n    }\n\n    return acc;\n  }, { 'class': {}, style: {}, attrs: {} });\n\n  var _data$class = data.class,\n      dClass =
_data$class === undefined ? {} : _data$class,\n      _data$style = data.style,\n      dStyle = _data$style ===
undefined ? {} : _data$style,\n      _data$attrs = data.attrs,\n      dAttrs = _data$attrs === undefined ? {} :
_data$attrs,\n      remainingData = objectWithoutProperties(data, ['class', 'style', 'attrs']);\n\n  if (typeof element
=== 'string') {\n    return element;\n  } else {\n    return h(element.tag, _extends({\n      class:
combineClassObjects(mixins.class, dClass),\n      style: _extends({}, mixins.style, dStyle),\n      attrs: _extends({},
mixins.attrs, dAttrs)\n    }, remainingData, {\n      props: props\n    }), children);\n  }\n}\n\nvar PRODUCTION =
false;\n\ntry {\n  PRODUCTION = process.env.NODE_ENV === 'production';\n} catch (e) {}\n\nvar log = function
() {\n  if (!PRODUCTION && console && typeof console.error === 'function') {\n    var _console;\n\n    (_console
= console).error.apply(_console, arguments);\n  }\n};\n\nfunction objectWithKey(key, value) {\n  return
Array.isArray(value) && value.length > 0 || !Array.isArray(value) && value ? defineProperty({}, key, value) :
{};\n}\n\nfunction classList(props) {\n  var _classes;\n\n  var classes = (_classes = {\n    'fa-spin': props.spin,\n    'fa-
pulse': props.pulse,\n    'fa-fw': props.fixedWidth,\n    'fa-border': props.border,\n    'fa-li': props.listItem,\n    'fa-flip-
horizontal': props.flip === 'horizontal' || props.flip === 'both',\n    'fa-flip-vertical': props.flip === 'vertical' ||
props.flip === 'both'\n  }, defineProperty(_classes, 'fa-' + props.size, props.size !== null), defineProperty(_classes,
'fa-rotate-' + props.rotation, props.rotation !== null), defineProperty(_classes, 'fa-pull-' + props.pull, props.pull !==
null), _classes);\n\n  return Object.keys(classes).map(function (key) {\n    return classes[key] ? key : null;\n
}).filter(function (key) {\n    return key;\n  });\n}\n\nfunction addStaticClass(to, what) {\n  var val = (to || '').length
=== 0 ? [] : [to];\n\n  return val.concat(what).join(' ');\n}\n\nfunction normalizeIconArgs(icon) {\n  if (icon ===
null) {\n    return null;\n  }\n\n  if ((typeof icon === 'undefined' ? 'undefined' : _typeof(icon)) === 'object' &&
icon.prefix && icon.iconName) {\n    return icon;\n  }\n\n  if (Array.isArray(icon) && icon.length === 2) {\n
return { prefix: icon[0], iconName: icon[1] };\n  }\n\n  if (typeof icon === 'string') {\n    return { prefix: 'fas',
iconName: icon };\n  }\n}\n\nvar FontAwesomeIcon$1 = {\n  name: 'FontAwesomeIcon',\n\n  functional: true,\n\n
props: {\n    border: {\n      type: Boolean,\n      default: false\n    },\n    fixedWidth: {\n      type: Boolean,\n
default: false\n    },\n    flip: {\n      type: String,\n      default: null,\n      validator: function validator(value) {\n
return ['horizontal', 'vertical', 'both'].indexOf(value) > -1;\n      }\n    },\n    icon: {\n      type: [Object, Array,
String],\n      required: true\n    },\n    mask: {\n      type: [Object, Array, String],\n      default: null\n    },\n    listItem:
{\n      type: Boolean,\n      default: false\n    },\n    pull: {\n      type: String,\n      default: null,\n      validator:
function validator(value) {\n        return ['right', 'left'].indexOf(value) > -1;\n      }\n    },\n    pulse: {\n      type:
Boolean,\n      default: false\n    },\n    rotation: {\n      type: Number,\n      default: null,\n      validator: function
validator(value) {\n        return [90, 180, 270].indexOf(value) > -1;\n      }\n    },\n    size: {\n      type: String,\n
default: null,\n      validator: function validator(value) {\n        return ['lg', 'xs', 'sm', '1x', '2x', '3x', '4x', '5x', '6x', '7x',
'8x', '9x', '10x'].indexOf(value) > -1;\n      }\n    },\n    spin: {\n      type: Boolean,\n      default: false\n    },\n
transform: {\n      type: [String, Object],\n      default: null\n    },\n    symbol: {\n      type: [Boolean, String],\n
default: false\n    }\n  },\n\n  render: function render(createElement, context) {\n    var props = context.props;\n    var
iconArgs = props.icon,\n        maskArgs = props.mask,\n        symbol = props.symbol;\n\n    var icon =
normalizeIconArgs(iconArgs);\n    var classes = objectWithKey('classes', classList(props));\n    var transform =
objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) :
props.transform);\n    var mask = objectWithKey('mask', normalizeIconArgs(maskArgs));\n\n    var renderedIcon =
fontawesome.icon(icon, _extends({}, classes, transform, mask, { symbol: symbol }));\n\n    if (!renderedIcon) {\n
return log('Check not find one or more icon(s)', icon, mask);\n    }\n\n    var abstract = renderedIcon.abstract;\n\n
var convertCurry = convert.bind(null, createElement);\n\n    return convertCurry(abstract[0], {}, context.data);\n
```

}\n};\n\nvar FontAwesomeLayers = {\n name: 'FontAwesomeLayers',\n\n functional: true,\n\n props: {\n   fixedWidth: {\n   type: Boolean,\n   default: false\n   }\n },\n\n render: function render(createElement, context) {\n   var familyPrefix = fontawesome.config.familyPrefix;\n   var staticClass = context.data.staticClass;\n\n   var classes = [familyPrefix + '-layers'].concat(toConsumableArray(context.props.fixedWidth ? [familyPrefix + '-fw'] : []));\n\n   return createElement('div', _extends({}, context.data, {\n   staticClass: addStaticClass(staticClass, classes)\n   }), context.children);\n }\n};\n\nvar FontAwesomeLayersText = {\n name: 'FontAwesomeLayersText',\n\n functional: true,\n\n props: {\n   value: {\n   type: String,\n   default: ''\n   },\n   transform: {\n   type: [String, Object],\n   default: null\n   }\n },\n\n render: function render(createElement, context) {\n   var props = context.props;\n\n   var transform = objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n\n   var renderedText = fontawesome.text(props.value, _extends({}, transform));\n   var abstract = renderedText.abstract;\n\n   var convertCurry = convert.bind(null, createElement);\n\n   return convertCurry(abstract[0], {}, context.data);\n }\n};\n\nfontawesome.noAuto();\n\nexports['default'] = FontAwesomeIcon$1;\nexports.FontAwesomeIcon = FontAwesomeIcon$1;\nexports.FontAwesomeLayers = FontAwesomeLayers;\nexports.FontAwesomeLayersText = FontAwesomeLayersText;\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\n})));\n","'use strict';\nvar global = require('./_global');\nvar dP = require('./_object-dp');\nvar DESCRIPTORS = require('./_descriptors');\nvar SPECIES = require('./_wks')('species');\n\nmodule.exports = function (KEY) {\n var C = global[KEY];\n if (DESCRIPTORS && C && !C[SPECIES]) dP.f(C, SPECIES, {\n   configurable: true,\n   get: function () { return this; }\n });\n};\n","var mapCacheClear = require('./_mapCacheClear'),\n   mapCacheDelete = require('./_mapCacheDelete'),\n   mapCacheGet = require('./_mapCacheGet'),\n   mapCacheHas = require('./_mapCacheHas'),\n   mapCacheSet = require('./_mapCacheSet');\n\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction MapCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `MapCache`.\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n\nmodule.exports = MapCache;\n","var Stack = require('./_Stack'),\n   equalArrays = require('./_equalArrays'),\n   equalByTag = require('./_equalByTag'),\n   equalObjects = require('./_equalObjects'),\n   getTag = require('./_getTag'),\n   isArray = require('./isArray'),\n   isBuffer = require('./isBuffer'),\n   isTypedArray = require('./isTypedArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n   arrayTag = '[object Array]',\n   objectTag = '[object Object]';\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqual` for arrays and objects which performs\n * deep comparisons and tracks traversed objects enabling objects with circular\n * references to be compared.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n var objIsArr = isArray(object),\n   othIsArr = isArray(other),\n   objTag = objIsArr ? arrayTag : getTag(object),\n   othTag = othIsArr ? arrayTag : getTag(other);\n\n objTag = objTag == argsTag ? objectTag : objTag;\n othTag = othTag == argsTag ? objectTag : othTag;\n\n var objIsObj = objTag == objectTag,\n   othIsObj = othTag == objectTag,\n   isSameTag = objTag == othTag;\n\n if (isSameTag && isBuffer(object)) {\n   if (!isBuffer(other)) {\n   return false;\n   }\n   objIsArr = true;\n   objIsObj = false;\n }\n if (isSameTag && !objIsObj) {\n   stack || (stack = new Stack);\n   return (objIsArr || isTypedArray(object))\n   ? equalArrays(object, other, bitmask, customizer, equalFunc, stack)\n   : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n }\n if

(!(bitmask & COMPARE_PARTIAL_FLAG)) {\n   var objIsWrapped = objIsObj && hasOwnProperty.call(object, '__wrapped__'),\n   othIsWrapped = othIsObj && hasOwnProperty.call(other, '__wrapped__');\n\n   if (objIsWrapped || othIsWrapped) {\n   var objUnwrapped = objIsWrapped ? object.value() : object,\n   othUnwrapped = othIsWrapped ? other.value() : other;\n\n   stack || (stack = new Stack);\n   return equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n   }\n }\n if (!isSameTag) {\n   return false;\n }\n stack || (stack = new Stack);\n return equalObjects(object, other, bitmask, customizer, equalFunc, stack);\n}\n\nmodule.exports = baseIsEqualDeep;\n","\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")() ? Object.keys : require(\"./shim\");\n","var Hash = require('./_Hash'),\n   ListCache = require('./_ListCache'),\n   Map = require('./_Map');\n\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n this.size = 0;\n this.__data__ = {\n   'hash': new Hash,\n   'map': new (Map || ListCache),\n   'string': new Hash\n };\n}\n\nmodule.exports = mapCacheClear;\n","var arrayPush = require('./_arrayPush'),\n   isArray = require('./isArray');\n\n/**\n * The base implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and `symbolsFunc` to get the enumerable property names and\n * symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @param {Function} symbolsFunc The function to get the symbols of `object`.\n * @returns {Array} Returns the array of property names and symbols.\n */\nfunction baseGetAllKeys(object, keysFunc, symbolsFunc) {\n var result = keysFunc(object);\n return isArray(object) ? result : arrayPush(result, symbolsFunc(object));\n}\n\nmodule.exports = baseGetAllKeys;\n","var ListCache = require('./_ListCache'),\n   stackClear = require('./_stackClear'),\n   stackDelete = require('./_stackDelete'),\n   stackGet = require('./_stackGet'),\n   stackHas = require('./_stackHas'),\n   stackSet = require('./_stackSet');\n\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Stack(entries) {\n var data = this.__data__ = new ListCache(entries);\n this.size = data.size;\n}\n\n// Add methods to `Stack`.\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n\nmodule.exports = Stack;\n","/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Adds `value` to the array cache.\n *\n * @private\n * @name add\n * @memberOf SetCache\n * @alias push\n * @param {*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n */\nfunction setCacheAdd(value) {\n this.__data__.set(value, HASH_UNDEFINED);\n return this;\n}\n\nmodule.exports = setCacheAdd;\n","var def = require('./_object-dp').f;\nvar has = require('./_has');\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n if (it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, { configurable: true, value: tag });\n};\n","var dP = require('./_object-dp').f;\nvar FProto = Function.prototype;\nvar nameRE = /^\\s*function ([^ (]*)/;\nvar NAME = 'name';\n\n// 19.2.4.2 name\nNAME in FProto || require('./_descriptors') && dP(FProto, NAME, {\n configurable: true,\n get: function () {\n   try {\n   return ('' + this).match(nameRE)[1];\n   } catch (e) {\n   return '';\n   }\n }\n});\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"","/**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key

of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction stackGet(key) {\n return this.__data__.get(key);\n}\n\nmodule.exports = stackGet;\n","/**\n * A specialized version of `_.forEach` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns `array`.\n */\nfunction arrayEach(array, iteratee) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (iteratee(array[index], index, array) === false) {\n   break;\n   }\n }\n return array;\n}\n\nmodule.exports = arrayEach;\n","var global = require('./_global');\nvar macrotask = require('./_task').set;\nvar Observer = global.MutationObserver || global.WebKitMutationObserver;\nvar process = global.process;\nvar Promise = global.Promise;\nvar isNode = require('./_cof')(process) == 'process';\n\nmodule.exports = function () {\n var head, last, notify;\n\n var flush = function () {\n   var parent, fn;\n   if (isNode && (parent = process.domain)) parent.exit();\n   while (head) {\n   fn = head.fn;\n   head = head.next;\n   try {\n   fn();\n   } catch (e) {\n   if (head) notify();\n   else last = undefined;\n   throw e;\n   }\n   } last = undefined;\n   if (parent) parent.enter();\n };\n\n // Node.js\n if (isNode) {\n   notify = function () {\n   process.nextTick(flush);\n   };\n // browsers with MutationObserver, except iOS Safari - https://github.com/zloirock/core-js/issues/339\n } else if (Observer && !(global.navigator && global.navigator.standalone)) {\n   var toggle = true;\n   var node = document.createTextNode('');\n   new Observer(flush).observe(node, { characterData: true }); // eslint-disable-line no-new\n   notify = function () {\n   node.data = toggle = !toggle;\n   };\n // environments with maybe non-completely correct, but existent Promise\n } else if (Promise && Promise.resolve) {\n   // Promise.resolve without an argument throws an error in LG WebOS 2\n   var promise = Promise.resolve(undefined);\n   notify = function () {\n   promise.then(flush);\n   };\n // for other environments - macrotask based on:\n // - setImmediate\n // - MessageChannel\n // - window.postMessag\n // - onreadystatechange\n // - setTimeout\n } else {\n   notify = function () {\n   // strange IE + webpack dev server bug - use .call(global)\n   macrotask.call(global, flush);\n   };\n }\n\n return function (fn) {\n   var task = { fn: fn, next: undefined };\n   if (last) last.next = task;\n   if (!head) {\n   head = task;\n   notify();\n   } last = task;\n };\n};\n","var core = module.exports = { version: '2.5.7' };\nif (typeof __e == 'number') __e = core; // eslint-disable-line no-undef\n","module.exports = {};\n","/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of `thisArg` and the arguments of `args`.\n *\n * @private\n * @param {Function} func The function to invoke.\n * @param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n * @returns {*} Returns the result of `func`.\n */\nfunction apply(func, thisArg, args) {\n switch (args.length) {\n   case 0: return func.call(thisArg);\n   case 1: return func.call(thisArg, args[0]);\n   case 2: return func.call(thisArg, args[0], args[1]);\n   case 3: return func.call(thisArg, args[0], args[1], args[2]);\n }\n return func.apply(thisArg, args);\n}\n\nmodule.exports = apply;\n","var baseHasIn = require('./_baseHasIn'),\n   hasPath = require('./_hasPath');\n\n/**\n * Checks if `path` is a direct or inherited property of `object`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n * @example\n *\n * var object = _.create({ 'a': _.create({ 'b': 2 }) });\n *\n * _.hasIn(object, 'a');\n * // => true\n *\n * _.hasIn(object, 'a.b');\n * // => true\n *\n * _.hasIn(object, ['a', 'b']);\n * // => true\n *\n * _.hasIn(object, 'b');\n * // => false\n */\nfunction hasIn(object, path) {\n return object != null && hasPath(object, path, baseHasIn);\n}\n\nmodule.exports = hasIn;\n","var anObject = require('./_an-object');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar toPrimitive = require('./_to-primitive');\nvar dP = Object.defineProperty;\n\nexports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O, P, Attributes) {\n anObject(O);\n P = toPrimitive(P, true);\n anObject(Attributes);\n if (IE8_DOM_DEFINE) try {\n   return dP(O, P, Attributes);\n } catch (e) { /* empty */ }\n if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n if ('value' in Attributes) O[P] = Attributes.value;\n return O;\n};\n","// Works with __proto__ only. Old v8 can't work with null proto objects.\n/* eslint-disable no-proto */\nvar isObject = require('./_is-object');\nvar anObject = require('./_an-object');\nvar check = function (O, proto) {\n anObject(O);\n if (!isObject(proto) && proto !== null) throw TypeError(proto + \": can't set as prototype!\");\n};\nmodule.exports = {\n set: Object.setPrototypeOf || ('__proto__' in {} ? // eslint-disable-line\n   function (test, buggy, set) {\n   try

{\n   set = require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n set(test, []);\n   buggy = !(test instanceof Array);\n   } catch (e) { buggy = true; }\n   return function setPrototypeOf(O, proto) {\n   check(O, proto);\n   if (buggy) O.__proto__ = proto;\n   else set(O, proto);\n   return O;\n   };\n   }({}, false) : undefined),\n   check: check\n};\n","module.exports = __WEBPACK_EXTERNAL_MODULE__8bbf__;","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'facebook';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f09a';\nvar svgPathData = 'M448 56.7v398.5c0 13.7-11.1 24.7-24.7 24.7H309.1V306.5h58.2l8.7-67.6h-67v-43.2c0-19.6 5.4-32.9 33.5-32.9h35.8v-60.5c-6.2-.8-27.4-2.7-52.2-2.7-51.6 0-87 31.5-87 89.4v49.9h-58.4v67.6h58.4V480H24.7C11.1 480 0 468.9 0 455.3V56.7C0 43.1 11.1 32 24.7 32h398.5c13.7 0 24.8 11.1 24.8 24.7z';\n\nexports.definition = {\n   prefix: prefix,\n   iconName: iconName,\n   icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n   ]};\n\nexports.faFacebook = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"","// extracted by mini-css-extract-plugin","module.exports = \"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAIgAAABaCAYAAABjTB52AAAABmJLR0QA/wD/AP+gvaeTAAAACXBIWXMAAAsTAAALEwEAmpwYAAAAB3RJTUUH4gkSEA4ZhpbLcgAABedJREFUeNrtnVtsFFUYgL+Z2d22uy0N0FKLaL1LAiJExWjECXWNBiiUDReXgQiCABlQRMVm6BRAiQQzQmGjS+G BICJFwEEymoUSwxIGK4VA3hUm61FHrZy+zxYUtSCGB7Zpk5y/xfMg/dmX/Pv2e+OWfOmWkkOOJ4aLChrC K33VQs9eEdqzDTLh0CXY+BmgCqBqjs2QYDTq8Dk8BfwH6wvofYWuj+R057vwspd2D1U3rhZZYUUAP6HxdtAqoSYCm9LTran9bCXgZWt36el9y6wH4 XquNX/zfYzCzXzXJJenduBPvfKdabbZ9xP2fOhoBjUXKMpzAcWg3oaWfBMlc7kMm2PmWlVx2HB18CTPhY2 DLLfgD0Csg2ixEVtn3kpJa6Dlkaf5OiFfgsj0QJowWpKIPORHiWhhrrCCtnwJ3J3iWhhrr11zYh+8ep4hpIPa8RgGQ+P4O1W/FrLggeaBvxz78IrzVrsQeBJLcg8SGP+O1W/FrL1zYh+8ep4hpIOYK400A9a0Yu2RW5rk4OyCh_machinegibberish==\"

FJfcBP/tU4KHcs53MtyGWYyskJsMqtwAEgdw0vBoL9tPAvqtUSBtYb0DNnZD+LcTdyocwZQKcO3mJnVUJsJT
eFh3tzw+od8B5Eazd+rlesB0He1FuWt4P7IWaea67whxNXR7qYRNErviEOwLRbK6J1TLPpznoVS7wRW6LD4V
kLajanvdCKvo2MmEnWBvA2QDpJlAKzvh1ibbp1bF1ElS+czmdG8ZGluUGBVdeEtgq/OaxKgFnKsGthOyQHmF
SYJ0A+wRET0DdqYv71sLHqYPs+svsTPaMBFuAY2DtB/aAs6OnK+2zdRZCgdJgw5exCz+LZ2FvSupG8I3/ALz
OxpMdqcQ2AAAAAElFTkSuQmCC\"","// 19.1.2.7 / 15.2.3.4 Object.getOwnPropertyNames(O)\nvar $keys =
require('./_object-keys-internal');\nvar hiddenKeys = require('./_enum-bug-keys').concat('length',
'prototype');\n\nexports.f = Object.getOwnPropertyNames || function getOwnPropertyNames(O) {\n return $keys(O,
hiddenKeys);\n};\n","/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n *
@private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument
transform.\n * @returns {Function} Returns the new function.\n */\nfunction overArg(func, transform) {\n return
function(arg) {\n   return func(transform(arg));\n };\n}\n\nmodule.exports = overArg;\n","var getMapData =
require('./_getMapData');\n\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name
delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n * @returns
{boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction mapCacheDelete(key) {\n var result
= getMapData(this, key)['delete'](key);\n this.size -= result ? 1 : 0;\n return result;\n}\n\nmodule.exports =
mapCacheDelete;\n","// ES2015 Symbol polyfill for environments that do not (or partially) support it\n\n'use
strict';\n\nvar d   = require('d')\n , validateSymbol = require('./validate-symbol')\n\n , create = Object.create,
defineProperties = Object.defineProperties\n , defineProperty = Object.defineProperty, objPrototype =
Object.prototype\n , NativeSymbol, SymbolPolyfill, HiddenSymbol, globalSymbols = create(null)\n ,
isNativeSafe;\n\nif (typeof Symbol === 'function') {\n\tNativeSymbol = Symbol;\n\ttry
{\n\t\tString(NativeSymbol());\n\t\tisNativeSafe = true;\n\t} catch (ignore) { }\n}\n\nvar generateName = (function ()
{\n\tvar created = create(null);\n\treturn function (desc) {\n\t\tvar postfix = 0, name, ie11BugWorkaround;\n\t\twhile
(created[desc + (postfix || '')]) ++postfix;\n\t\tdesc += (postfix || '');\n\t\tcreated[desc] = true;\n\t\tname = '@@' +
desc;\n\t\tdefineProperty(objPrototype, name, d.gs(null, function (value) {\n\t\t\t// For IE11 issue see:\n\t\t\t//
https://connect.microsoft.com/IE/feedbackdetail/view/1928508/\n\t\t\t//   ie11-broken-getters-on-dom-
objects\n\t\t\t// https://github.com/medikoo/es6-symbol/issues/12\n\t\t\tif (ie11BugWorkaround)
return;\n\t\t\tie11BugWorkaround = true;\n\t\t\tdefineProperty(this, name, d(value));\n\t\t\tie11BugWorkaround =
false;\n\t\t}));\n\t\treturn name;\n\t};\n}());\n\n// Internal constructor (not one exposed) for creating Symbol
instances.\n// This one is used to ensure that `someSymbol instanceof Symbol` always return false\nHiddenSymbol
= function Symbol(description) {\n\tif (this instanceof HiddenSymbol) throw new TypeError('Symbol is not a
constructor');\n\treturn SymbolPolyfill(description);\n};\n\n// Exposed `Symbol` constructor\n// (returns instances of
HiddenSymbol)\nmodule.exports = SymbolPolyfill = function Symbol(description) {\n\tvar symbol;\n\tif (this
instanceof Symbol) throw new TypeError('Symbol is not a constructor');\n\tif (isNativeSafe) return
NativeSymbol(description);\n\tsymbol = create(HiddenSymbol.prototype);\n\tdescription = (description ===
undefined ? '' : String(description));\n\treturn defineProperties(symbol, {\n\t\t__description__: d('',
description),\n\t\t__name__: d('', generateName(description))\n\t});\n};\ndefineProperties(SymbolPolyfill, {\n\tfor:
d(function (key) {\n\t\tif (globalSymbols[key]) return globalSymbols[key];\n\t\treturn (globalSymbols[key] =
SymbolPolyfill(String(key)));\n\t}),\n\tkeyFor: d(function (s) {\n\t\tvar key;\n\t\tvalidateSymbol(s);\n\t\tfor (key in
globalSymbols) if (globalSymbols[key] === s) return key;\n\t}),\n\n\t// To ensure proper interoperability with other
native functions (e.g. Array.from)\n\t// fallback to eventual native implementation of given symbol\n\thasInstance:
d('', (NativeSymbol && NativeSymbol.hasInstance) || SymbolPolyfill('hasInstance')),\n\tisConcatSpreadable: d('',
(NativeSymbol && NativeSymbol.isConcatSpreadable) ||\n\t\tSymbolPolyfill('isConcatSpreadable')),\n\titerator:
d('', (NativeSymbol && NativeSymbol.iterator) || SymbolPolyfill('iterator')),\n\tmatch: d('', (NativeSymbol &&
NativeSymbol.match) || SymbolPolyfill('match')),\n\treplace: d('', (NativeSymbol && NativeSymbol.replace) ||
SymbolPolyfill('replace')),\n\tsearch: d('', (NativeSymbol && NativeSymbol.search) ||
SymbolPolyfill('search')),\n\tspecies: d('', (NativeSymbol && NativeSymbol.species) ||
SymbolPolyfill('species')),\n\tsplit: d('', (NativeSymbol && NativeSymbol.split) ||
SymbolPolyfill('split')),\n\ttoPrimitive: d('', (NativeSymbol && NativeSymbol.toPrimitive) ||

SymbolPolyfill('toPrimitive')),\n\ttoStringTag: d(", (NativeSymbol && NativeSymbol.toStringTag) || SymbolPolyfill('toStringTag')),\n\tunscopables: d(", (NativeSymbol && NativeSymbol.unscopables) || SymbolPolyfill('unscopables'))\n});\n\n// Internal tweaks for real symbol producer\ndefineProperties(HiddenSymbol.prototype, {\n\tconstructor: d(SymbolPolyfill),\n\ttoString: d(", function () { return this.__name__; })\n});\n\n// Proper implementation of methods exposed on Symbol.prototype\n// They won't be accessible on produced symbol instances as they derive from HiddenSymbol.prototype\ndefineProperties(SymbolPolyfill.prototype, {\n\ttoString: d(function () { return 'Symbol (' + validateSymbol(this).__description__ + ')'; }),\n\tvalueOf: d(function () { return validateSymbol(this); })\n});\ndefineProperty(SymbolPolyfill.prototype, SymbolPolyfill.toPrimitive, d(", function () {\n\tvar symbol = validateSymbol(this);\n\tif (typeof symbol === 'symbol') return symbol;\n\treturn symbol.toString();\n}));\ndefineProperty(SymbolPolyfill.prototype, SymbolPolyfill.toStringTag, d('c', 'Symbol'));\n\n// Proper implementaton of toPrimitive and toStringTag for returned symbol instances\ndefineProperty(HiddenSymbol.prototype, SymbolPolyfill.toStringTag,\n\td('c', SymbolPolyfill.prototype[SymbolPolyfill.toStringTag]));\n\n// Note: It's important to define `toPrimitive` as last one, as some implementations\n// implement `toPrimitive` natively without implementing `toStringTag` (or other specified symbols)\n// And that may invoke error in definition flow:\n// See: https://github.com/medikoo/es6-symbol/issues/13#issuecomment-164146149\ndefineProperty(HiddenSymbol.prototype, SymbolPolyfill.toPrimitive,\n\td('c', SymbolPolyfill.prototype[SymbolPolyfill.toPrimitive]));\n","var isArrayLike = require('./isArrayLike');\n\n/**\n * Creates a `baseEach` or `baseEachRight` function.\n *\n * @private\n * @param {Function} eachFunc The function to iterate over a collection.\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseEach(eachFunc, fromRight) {\n return function(collection, iteratee) {\n   if (collection == null) {\n   return collection;\n   }\n   if (!isArrayLike(collection)) {\n   return eachFunc(collection, iteratee);\n   }\n   var length = collection.length,\n   index = fromRight ? length : -1,\n   iterable = Object(collection);\n\n   while ((fromRight ? index-- : ++index < length)) {\n   if (iteratee(iterable[index], index, iterable) === false) {\n   break;\n   }\n   }\n   return collection;\n };\n}\n\nmodule.exports = createBaseEach;\n","var baseGetTag = require('./_baseGetTag'),\n   isObject = require('./isObject');\n\n/** `Object#toString` result references. */\nvar asyncTag = '[object AsyncFunction]',\n   funcTag = '[object Function]',\n   genTag = '[object GeneratorFunction]',\n   proxyTag = '[object Proxy]';\n\n/**\n * Checks if `value` is classified as a `Function` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a function, else `false`.\n * @example\n *\n * _.isFunction(_);\n * // => true\n *\n * _.isFunction(/abc/);\n * // => false\n */\nfunction isFunction(value) {\n if (!isObject(value)) {\n   return false;\n }\n // The use of `Object#toString` avoids issues with the `typeof` operator\n // in Safari 9 which returns 'object' for typed arrays and other constructors.\n var tag = baseGetTag(value);\n return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;\n}\n\nmodule.exports = isFunction;\n","/**\n * Performs a\n * [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n *\n * _.eq(object, object);\n * // => true\n *\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // => false\n *\n * _.eq(NaN, NaN);\n * // => true\n */\nfunction eq(value, other) {\n return value === other || (value !== value && other !== other);\n}\n\nmodule.exports = eq;\n","var Stack = require('./_Stack'),\n   baseIsEqual = require('./_baseIsEqual');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * The base implementation of `_.isMatch` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to inspect.\n * @param {Object} source The object of property values to match.\n * @param {Array} matchData The property names, values, and compare flags to match.\n * @param {Function} [customizer]

The function to customize comparisons.\n * @returns {boolean} Returns `true` if `object` is a match, else `false`.\n */\nfunction baseIsMatch(object, source, matchData, customizer) {\n var index = matchData.length,\n   length = index,\n   noCustomizer = !customizer;\n\n if (object == null) {\n   return !length;\n }\n object = Object(object);\n while (index--) {\n   var data = matchData[index];\n   if ((noCustomizer && data[2])\n   ? data[1] !== object[data[0]]\n   : !(data[0] in object)\n   ) {\n   return false;\n   }\n }\n while (++index < length) {\n   data = matchData[index];\n   var key = data[0],\n   objValue = object[key],\n   srcValue = data[1];\n\n   if (noCustomizer && data[2]) {\n   if (objValue === undefined && !(key in object)) {\n   return false;\n   }\n   } else {\n   var stack = new Stack;\n   if (customizer) {\n   var result = customizer(objValue, srcValue, key, object, source, stack);\n   }\n   if (!(result === undefined\n   ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG, customizer, stack)\n   : result\n   )) {\n   return false;\n   }\n   }\n }\n return true;\n}\n\nmodule.exports = baseIsMatch;\n","\"use strict\";\n\nvar isValue = require(\"./is-value\");\n\nmodule.exports = function (value) {\n\tif (!isValue(value)) throw new TypeError(\"Cannot use null or undefined\");\n\treturn value;\n};\n","var baseEach = require('./_baseEach'),\n   isArrayLike = require('./isArrayLike');\n\n/**\n * The base implementation of `_.map` without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n */\nfunction baseMap(collection, iteratee) {\n var index = -1,\n   result = isArrayLike(collection) ? Array(collection.length) : [];\n\n baseEach(collection, function(value, key, collection) {\n   result[++index] = iteratee(value, key, collection);\n });\n return result;\n}\n\nmodule.exports = baseMap;\n","/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseFor(fromRight) {\n return function(object, iteratee, keysFunc) {\n   var index = -1,\n   iterable = Object(object),\n   props = keysFunc(object),\n   length = props.length;\n\n   while (length--) {\n   var key = props[fromRight ? length : ++index];\n   if (iteratee(iterable[key], key, iterable) === false) {\n   break;\n   }\n   }\n   return object;\n };\n}\n\nmodule.exports = createBaseFor;\n","var freeGlobal = require('./_freeGlobal');\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Detect free variable `process` from Node.js. */\nvar freeProcess = moduleExports && freeGlobal.process;\n\n/** Used to access faster Node.js helpers. */\nvar nodeUtil = (function() {\n try {\n   // Use `util.types` for Node.js 10+.\n   var types = freeModule && freeModule.require && freeModule.require('util').types;\n\n   if (types) {\n   return types;\n   }\n\n   // Legacy `process.binding('util')` for Node.js < 10.\n   return freeProcess && freeProcess.binding && freeProcess.binding('util');\n } catch (e) {}\n}());\n\nmodule.exports = nodeUtil;\n","var eq = require('./eq'),\n   isArrayLike = require('./isArrayLike'),\n   isIndex = require('./_isIndex'),\n   isObject = require('./isObject');\n\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n * else `false`.\n */\nfunction isIterateeCall(value, index, object) {\n if (!isObject(object)) {\n   return false;\n }\n var type = typeof index;\n if (type == 'number'\n   ? (isArrayLike(object) && isIndex(index, object.length))\n   : (type == 'string' && index in object)\n   ) {\n   return eq(object[index], value);\n }\n return false;\n}\n\nmodule.exports = isIterateeCall;\n","var baseGet = require('./_baseGet');\n\n/**\n * Gets the value at `path` of `object`. If the resolved value is\n * `undefined`, the `defaultValue` is returned in its place.\n *\n * @static\n * @memberOf _\n * @since 3.7.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @param {*} [defaultValue] The value returned for `undefined` resolved values.\n * @returns {*} Returns the resolved value.\n * @example\n *\n * var object = { 'a': [{ 'b': { 'c': 3 } }] };\n *\n * _.get(object, 'a[0].b.c');\n * // => 3\n *\n * _.get(object, ['a', '0', 'b', 'c']);\n * // => 3\n *\n * _.get(object, 'a.b.c',

'default');\n * // => 'default'\n */\nfunction get(object, path, defaultValue) {\n var result = object == null ? undefined : baseGet(object, path);\n return result === undefined ? defaultValue : result;\n}\n\nmodule.exports = get;\n","// optional / simple context binding\nvar aFunction = require('./_a-function');\nmodule.exports = function (fn, that, length) {\n aFunction(fn);\n if (that === undefined) return fn;\n switch (length) {\n   case 1: return function (a) {\n   return fn.call(that, a);\n   };\n   case 2: return function (a, b) {\n   return fn.call(that, a, b);\n   };\n   case 3: return function (a, b, c) {\n   return fn.call(that, a, b, c);\n   };\n }\n return function (/* ...args */) {\n   return fn.apply(that, arguments);\n };\n};\n","// Deprecated\n\n\"use strict\";\n\nmodule.exports = function (obj) {\n return typeof obj === \"function\";\n};\n","// 22.1.3.31 Array.prototype[@@unscopables]\nvar UNSCOPABLES = require('./_wks')('unscopables');\nvar ArrayProto = Array.prototype;\nif (ArrayProto[UNSCOPABLES] == undefined) require('./_hide')(ArrayProto, UNSCOPABLES, {});\nmodule.exports = function (key) {\n ArrayProto[UNSCOPABLES][key] = true;\n};\n","module.exports = function (exec) {\n try {\n   return { e: false, v: exec() };\n } catch (e) {\n   return { e: true, v: e };\n }\n};\n","// 7.1.15 ToLength\nvar toInteger = require('./_to-integer');\nvar min = Math.min;\nmodule.exports = function (it) {\n return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0; // pow(2, 53) - 1 == 9007199254740991\n};\n","// Thank's IE8 for his funny defineProperty\nmodule.exports = !require('./_fails')(function () {\n return Object.defineProperty({}, 'a', { get: function () { return 7; } }).a != 7;\n});\n","var root = require('./_root');\n\n/** Built-in value references. */\nvar Symbol = root.Symbol;\n\nmodule.exports = Symbol;\n","var global = require('./_global');\nvar navigator = global.navigator;\n\nmodule.exports = navigator && navigator.userAgent || '';\n","var SetCache = require('./_SetCache'),\n   arraySome = require('./_arraySome'),\n   cacheHas = require('./_cacheHas');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * A specialized version of `baseIsEqualDeep` for arrays with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Array} array The array to compare.\n * @param {Array} other The other array to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n * @returns {boolean} Returns `true` if the arrays are equivalent, else `false`.\n */\nfunction equalArrays(array, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n   arrLength = array.length,\n   othLength = other.length;\n\n if (arrLength != othLength && !(isPartial && othLength > arrLength)) {\n   return false;\n }\n // Assume cyclic values are equal.\n var stacked = stack.get(array);\n if (stacked && stack.get(other)) {\n   return stacked == other;\n }\n var index = -1,\n   result = true,\n   seen = (bitmask & COMPARE_UNORDERED_FLAG) ? new SetCache : undefined;\n\n stack.set(array, other);\n stack.set(other, array);\n\n // Ignore non-index properties.\n while (++index < arrLength) {\n   var arrValue = array[index],\n   othValue = other[index];\n\n   if (customizer) {\n   var compared = isPartial\n   ? customizer(othValue, arrValue, index, other, array, stack)\n   : customizer(arrValue, othValue, index, array, other, stack);\n   }\n   if (compared !== undefined) {\n   if (compared) {\n   continue;\n   }\n   result = false;\n   break;\n   }\n   // Recursively compare arrays (susceptible to call stack limits).\n   if (seen) {\n   if (!arraySome(other, function(othValue, othIndex) {\n   if (!cacheHas(seen, othIndex) &&\n   (arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n   return seen.push(othIndex);\n   }\n   })) {\n   result = false;\n   break;\n   }\n   } else if (!(\n   arrValue === othValue ||\n   equalFunc(arrValue, othValue, bitmask, customizer, stack)\n   )) {\n   result = false;\n   break;\n   }\n }\n stack['delete'](array);\n stack['delete'](other);\n return result;\n}\n\nmodule.exports = equalArrays;\n","var constant = require('./constant'),\n   defineProperty = require('./_defineProperty'),\n   identity = require('./identity');\n\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar baseSetToString = !defineProperty ? identity : function(func, string) {\n return defineProperty(func, 'toString', {\n   'configurable': true,\n   'enumerable': false,\n   'value': constant(string),\n   'writable': true\n });\n};\n\nmodule.exports = baseSetToString;\n","// @@replace logic\nrequire('./_fix-re-

wks')('replace', 2, function (defined, REPLACE, $replace) {\n // 21.1.3.14 String.prototype.replace(searchValue, replaceValue)\n return [function replace(searchValue, replaceValue) {\n   'use strict';\n   var O = defined(this);\n   var fn = searchValue == undefined ? undefined : searchValue[REPLACE];\n   return fn !== undefined\n   ? fn.call(searchValue, O, replaceValue)\n   : $replace.call(String(O), searchValue, replaceValue);\n },\n $replace];\n});\n","var getMapData = require('./_getMapData');\n\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction mapCacheHas(key) {\n return getMapData(this, key).has(key);\n}\n\nmodule.exports = mapCacheHas;\n","'use strict';\n// 25.4.1.5 NewPromiseCapability(C)\nvar aFunction = require('./_a-function');\n\nfunction PromiseCapability(C) {\n var resolve, reject;\n this.promise = new C(function ($$resolve, $$reject) {\n   if (resolve !== undefined || reject !== undefined) throw TypeError('Bad Promise constructor');\n   resolve = $$resolve;\n   reject = $$reject;\n });\n this.resolve = aFunction(resolve);\n this.reject = aFunction(reject);\n}\n\nmodule.exports.f = function (C) {\n return new PromiseCapability(C);\n};\n","var baseGetAllKeys = require('./_baseGetAllKeys'),\n   getSymbols = require('./_getSymbols'),\n   keys = require('./keys');\n\n/**\n * Creates an array of own enumerable property names and symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names and symbols.\n */\nfunction getAllKeys(object) {\n return baseGetAllKeys(object, keys, getSymbols);\n}\n\nmodule.exports = getAllKeys;\n","var $export = require('./_export');\nvar defined = require('./_defined');\nvar fails = require('./_fails');\nvar spaces = require('./_string-ws');\nvar space = '[' + spaces + ']';\nvar non = '\u200b\u0085';\nvar ltrim = RegExp('^' + space + space + '*');\nvar rtrim = RegExp(space + space + '*$');\n\nvar exporter = function (KEY, exec, ALIAS) {\n var exp = {};\n var FORCE = fails(function () {\n   return !!spaces[KEY]() || non[KEY]() != non;\n });\n var fn = exp[KEY] = FORCE ? exec(trim) : spaces[KEY];\n if (ALIAS) exp[ALIAS] = fn;\n $export($export.P + $export.F * FORCE, 'String', exp);\n};\n\n// 1 -> String#trimLeft\n// 2 -> String#trimRight\n// 3 -> String#trim\nvar trim = exporter.trim = function (string, TYPE) {\n string = String(defined(string));\n if (TYPE & 1) string = string.replace(ltrim, '');\n if (TYPE & 2) string = string.replace(rtrim, '');\n return string;\n};\n\nmodule.exports = exporter;\n","// 7.2.8 IsRegExp(argument)\nvar isObject = require('./_is-object');\nvar cof = require('./_cof');\nvar MATCH = require('./_wks')('match');\nmodule.exports = function (it) {\n var isRegExp;\n return isObject(it) && ((isRegExp = it[MATCH]) !== undefined ? !!isRegExp : cof(it) == 'RegExp');\n};\n","/**\n * Converts `set` to an array of its values.\n *\n * @private\n * @param {Object} set The set to convert.\n * @returns {Array} Returns the values.\n */\nfunction setToArray(set) {\n var index = -1,\n   result = Array(set.size);\n\n set.forEach(function(value) {\n   result[++index] = value;\n });\n return result;\n}\n\nmodule.exports = setToArray;\n","var $iterators = require('./es6.array.iterator');\nvar getKeys = require('./_object-keys');\nvar redefine = require('./_redefine');\nvar global = require('./_global');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar wks = require('./_wks');\nvar ITERATOR = wks('iterator');\nvar TO_STRING_TAG = wks('toStringTag');\nvar ArrayValues = Iterators.Array;\n\nvar DOMIterables = {\n CSSRuleList: true, // TODO: Not spec compliant, should be false.\n CSSStyleDeclaration: false,\n CSSValueList: false,\n ClientRectList: false,\n DOMRectList: false,\n DOMStringList: false,\n DOMTokenList: true,\n DataTransferItemList: false,\n FileList: false,\n HTMLAllCollection: false,\n HTMLCollection: false,\n HTMLFormElement: false,\n HTMLSelectElement: false,\n MediaList: true, // TODO: Not spec compliant, should be false.\n MimeTypeArray: false,\n NamedNodeMap: false,\n NodeList: true,\n PaintRequestList: false,\n Plugin: false,\n PluginArray: false,\n SVGLengthList: false,\n SVGNumberList: false,\n SVGPathSegList: false,\n SVGPointList: false,\n SVGStringList: false,\n SVGTransformList: false,\n SourceBufferList: false,\n StyleSheetList: true, // TODO: Not spec compliant, should be false.\n TextTrackCueList: false,\n TextTrackList: false,\n TouchList: false\n};\n\nfor (var collections = getKeys(DOMIterables), i = 0; i < collections.length; i++) {\n var NAME = collections[i];\n var explicit = DOMIterables[NAME];\n var Collection = global[NAME];\n var proto = Collection && Collection.prototype;\n var key;\n if (proto) {\n   if (!proto[ITERATOR]) hide(proto, ITERATOR, ArrayValues);\n   if (!proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n   Iterators[NAME] =

ArrayValues;\n   if (explicit) for (key in $iterators) if (!proto[key]) redefine(proto, key, $iterators[key], true);\n }\n}\n","/**\n * The base implementation of `_.unary` without support for storing metadata.\n *\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n return function(value) {\n   return func(value);\n };\n}\n\nmodule.exports = baseUnary;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'clipboard';\nvar width = 384;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f328';\nvar svgPathData = 'M384 112v352c0 26.51-21.49 48-48 48H48c-26.51 0-48-21.49-48-48V112c0-26.51 21.49-48 48-48h80c0-35.29 28.71-64 64-64s64 28.71 64 64h80c26.51 0 48 21.49 48 48zM192 40c-13.255 0-24 10.745-24 24s10.745 24 24 24 24-10.745 24-24-10.745-24-24-24m96 114v-20a6 6 0 0 0-6-6H102a6 6 0 0 0-6 6v20a6 6 0 0 0 6 6h180a6 6 0 0 0 6-6z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faClipboard = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var getAllKeys = require('./_getAllKeys');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqualDeep` for objects with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual`\n for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalObjects(object, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n   objProps = getAllKeys(object),\n   objLength = objProps.length,\n   othProps = getAllKeys(other),\n   othLength = othProps.length;\n\n if (objLength != othLength && !isPartial) {\n   return false;\n }\n var index = objLength;\n while (index--) {\n   var key = objProps[index];\n   if (!(isPartial ? key in other : hasOwnProperty.call(other, key))) {\n   return false;\n   }\n }\n // Assume cyclic values are equal.\n var stacked = stack.get(object);\n if (stacked && stack.get(other)) {\n   return stacked == other;\n }\n var result = true;\n stack.set(object, other);\n stack.set(other, object);\n\n var skipCtor = isPartial;\n while (++index < objLength) {\n   key = objProps[index];\n   var objValue = object[key],\n   othValue = other[key];\n\n   if (customizer) {\n   var compared = isPartial\n   ? customizer(othValue, objValue, key, other, object, stack)\n   : customizer(objValue, othValue, key, object, other, stack);\n   }\n   // Recursively compare objects (susceptible to call stack limits).\n   if (!(compared === undefined\n   ? (objValue === othValue || equalFunc(objValue, othValue, bitmask, customizer, stack))\n   : compared\n   )) {\n   result = false;\n   break;\n   }\n   skipCtor || (skipCtor = key == 'constructor');\n }\n if (result && !skipCtor) {\n   var objCtor = object.constructor,\n   othCtor = other.constructor;\n\n   // Non `Object` object instances with different constructors are not equal.\n   if (objCtor != othCtor &&\n   ('constructor' in object && 'constructor' in other) &&\n   !(typeof objCtor == 'function' && objCtor instanceof objCtor &&\n   typeof othCtor == 'function' && othCtor instanceof othCtor)) {\n   result = false;\n   }\n }\n stack['delete'](object);\n stack['delete'](other);\n return result;\n}\n\nmodule.exports = equalObjects;\n","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on\n * [`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-tolength).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false\n */\nfunction isLength(value) {\n return typeof value == 'number' &&\n   value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;\n}\n\nmodule.exports = isLength;\n","/*!\n * clipboard.js v2.0.4\n *

https://zenorocha.github.io/clipboard.js\n * \n * Licensed MIT © Zeno Rocha\n */\n(function webpackUniversalModuleDefinition(root, factory) {\n\tif(typeof exports === 'object' && typeof module === 'object')\n\t\tmodule.exports = factory();\n\telse if(typeof define === 'function' && define.amd)\n\t\tdefine([], factory);\n\telse if(typeof exports === 'object')\n\t\texports[\"ClipboardJS\"] = factory();\n\telse\n\t\troot[\"ClipboardJS\"] = factory();\n})(this, function() {\nreturn /******/ (function(modules) { // webpackBootstrap\n/******/ \t// The module cache\n/******/ \tvar installedModules = {};\n/******/\n/******/ \t// The require function\n/******/ \tfunction __webpack_require__(moduleId) {\n/******/\n/******/ \t\t// Check if module is in cache\n/******/ \t\tif(installedModules[moduleId]) {\n/******/ \t\t\treturn installedModules[moduleId].exports;\n/******/ \t\t}\n/******/ \t\t// Create a new module (and put it into the cache)\n/******/ \t\tvar module = installedModules[moduleId] = {\n/******/ \t\t\ti: moduleId,\n/******/ \t\t\tl: false,\n/******/ \t\t\texports: {}\n/******/ \t\t};\n/******/\n/******/ \t\t// Execute the module function\n/******/ \t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n/******/\n/******/ \t\t// Flag the module as loaded\n/******/ \t\tmodule.l = true;\n/******/\n/******/ \t\t// Return the exports of the module\n/******/ \t\treturn module.exports;\n/******/ \t}\n/******/\n/******/\n/******/ \t// expose the modules object (__webpack_modules__)\n/******/ \t__webpack_require__.m = modules;\n/******/\n/******/ \t// expose the module cache\n/******/ \t__webpack_require__.c = installedModules;\n/******/\n/******/ \t// define getter function for harmony exports\n/******/ \t__webpack_require__.d = function(exports, name, getter) {\n/******/ \t\tif(!__webpack_require__.o(exports, name)) {\n/******/ \t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n/******/ \t\t}\n/******/ \t};\n/******/\n/******/ \t// define __esModule on exports\n/******/ \t__webpack_require__.r = function(exports) {\n/******/ \t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n/******/ \t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n/******/ \t\t}\n/******/ \t\tObject.defineProperty(exports, '__esModule', { value: true });\n/******/ \t};\n/******/\n/******/ \t// create a fake namespace object\n/******/ \t// mode & 1: value is a module id, require it\n/******/ \t// mode & 2: merge all properties of value into the ns\n/******/ \t// mode & 4: return value when already ns object\n/******/ \t// mode & 8|1: behave like require\n/******/ \t__webpack_require__.t = function(value, mode) {\n/******/ \t\tif(mode & 1) value = __webpack_require__(value);\n/******/ \t\tif(mode & 8) return value;\n/******/ \t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n/******/ \t\tvar ns = Object.create(null);\n/******/ \t\t__webpack_require__.r(ns);\n/******/ \t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n/******/ \t\tif(mode & 2 && typeof value != 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) { return value[key]; }.bind(null, key));\n/******/ \t\treturn ns;\n/******/ \t};\n/******/\n/******/ \t// getDefaultExport function for compatibility with non-harmony modules\n/******/ \t__webpack_require__.n = function(module) {\n/******/ \t\tvar getter = module && module.__esModule ?\n/******/ \t\t\tfunction getDefault() { return module['default']; } :\n/******/ \t\t\tfunction getModuleExports() { return module; };\n/******/ \t\t__webpack_require__.d(getter, 'a', getter);\n/******/ \t\treturn getter;\n/******/ \t};\n/******/\n/******/ \t// Object.prototype.hasOwnProperty.call\n/******/ \t__webpack_require__.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n/******/\n/******/ \t// __webpack_public_path__\n/******/ \t__webpack_require__.p = \"\";\n/******/\n/******/\n/******/ \t// Load entry module and return exports\n/******/ \treturn __webpack_require__(__webpack_require__.s = 0);\n/******/ })\n/**/\n/******/ ([\n/* 0 */\n/***/ (function(module, exports, __webpack_require__) {\n\n\"use strict\";\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps);

return Constructor; }; }();\n\nvar _clipboardAction = __webpack_require__(1);\n\nvar _clipboardAction2 = _interopRequireDefault(_clipboardAction);\n\nvar _tinyEmitter = __webpack_require__(3);\n\nvar _tinyEmitter2 = _interopRequireDefault(_tinyEmitter);\n\nvar _goodListener = __webpack_require__(4);\n\nvar _goodListener2 = _interopRequireDefault(_goodListener);\n\nfunction _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nfunction _possibleConstructorReturn(self, call) { if (!self) { throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass && superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\n/**\n * Base class which takes one or more elements, adds event listeners to them,\n * and instantiates a new `ClipboardAction` on each click.\n */\nvar Clipboard = function (_Emitter) {\n   _inherits(Clipboard, _Emitter);\n\n   /**\n   * @param {String|HTMLElement|HTMLCollection|NodeList} trigger\n   * @param {Object} options\n   */\n   function Clipboard(trigger, options) {\n   _classCallCheck(this, Clipboard);\n\n   var _this = _possibleConstructorReturn(this, (Clipboard.__proto__ || Object.getPrototypeOf(Clipboard)).call(this));\n\n   _this.resolveOptions(options);\n   _this.listenClick(trigger);\n   return _this;\n   }\n\n   /**\n   * Defines if attributes would be resolved using internal setter functions\n   * or custom functions that were passed in the constructor.\n   * @param {Object} options\n   */\n\n\n   _createClass(Clipboard, [{\n   key: 'resolveOptions',\n   value: function resolveOptions() {\n   var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n   this.action = typeof options.action === 'function' ? options.action : this.defaultAction;\n   this.target = typeof options.target === 'function' ? options.target : this.defaultTarget;\n   this.text = typeof options.text === 'function' ? options.text : this.defaultText;\n   this.container = _typeof(options.container) === 'object' ? options.container : document.body;\n   }\n\n   /**\n   * Adds a click event listener to the passed trigger.\n   * @param {String|HTMLElement|HTMLCollection|NodeList} trigger\n   */\n\n   }, {\n   key: 'listenClick',\n   value: function listenClick(trigger) {\n   var _this2 = this;\n\n   this.listener = (0, _goodListener2.default)(trigger, 'click', function (e) {\n   return _this2.onClick(e);\n   });\n   }\n\n   /**\n   * Defines a new `ClipboardAction` on each click event.\n   * @param {Event} e\n   */\n\n   }, {\n   key: 'onClick',\n   value: function onClick(e) {\n   var trigger = e.delegateTarget || e.currentTarget;\n\n   if (this.clipboardAction) {\n   this.clipboardAction = null;\n   }\n\n   this.clipboardAction = new _clipboardAction2.default({\n   action: this.action(trigger),\n   target: this.target(trigger),\n   text: this.text(trigger),\n   container: this.container,\n   trigger: trigger,\n   emitter: this\n   });\n   }\n\n   /**\n   * Default `action` lookup function.\n   * @param {Element} trigger\n   */\n\n   }, {\n   key: 'defaultAction',\n   value: function defaultAction(trigger) {\n   return getAttributeValue('action', trigger);\n   }\n\n   /**\n   * Default `target` lookup function.\n   * @param {Element} trigger\n   */\n\n   }, {\n   key: 'defaultTarget',\n   value: function defaultTarget(trigger) {\n   var selector = getAttributeValue('target', trigger);\n\n   if (selector) {\n   return document.querySelector(selector);\n   }\n   }\n\n   /**\n   * Returns the support of the given action, or all actions if no action is\n   * given.\n   * @param {String} [action]\n   */\n\n   }, {\n   key: 'defaultText',\n\n\n   /**\n   * Default `text` lookup function.\n   * @param {Element} trigger\n   */\n   value: function defaultText(trigger) {\n   return getAttributeValue('text', trigger);\n   }\n\n   /**\n   * Destroy lifecycle.\n   */\n\n   }, {\n   key: 'destroy',\n   value: function destroy() {\n   this.listener.destroy();\n\n   if (this.clipboardAction) {\n   this.clipboardAction.destroy();\n   this.clipboardAction = null;\n   }\n   }\n   }], [{\n   key: 'isSupported',\n   value: function isSupported() {\n   var action = arguments.length > 0 && arguments[0]

!== undefined ? arguments[0] : ['copy', 'cut'];\n\n   var actions = typeof action === 'string' ? [action] : action;\n\n   var support = !!document.queryCommandSupported;\n\n   actions.forEach(function (action) {\n   support = support && !!document.queryCommandSupported(action);\n   });\n\n   return support;\n   }\n   }]);\n\n   return Clipboard;\n}(_tinyEmitter2.default);\n\n/**\n * Helper function to retrieve attribute value.\n * @param {String} suffix\n * @param {Element} element\n */\n\n\nfunction getAttributeValue(suffix, element) {\n   var attribute = 'data-clipboard-' + suffix;\n\n   if (!element.hasAttribute(attribute)) {\n   return;\n   }\n\n   return element.getAttribute(attribute);\n}\n\nmodule.exports = Clipboard;\n\n/***/ }),\n/* 1 */\n/***/ (function(module, exports, __webpack_require__) {\n\n\"use strict\";\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nvar _select = __webpack_require__(2);\n\nvar _select2 = _interopRequireDefault(_select);\n\nfunction _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\n/**\n * Inner class which performs selection from either `text` or `target`\n * properties and then executes copy or cut operations.\n */\nvar ClipboardAction = function () {\n   /**\n   * @param {Object} options\n   */\n   function ClipboardAction(options) {\n   _classCallCheck(this, ClipboardAction);\n\n   this.resolveOptions(options);\n   this.initSelection();\n   }\n\n   /**\n   * Defines base properties passed from constructor.\n   * @param {Object} options\n   */\n\n\n   _createClass(ClipboardAction, [{\n   key: 'resolveOptions',\n   value: function resolveOptions() {\n   var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n   this.action = options.action;\n   this.container = options.container;\n   this.emitter = options.emitter;\n   this.target = options.target;\n   this.text = options.text;\n   this.trigger = options.trigger;\n\n   this.selectedText = '';\n   }\n\n   /**\n   * Decides which selection strategy is going to be applied based\n   * on the existence of `text` and `target` properties.\n   */\n   }, {\n   key: 'initSelection',\n   value: function initSelection() {\n   if (this.text) {\n   this.selectFake();\n   } else if (this.target) {\n   this.selectTarget();\n   }\n   }\n\n   /**\n   * Creates a fake textarea element, sets its value from `text`\n   * property,\n   * and makes a selection on it.\n   */\n   }, {\n   key: 'selectFake',\n   value: function selectFake() {\n   var _this = this;\n\n   var isRTL = document.documentElement.getAttribute('dir') == 'rtl';\n\n   this.removeFake();\n\n   this.fakeHandlerCallback = function () {\n   return _this.removeFake();\n   };\n   this.fakeHandler = this.container.addEventListener('click', this.fakeHandlerCallback) || true;\n\n   this.fakeElem = document.createElement('textarea');\n   // Prevent zooming on iOS\n   this.fakeElem.style.fontSize = '12pt';\n   // Reset box model\n   this.fakeElem.style.border = '0';\n   this.fakeElem.style.padding = '0';\n   this.fakeElem.style.margin = '0';\n   // Move element out of screen horizontally\n   this.fakeElem.style.position = 'absolute';\n   this.fakeElem.style[isRTL ? 'right' : 'left'] = '-9999px';\n   // Move element to the same position vertically\n   var yPosition = window.pageYOffset || document.documentElement.scrollTop;\n   this.fakeElem.style.top = yPosition + 'px';\n\n   this.fakeElem.setAttribute('readonly', '');\n   this.fakeElem.value = this.text;\n\n   this.container.appendChild(this.fakeElem);\n\n   this.selectedText = (0, _select2.default)(this.fakeElem);\n   this.copyText();\n   }\n\n   /**\n   * Only removes the fake element after another click event, that way\n   * a user can hit `Ctrl+C` to copy because selection still exists.\n   */\n   }, {\n   key: 'removeFake',\n   value: function removeFake() {\n   if (this.fakeHandler) {\n   this.container.removeEventListener('click', this.fakeHandlerCallback);\n   this.fakeHandler = null;\n   this.fakeHandlerCallback = null;\n   }\n\n   if (this.fakeElem) {\n

this.container.removeChild(this.fakeElem);\n   this.fakeElem = null;\n   }\n   }\n\n   /**\n   *
Selects the content from element passed on `target` property.\n   */\n   }, {\n   key: 'selectTarget',\n
value: function selectTarget() {\n   this.selectedText = (0, _select2.default)(this.target);\n
this.copyText();\n   }\n\n   /**\n   * Executes the copy operation based on the current selection.\n
*/\n\n   }, {\n   key: 'copyText',\n   value: function copyText() {\n   var succeeded = void 0;\n\n
try {\n   succeeded = document.execCommand(this.action);\n   } catch (err) {\n   succeeded =
false;\n   }\n\n   this.handleResult(succeeded);\n   }\n\n   /**\n   * Fires an event based on the
copy operation result.\n   * @param {Boolean} succeeded\n   */\n   }, {\n   key: 'handleResult',\n
value: function handleResult(succeeded) {\n   this.emitter.emit(succeeded ? 'success' : 'error', {\n
action: this.action,\n   text: this.selectedText,\n   trigger: this.trigger,\n   clearSelection:
this.clearSelection.bind(this)\n   });\n   }\n\n   /**\n   * Moves focus away from `target` and back to
the trigger, removes current selection.\n   */\n\n   }, {\n   key: 'clearSelection',\n   value: function
clearSelection() {\n   if (this.trigger) {\n   this.trigger.focus();\n   }\n
window.getSelection().removeAllRanges();\n   }\n\n   /**\n   * Sets the `action` to be performed which
can be either 'copy' or 'cut'.\n   * @param {String} action\n   */\n\n   }, {\n   key: 'destroy',\n\n
/**\n   * Destroy lifecycle.\n   */\n   value: function destroy() {\n   this.removeFake();\n   }\n   },
{\n   key: 'action',\n   set: function set() {\n   var action = arguments.length > 0 && arguments[0] !==
undefined ? arguments[0] : 'copy';\n\n   this._action = action;\n\n   if (this._action !== 'copy' &&
this._action !== 'cut') {\n   throw new Error('Invalid \"action\" value, use either \"copy\" or \"cut\"');\n
}\n   }\n\n   /**\n   * Gets the `action` property.\n   * @return {String}\n   */\n   ,\n   get:
function get() {\n   return this._action;\n   }\n\n   /**\n   * Sets the `target` property using an
element\n   * that will be have its content copied.\n   * @param {Element} target\n   */\n   }, {\n
key: 'target',\n   set: function set(target) {\n   if (target !== undefined) {\n   if (target && (typeof
target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1) {\n   if
(this.action === 'copy' && target.hasAttribute('disabled')) {\n   throw new Error('Invalid \"target\"
attribute. Please use \"readonly\" instead of \"disabled\" attribute');\n   }\n\n   if (this.action ===
'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled'))) {\n   throw new
Error('Invalid \"target\" attribute. You can\\'t cut text from elements with \"readonly\" or \"disabled\" attributes');\n
}\n\n   this._target = target;\n   } else {\n   throw new Error('Invalid \"target\"
value, use a valid Element');\n   }\n   }\n   }\n\n   /**\n   * Gets the `target` property.\n   *
@return {String|HTMLElement}\n   */\n   ,\n   get: function get() {\n   return this._target;\n   }\n
}]);\n\n   return ClipboardAction;\n}();\n\nmodule.exports = ClipboardAction;\n\n/***/ }),\n/* 2 */\n/***/
(function(module, exports) {\n\nfunction select(element) {\n   var selectedText;\n\n   if (element.nodeName ===
'SELECT') {\n   element.focus();\n\n   selectedText = element.value;\n   }   else if (element.nodeName ===
'INPUT' || element.nodeName === 'TEXTAREA') {\n   var isReadOnly = element.hasAttribute('readonly');\n\n
if (!isReadOnly) {\n   element.setAttribute('readonly', '');\n   }\n\n   element.select();\n
element.setSelectionRange(0, element.value.length);\n\n   if (!isReadOnly) {\n
element.removeAttribute('readonly');\n   }\n\n   selectedText = element.value;\n   }   else {\n   if
(element.hasAttribute('contenteditable')) {\n   element.focus();\n   }\n\n   var selection =
window.getSelection();\n   var range = document.createRange();\n\n   range.selectNodeContents(element);\n
selection.removeAllRanges();\n   selection.addRange(range);\n\n   selectedText = selection.toString();\n
}\n\n   return selectedText;\n}\n\nmodule.exports = select;\n\n\n/***/ }),\n/* 3 */\n/***/ (function(module, exports)
{\n\nfunction E () {\n   // Keep this empty so it's easier to inherit from\n   // (via https://github.com/lipsmack from
https://github.com/scottcorgan/tiny-emitter/issues/3)\n}\n\nE.prototype = {\n on: function (name, callback, ctx) {\n
var e = this.e || (this.e = {});\n\n   (e[name] || (e[name] = [])).push({\n   fn: callback,\n   ctx: ctx\n   });\n\n
return this;\n },\n\n once: function (name, callback, ctx) {\n   var self = this;\n   function listener () {\n
self.off(name, listener);\n   callback.apply(ctx, arguments);\n   };\n\n   listener._ = callback\n   return
this.on(name, listener, ctx);\n },\n\n emit: function (name) {\n   var data = [].slice.call(arguments, 1);\n   var

evtArr = ((this.e || (this.e = {}))[name] || []).slice();\n   var i = 0;\n   var len = evtArr.length;\n\n   for (i; i < len; i++) {\n   evtArr[i].fn.apply(evtArr[i].ctx, data);\n   }\n\n   return this;\n },\n\n off: function (name, callback) {\n   var e = this.e || (this.e = {});\n   var evts = e[name];\n   var liveEvents = [];\n\n   if (evts && callback) {\n   for (var i = 0, len = evts.length; i < len; i++) {\n   if (evts[i].fn !== callback && evts[i].fn._ !== callback)\n   liveEvents.push(evts[i]);\n   }\n   }\n\n   // Remove event from queue to prevent memory leak\n   // Suggested by https://github.com/lazd\n   // Ref: https://github.com/scottcorgan/tiny-emitter/commit/c6ebfaa9bc973b33d110a84a307742b7cf94c953#commitcomment-5024910\n\n   (liveEvents.length)\n   ? e[name] = liveEvents\n   : delete e[name];\n\n   return this;\n }\n};\n\nmodule.exports = E;\n\n\n/***/ }),\n/* 4 */\n/***/ (function(module, exports, __webpack_require__) {\n\nvar is = __webpack_require__(5);\nvar delegate = __webpack_require__(6);\n\n/**\n * Validates all params and calls the right\n * listener function based on its target type.\n *\n * @param {String|HTMLElement|HTMLCollection|NodeList} target\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listen(target, type, callback) {\n   if (!target && !type && !callback) {\n   throw new Error('Missing required arguments');\n   }\n\n   if (!is.string(type)) {\n   throw new TypeError('Second argument must be a String');\n   }\n\n   if (!is.fn(callback)) {\n   throw new TypeError('Third argument must be a Function');\n   }\n\n   if (is.node(target)) {\n   return listenNode(target, type, callback);\n   }\n   else if (is.nodeList(target)) {\n   return listenNodeList(target, type, callback);\n   }\n   else if (is.string(target)) {\n   return listenSelector(target, type, callback);\n   }\n   else {\n   throw new TypeError('First argument must be a String, HTMLElement, HTMLCollection, or NodeList');\n   }\n}\n\n/**\n * Adds an event listener to a HTML element\n * and returns a remove listener function.\n *\n * @param {HTMLElement} node\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenNode(node, type, callback) {\n   node.addEventListener(type, callback);\n\n   return {\n   destroy: function() {\n   node.removeEventListener(type, callback);\n   }\n   }\n}\n\n/**\n * Add an event listener to a list of HTML elements\n * and returns a remove listener function.\n *\n * @param {NodeList|HTMLCollection} nodeList\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenNodeList(nodeList, type, callback) {\n   Array.prototype.forEach.call(nodeList, function(node) {\n   node.addEventListener(type, callback);\n   });\n\n   return {\n   destroy: function() {\n   Array.prototype.forEach.call(nodeList, function(node) {\n   node.removeEventListener(type, callback);\n   });\n   }\n   }\n}\n\n/**\n * Add an event listener to a selector\n * and returns a remove listener function.\n *\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenSelector(selector, type, callback) {\n   return delegate(document.body, selector, type, callback);\n}\n\nmodule.exports = listen;\n\n\n/***/ }),\n/* 5 */\n/***/ (function(module, exports) {\n\n/**\n * Check if argument is a HTML element.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.node = function(value) {\n   return value !== undefined\n   && value instanceof HTMLElement\n   && value.nodeType === 1;\n};\n\n/**\n * Check if argument is a list of HTML elements.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.nodeList = function(value) {\n   var type = Object.prototype.toString.call(value);\n\n   return value !== undefined\n   && (type === '[object NodeList]' || type === '[object HTMLCollection]')\n   && ('length' in value)\n   && (value.length === 0 || exports.node(value[0]));\n};\n\n/**\n * Check if argument is a string.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.string = function(value) {\n   return typeof value === 'string'\n || value instanceof String;\n};\n\n/**\n * Check if argument is a function.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.fn = function(value) {\n   var type = Object.prototype.toString.call(value);\n\n   return type === '[object Function]';\n};\n\n\n/***/ }),\n/* 6 */\n/***/ (function(module, exports, __webpack_require__) {\n\nvar closest = __webpack_require__(7);\n\n/**\n * Delegates event to a selector.\n *\n * @param {Element} element\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n * @return {Object}\n */\nfunction _delegate(element, selector, type, callback, useCapture) {\n   var listenerFn = listener.apply(this, arguments);\n\n   element.addEventListener(type, listenerFn, useCapture);\n\n   return {\n   destroy: function() {\n   element.removeEventListener(type, listenerFn, useCapture);\n   }\n   }\n}\n\n/**\n

* Delegates event to a selector.\n *\n * @param {Element|String|Array} [elements]\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n * @return {Object}\n */\nfunction delegate(elements, selector, type, callback, useCapture) {\n   // Handle the regular Element usage\n   if (typeof elements.addEventListener === 'function') {\n   return _delegate.apply(null, arguments);\n   }\n\n   // Handle Element-less usage, it defaults to global delegation\n   if (typeof type === 'function') {\n   // Use `document` as the first parameter, then apply arguments\n   // This is a short way to .unshift `arguments`\n   // without running into deoptimizations\n   return _delegate.bind(null, document).apply(null, arguments);\n   }\n\n   // Handle Selector-based usage\n   if (typeof elements === 'string') {\n   elements = document.querySelectorAll(elements);\n   }\n\n   // Handle Array-like based usage\n   return Array.prototype.map.call(elements, function (element) {\n   return _delegate(element, selector, type, callback, useCapture);\n   });\n}\n\n/**\n * Finds closest match and invokes callback.\n *\n * @param {Element} element\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @return {Function}\n */\nfunction listener(element, selector, type, callback) {\n   return function(e) {\n   e.delegateTarget = closest(e.target, selector);\n\n   if (e.delegateTarget) {\n   callback.call(element, e);\n   }\n   }\n}\n\nmodule.exports = delegate;\n\n\n/***/ }),\n/* 7 */\n/***/ (function(module, exports) {\n\nvar DOCUMENT_NODE_TYPE = 9;\n\n/**\n * A polyfill for Element.matches()\n */\nif (typeof Element !== 'undefined' && !Element.prototype.matches) {\n   var proto = Element.prototype;\n\n   proto.matches = proto.matchesSelector ||\n   proto.mozMatchesSelector ||\n   proto.msMatchesSelector ||\n   proto.oMatchesSelector ||\n   proto.webkitMatchesSelector;\n}\n\n/**\n * Finds the closest parent that matches a selector.\n *\n * @param {Element} element\n * @param {String} selector\n * @return {Function}\n */\nfunction closest (element, selector) {\n   while (element && element.nodeType !== DOCUMENT_NODE_TYPE) {\n   if (typeof element.matches === 'function' &&\n   element.matches(selector)) {\n   return element;\n   }\n   element = element.parentNode;\n   }\n}\n\nmodule.exports = closest;\n\n\n/***/ })\n/******/]);\n});","'use strict';\n\nvar isSymbol = require('./is-symbol');\n\nmodule.exports = function (value) {\n\tif (!isSymbol(value)) throw new TypeError(value + \" is not a symbol\");\n\treturn value;\n};\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction listCacheGet(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n return index < 0 ? undefined : data[index][1];\n}\n\nmodule.exports = listCacheGet;\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar DataView = getNative(root, 'DataView');\n\nmodule.exports = DataView;\n","'use strict';\n\nvar validTypes = { object: true, symbol: true };\n\nmodule.exports = function () {\n\tvar symbol;\n\tif (typeof Symbol !== 'function') return false;\n\tsymbol = Symbol('test symbol');\n\ttry { String(symbol); } catch (e) { return false; }\n\n\t// Return 'true' also for polyfills\n\tif (!validTypes[typeof Symbol.iterator]) return false;\n\tif (!validTypes[typeof Symbol.toPrimitive]) return false;\n\tif (!validTypes[typeof Symbol.toStringTag]) return false;\n\n\treturn true;\n};\n","var baseMatches = require('./_baseMatches'),\n   baseMatchesProperty = require('./_baseMatchesProperty'),\n   identity = require('./identity'),\n   isArray = require('./isArray'),\n   property = require('./property');\n\n/**\n * The base implementation of `_.iteratee`.\n *\n * @private\n * @param {*} [value=_.identity] The value to convert to an iteratee.\n * @returns {Function} Returns the iteratee.\n */\nfunction baseIteratee(value) {\n // Don't store the `typeof` result in a variable to avoid a JIT bug in Safari 9.\n // See https://bugs.webkit.org/show_bug.cgi?id=156034 for more details.\n if (typeof value == 'function') {\n   return value;\n }\n if (value == null) {\n   return identity;\n }\n if (typeof value == 'object') {\n   return isArray(value)\n   ? baseMatchesProperty(value[0], value[1])\n   : baseMatches(value);\n }\n return property(value);\n}\n\nmodule.exports = baseIteratee;\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Gets the hash value for `key`.\n *\n * @private\n * @name get\n *

@memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction hashGet(key) {\n var data = this.__data__;\n if (nativeCreate) {\n var result = data[key];\n return result === HASH_UNDEFINED ? undefined : result;\n }\n return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n\nmodule.exports = hashGet;\n","var anObject = require('./_an-object');\nvar isObject = require('./_is-object');\nvar newPromiseCapability = require('./_new-promise-capability');\n\nmodule.exports = function (C, x) {\n anObject(C);\n if (isObject(x) && x.constructor === C) return x;\n var promiseCapability = newPromiseCapability.f(C);\n var resolve = promiseCapability.resolve;\n resolve(x);\n return promiseCapability.promise;\n};\n","// 7.2.1 RequireObjectCoercible(argument)\nmodule.exports = function (it) {\n if (it == undefined) throw TypeError(\"Can't call method on \" + it);\n return it;\n};\n","function _defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n}\n\nexport default function _createClass(Constructor, protoProps, staticProps) {\n if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n if (staticProps) _defineProperties(Constructor, staticProps);\n return Constructor;\n}","var baseIsEqualDeep = require('./_baseIsEqualDeep'),\n isObjectLike = require('./isObjectLike');\n\n/**\n * The base implementation of `_.isEqual` which supports partial comparisons\n * and tracks traversed objects.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @param {boolean} bitmask The bitmask flags.\n * 1 - Unordered comparison\n * 2 - Partial comparison\n * @param {Function} [customizer] The function to customize comparisons.\n * @param {Object} [stack] Tracks traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n */\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n if (value === other) {\n return true;\n }\n if (value == null || other == null || (!isObjectLike(value) && !isObjectLike(other))) {\n return value !== value && other !== other;\n }\n return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);\n}\n\nmodule.exports = baseIsEqual;\n","/*!\n * Font Awesome Free 5.5.0 by @fontawesome - https://fontawesome.com\n * License - https://fontawesome.com/license/free (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\nvar noop = function noop() {};\n\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 = null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\ntry {\n if (typeof window !== 'undefined') _WINDOW = window;\n if (typeof document !== 'undefined') _DOCUMENT = document;\n if (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n if (typeof performance !== 'undefined') _PERFORMANCE = performance;\n} catch (e) {}\n\nvar _ref = _WINDOW.navigator || {};\nvar _ref$userAgent = _ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? '' : _ref$userAgent;\n\nvar WINDOW = _WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\n\nvar IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\nvar IS_IE = ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\nvar NAMESPACE_IDENTIFIER = '___FONT_AWESOME___';\nvar UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\nvar DATA_PREFIX = 'data-prefix';\nvar DATA_ICON = 'data-icon';\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\nvar TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS = ['HTML', 'HEAD', 'STYLE', 'SCRIPT'];\nvar PRODUCTION = function () {\n try {\n return process.env.NODE_ENV === 'production';\n } catch (e) {\n return false;\n }\n}();\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-counter'].concat(oneToTen.map(function (n) {\n return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n return 'w-' + n;\n}));\n\nvar classCallCheck = function (instance,

Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\n\n\nvar slicedToArray = function () {\n function sliceIterator(arr, i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n for (var _i = arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n _arr.push(_s.value);\n\n if (i && _arr.length === i) break;\n }\n } catch (err) {\n _d = true;\n _e = err;\n } finally {\n try {\n if (!_n && _i[\"return\"]) _i[\"return\"]();\n } finally {\n if (_d) throw _e;\n }\n }\n\n return _arr;\n }\n\n return function (arr, i) {\n if (Array.isArray(arr)) {\n return arr;\n } else if (Symbol.iterator in Object(arr)) {\n return sliceIterator(arr, i);\n } else {\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n }\n };\n}();\n\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n return arr2;\n } else {\n return Array.from(arr);\n }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\n\nfunction getAttrConfig(attr) {\n var element = DOCUMENT.querySelector('script[' + attr + ']');\n\n if (element) {\n return element.getAttribute(attr);\n }\n}\n\nfunction coerce(val) {\n // Getting an empty string will occur if the attribute is set on the HTML tag but without a value\n // We'll assume that this is an indication that it should be toggled to true\n // For example <script data-search-pseudo-elements src=\"...\"></script>\n if (val === '') return true;\n if (val === 'false') return false;\n if (val === 'true') return true;\n return val;\n}\n\nif (DOCUMENT && typeof DOCUMENT.querySelector === 'function') {\n var attrs = [['data-family-prefix', 'familyPrefix'], ['data-replacement-class', 'replacementClass'], ['data-auto-replace-svg', 'autoReplaceSvg'], ['data-auto-add-css', 'autoAddCss'], ['data-auto-a11y', 'autoA11y'], ['data-search-pseudo-elements', 'searchPseudoElements'], ['data-observe-mutations', 'observeMutations'], ['data-keep-original-source', 'keepOriginalSource'], ['data-measure-performance', 'measurePerformance'], ['data-show-missing-icons', 'showMissingIcons']];\n\n attrs.forEach(function (_ref) {\n var _ref2 = slicedToArray(_ref, 2),\n attr = _ref2[0],\n key = _ref2[1];\n\n var val = coerce(getAttrConfig(attr));\n\n if (val !== undefined && val !== null) {\n initial[key] = val;\n }\n });\n}\n\nvar _default = _extends({\n familyPrefix: DEFAULT_FAMILY_PREFIX,\n replacementClass: DEFAULT_REPLACEMENT_CLASS,\n autoReplaceSvg: true,\n autoAddCss: true,\n autoA11y: true,\n searchPseudoElements: false,\n observeMutations: true,\n keepOriginalSource: true,\n measurePerformance: false,\n showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations = false;\n\nvar config = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config;\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] = {};\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\nif (!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\nif (!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\nvar listener = function listener() {\n DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n loaded = 1;\n functions.map(function (fn) {\n return fn();\n });\n};\n\nvar loaded = false;\n\nif (IS_DOM) {\n loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n if (!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n if (!IS_DOM) return;\n loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar meaninglessTransform = {\n size: 16,\n x: 0,\n y: 0,\n rotate: 0,\n flipX: false,\n flipY: false\n};\n\nfunction isReserved(name) {\n return ~RESERVED_CLASSES.indexOf(name);\n}\n\n\n\nfunction insertCss(css) {\n if

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(!css || !IS_DOM) {\n    return;\n   }\n\n   var style = DOCUMENT.createElement('style');\n   style.setAttribute('type',
'text/css');\n   style.innerHTML = css;\n\n   var headChildren = DOCUMENT.head.childNodes;\n   var beforeChild =
null;\n\n   for (var i = headChildren.length - 1; i > -1; i--) {\n     var child = headChildren[i];\n     var tagName =
(child.tagName || '').toUpperCase();\n     if (['STYLE', 'LINK'].indexOf(tagName) > -1) {\n       beforeChild = child;\n
   }\n   }\n\n   DOCUMENT.head.insertBefore(style, beforeChild);\n\n   return css;\n}\n\n\nvar idPool =
'0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ';\n\nfunction nextUniqueId()
{\n   var size = 12;\n   var id = '';\n   while (size-- > 0) {\n     id += idPool[Math.random() * 62 | 0];\n   }\n   return
id;\n}\n\nfunction toArray(obj) {\n   var array = [];\n\n   for (var i = (obj || []).length >>> 0; i--;) {\n     array[i] =
obj[i];\n   }\n\n   return array;\n}\n\nfunction classArray(node) {\n   if (node.classList) {\n     return
toArray(node.classList);\n   } else {\n     return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n       return
i;\n     });\n   }\n}\n\nfunction getIconName(familyPrefix, cls) {\n   var parts = cls.split('-');\n   var prefix = parts[0];\n
var iconName = parts.slice(1).join('-');\n\n   if (prefix === familyPrefix && iconName !== '' &&
!isReserved(iconName)) {\n     return iconName;\n   } else {\n     return null;\n   }\n}\n\nfunction htmlEscape(str) {\n
return ('' + str).replace(/&/g, '&amp;').replace(/\"/g, '&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g,
'&gt;');\n}\n\nfunction joinAttributes(attributes) {\n   return Object.keys(attributes || {}).reduce(function (acc,
attributeName) {\n     return acc + (attributeName + '=\"' + htmlEscape(attributes[attributeName]) + '\" ');\n   },
'').trim();\n}\n\nfunction joinStyles(styles) {\n   return Object.keys(styles || {}).reduce(function (acc, styleName) {\n
return acc + (styleName + ': ' + styles[styleName] + ';');\n   }, '');\n}\n\nfunction transformIsMeaningful(transform)
{\n   return transform.size !== meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y
!== meaninglessTransform.y || transform.rotate !== meaninglessTransform.rotate || transform.flipX ||
transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n   var transform = _ref.transform,\n       containerWidth =
_ref.containerWidth,\n       iconWidth = _ref.iconWidth;\n\n   var outer = {\n     transform: 'translate(' +
containerWidth / 2 + ' 256)'\n   };\n   var innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ')
';\n   var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 *
(transform.flipY ? -1 : 1) + ') ';\n   var innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n   var inner = {\n
transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n   };\n   var path = {\n     transform: 'translate(' +
iconWidth / 2 * -1 + ' -256)'\n   };\n   return {\n     outer: outer,\n     inner: inner,\n     path: path\n   };\n}\n\nfunction
transformForCss(_ref2) {\n   var transform = _ref2.transform,\n       _ref2$width = _ref2.width,\n       width =
_ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n       _ref2$height = _ref2.height,\n       height =
_ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n       _ref2$startCentered = _ref2.startCentered,\n
 startCentered = _ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n   var val = '';\n\n   if
(startCentered && IS_IE) {\n     val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height /
2) + 'em) ';\n   } else if (startCentered) {\n     val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' +
transform.y / d + 'em)) ';\n   } else {\n     val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em) ';\n   }\n\n
val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) +
') ';\n   val += 'rotate(' + transform.rotate + 'deg) ';\n\n   return val;\n}\n\nvar ALL_SPACE = {\n   x: 0,\n   y: 0,\n
width: '100%',\n   height: '100%'\n};\n\nvar makeIconMasking = function (_ref) {\n   var children = _ref.children,\n
attributes = _ref.attributes,\n       main = _ref.main,\n       mask = _ref.mask,\n       transform = _ref.transform;\n   var
mainWidth = main.width,\n       mainPath = main.icon;\n   var maskWidth = mask.width,\n       maskPath =
mask.icon;\n\n\n   var trans = transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth:
mainWidth });\n\n   var maskRect = {\n     tag: 'rect',\n     attributes: _extends({}, ALL_SPACE, {\n       fill: 'white'\n
})\n   };\n   var maskInnerGroup = {\n     tag: 'g',\n     attributes: _extends({}, trans.inner),\n     children: [{ tag: 'path',
attributes: _extends({}, mainPath.attributes, trans.path, { fill: 'black' }) }]\n   };\n   var maskOuterGroup = {\n     tag:
'g',\n     attributes: _extends({}, trans.outer),\n     children: [maskInnerGroup]\n   };\n   var maskId = 'mask-' +
nextUniqueId();\n   var clipId = 'clip-' + nextUniqueId();\n   var maskTag = {\n     tag: 'mask',\n     attributes:
_extends({}, ALL_SPACE, {\n       id: maskId,\n       maskUnits: 'userSpaceOnUse',\n       maskContentUnits:
'userSpaceOnUse'\n     }),\n     children: [maskRect, maskOuterGroup]\n   };\n   var defs = {\n     tag: 'defs',\n
children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n   };\n\n   children.push(defs, {
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tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')' }, ALL_SPACE) });\n\n return {\n   children: children,\n   attributes: attributes\n };\n};\n\nvar makeIconStandard = function (_ref) {\n var children = _ref.children,\n   attributes = _ref.attributes,\n   main = _ref.main,\n   transform = _ref.transform,\n   styles = _ref.styles;\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n if (transformIsMeaningful(transform)) {\n   var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n   children.push({\n   tag: 'g',\n   attributes: _extends({}, trans.outer),\n   children: [{\n   tag: 'g',\n   attributes: _extends({}, trans.inner),\n   children: [{\n   tag: main.icon.tag,\n   children: main.icon.children,\n   attributes: _extends({}, main.icon.attributes, trans.path)\n   }]\n   }]\n   });\n } else {\n   children.push(main.icon);\n }\n\n return {\n   children: children,\n   attributes: attributes\n };\n};\n\nvar asIcon = function (_ref) {\n var children = _ref.children,\n   main = _ref.main,\n   mask = _ref.mask,\n   attributes = _ref.attributes,\n   styles = _ref.styles,\n   transform = _ref.transform;\n\n if (transformIsMeaningful(transform) && main.found && !mask.found) {\n   var width = main.width,\n   height = main.height;\n\n   var offset = {\n   x: width / height / 2,\n   y: 0.5\n   };\n   attributes['style'] = joinStyles(_extends({}, styles, {\n   'transform-origin': offset.x + transform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em'\n   }));\n }\n\n return [{\n   tag: 'svg',\n   attributes: attributes,\n   children: children\n }];\n};\n\nvar asSymbol = function (_ref) {\n var prefix = _ref.prefix,\n   iconName = _ref.iconName,\n   children = _ref.children,\n   attributes = _ref.attributes,\n   symbol = _ref.symbol;\n\n var id = symbol === true ? prefix + '-' + config.familyPrefix + '-' + iconName : symbol;\n\n return [{\n   tag: 'svg',\n   attributes: {\n   style: 'display: none;'\n   },\n   children: [{\n   tag: 'symbol',\n   attributes: _extends({}, attributes, { id: id }),\n   children: children\n   }]\n }];\n};\n\nfunction makeInlineSvgAbstract(params) {\n var _params$icons = params.icons,\n   main = _params$icons.main,\n   mask = _params$icons.mask,\n   prefix = params.prefix,\n   iconName = params.iconName,\n   transform = params.transform,\n   symbol = params.symbol,\n   title = params.title,\n   extra = params.extra,\n   _params$watchable = params.watchable,\n   watchable = _params$watchable === undefined ? false : _params$watchable;\n\n var _ref = mask.found ? mask : main,\n   width = _ref.width,\n   height = _ref.height;\n\n var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n var attrClass = [config.replacementClass, iconName ? config.familyPrefix + '-' + iconName : '', widthClass].filter(function (c) {\n   return extra.classes.indexOf(c) === -1;\n }).concat(extra.classes).join(' ');\n\n var content = {\n   children: [],\n   attributes: _extends({}, extra.attributes, {\n   'data-prefix': prefix,\n   'data-icon': iconName,\n   'class': attrClass,\n   'role': 'img',\n   'xmlns': 'http://www.w3.org/2000/svg',\n   'viewBox': '0 0 ' + width + ' ' + height\n   })\n };\n\n if (watchable) {\n   content.attributes[DATA_FA_I2SVG] = '';\n }\n\n if (title) content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() }, children: [title] });\n\n var args = _extends({}, content, {\n   prefix: prefix,\n   iconName: iconName,\n   main: main,\n   mask: mask,\n   transform: transform,\n   symbol: symbol,\n   styles: extra.styles\n });\n\n var _ref2 = mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n   children = _ref2.children,\n   attributes = _ref2.attributes;\n\n args.children = children;\n args.attributes = attributes;\n\n if (symbol) {\n   return asSymbol(args);\n } else {\n   return asIcon(args);\n }\n}\n\nfunction makeLayersTextAbstract(params) {\n var content = params.content,\n   width = params.width,\n   height = params.height,\n   transform = params.transform,\n   title = params.title,\n   extra = params.extra,\n   _params$watchable2 = params.watchable,\n   watchable = _params$watchable2 === undefined ? false : _params$watchable2;\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n   'class': extra.classes.join(' ')\n });\n\n if (watchable) {\n   attributes[DATA_FA_I2SVG] = '';\n }\n\n var styles = _extends({}, extra.styles);\n\n if (transformIsMeaningful(transform)) {\n   styles['transform'] = transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n   styles['-webkit-transform'] = styles['transform'];\n }\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n var val = [];\n\n val.push({\n   tag: 'span',\n   attributes: attributes,\n   children: [content]\n });\n\n if (title) {\n   val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nfunction makeLayersCounterAbstract(params) {\n var content = params.content,\n   title = params.title,\n   extra =

params.extra;\n\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n   'class': extra.classes.join(' ')\n });\n\n var styleString = joinStyles(extra.styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n var val = [];\n val.push({\n   tag: 'span',\n   attributes: attributes,\n   children: [content]\n });\n\n if (title) {\n   val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nvar noop$2 = function noop() {};\nvar p = config.measurePerformance && PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\nvar preamble = 'FA \"5.5.0\"';\nvar begin = function begin(name) {\n p.mark(preamble + ' ' + name + ' begins');\n return function () {\n   return end(name);\n };\n};\nvar end = function end(name) {\n p.mark(preamble + ' ' + name + ' ends');\n p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n};\nvar perf = { begin: begin, end: end };\n\n'use strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a given context.\n */\nvar bindInternal4 = function bindInternal4 (func, thisContext) {\n return function (a, b, c, d) {\n   return func.call(thisContext, a, b, c, d);\n };\n};\n\n'use strict';\n\n\n/**\n * # Reduce\n *\n * A fast object `.reduce()` implementation.\n *\n * @param {Object}   subject   The object to reduce over.\n * @param {Function} fn   The reducer function.\n * @param {mixed}   initialValue The initial value for the reducer, defaults to subject[0].\n * @param {Object}   thisContext The context for the reducer.\n * @return {mixed}   The final result.\n */\nvar reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys = Object.keys(subject),\n   length = keys.length,\n   iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\n   i, key, result;\n\n if (initialValue === undefined) {\n   i = 1;\n   result = subject[keys[0]];\n } else {\n   i = 0;\n   result = initialValue;\n }\n\n for (; i < length; i++) {\n   key = keys[i];\n   result = iterator(result, subject[key], key, subject);\n }\n\n return result;\n};\n\nvar styles$2 = namespace.styles;\nvar shims = namespace.shims;\n\n\nvar _byUnicode = {};\nvar _byLigature = {};\nvar _byOldName = {};\nvar build = function build() {\n var lookup = function lookup(reducer) {\n   return reduce(styles$2, function (o, style, prefix) {\n   o[prefix] = reduce(style, reducer, {});\n   return o;\n   }, {});\n };\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n   acc[icon[3]] = iconName;\n\n   return acc;\n });\n\n _byLigature = lookup(function (acc, icon, iconName) {\n   var ligatures = icon[2];\n\n   acc[iconName] = iconName;\n\n   ligatures.forEach(function (ligature) {\n   acc[ligature] = iconName;\n   });\n\n   return acc;\n });\n\n var hasRegular = 'far' in styles$2;\n\n _byOldName = reduce(shims, function (acc, shim) {\n   var oldName = shim[0];\n   var prefix = shim[1];\n   var iconName = shim[2];\n\n   if (prefix === 'far' && !hasRegular) {\n   prefix = 'fas';\n   }\n\n   acc[oldName] = { prefix: prefix, iconName: iconName };\n   return acc;\n }, {});\n};\n\nbuild();\n\nfunction byUnicode(prefix, unicode) {\n return _byUnicode[prefix][unicode];\n}\n\nfunction byLigature(prefix, ligature) {\n return _byLigature[prefix][ligature];\n}\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix: null, iconName: null };\n}\n\nvar styles$1 = namespace.styles;\n\n\nvar emptyCanonicalIcon = function emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] };\n};\n\nfunction getCanonicalIcon(values) {\n return values.reduce(function (acc, cls) {\n   var iconName = getIconName(config.familyPrefix, cls);\n\n   if (styles$1[cls]) {\n   acc.prefix = cls;\n   } else if (iconName) {\n   var shim = acc.prefix === 'fa' ? byOldName(iconName) : {};\n\n   acc.iconName = shim.iconName || iconName;\n   acc.prefix = shim.prefix || acc.prefix;\n   } else if (cls !== config.replacementClass && cls.indexOf('fa-w-') !== 0) {\n   acc.rest.push(cls);\n   }\n\n   return acc;\n }, emptyCanonicalIcon());\n}\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n if (mapping && mapping[prefix] && mapping[prefix][iconName]) {\n   return {\n   prefix: prefix,\n   iconName: iconName,\n   icon: mapping[prefix][iconName]\n   };\n }\n}\n\nfunction toHtml(abstractNodes) {\n var tag = abstractNodes.tag,\n   _abstractNodes$attrib = abstractNodes.attributes,\n   attributes = _abstractNodes$attrib === undefined ? {} : _abstractNodes$attrib,\n   _abstractNodes$childr = abstractNodes.children,\n   children = _abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n if (typeof abstractNodes === 'string') {\n   return htmlEscape(abstractNodes);\n } else {\n   return '<' + tag + ' ' + joinAttributes(attributes) + '>' + children.map(toHtml).join('') + '</' + tag + '>';\n }\n}\n\nvar noop$1 = function noop() {};\n\nfunction isWatched(node) {\n var i2svg = node.getAttribute ? node.getAttribute(DATA_FA_I2SVG) : null;\n\n return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n if (config.autoReplaceSvg === true) {\n

return mutators.replace;\n }\n\n var mutator = mutators[config.autoReplaceSvg];\n\n return mutator || mutators.replace;\n}\n\nvar mutators = {\n replace: function replace(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n   var newOuterHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n\n   if (node.parentNode && node.outerHTML) {\n   node.outerHTML = newOuterHTML + (config.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->' : '');\n   } else if (node.parentNode) {\n   var newNode = document.createElement('span');\n   node.parentNode.replaceChild(newNode, node);\n   newNode.outerHTML = newOuterHTML;\n   }\n },\n nest: function nest(mutation) {\n   var node = mutation[0];   var abstract = mutation[1];\n\n   // If we already have a replaced node we do not want to continue nesting within it.\n   // Short-circuit to the standard replacement\n   if (~classArray(node).indexOf(config.replacementClass)) {\n   return mutators.replace(mutation);\n   }\n\n   var forSvg = new RegExp(config.familyPrefix + '-.*');\n\n   delete abstract[0].attributes.style;\n\n   var splitClasses = abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n   if (cls === config.replacementClass || cls.match(forSvg)) {\n   acc.toSvg.push(cls);\n   } else {\n   acc.toNode.push(cls);\n   }\n\n   return acc;\n   }, { toNode: [], toSvg: [] });\n\n   abstract[0].attributes.class = splitClasses.toSvg.join(' ');\n\n   var newInnerHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n   node.setAttribute('class', splitClasses.toNode.join(' '));\n   node.setAttribute(DATA_FA_I2SVG, '');\n   node.innerHTML = newInnerHTML;\n }\n};\n\nfunction perform(mutations, callback) {\n var callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n if (mutations.length === 0) {\n   callbackFunction();\n } else {\n   var frame = WINDOW.requestAnimationFrame || function (op) {\n   return op();\n   };\n\n   frame(function () {\n   var mutator = getMutator();\n   var mark = perf.begin('mutate');\n\n   mutations.map(mutator);\n\n   mark();\n\n   callbackFunction();\n   });\n }\n}\n\nvar disabled = false;\nfunction disableObservation(operation) {\n disabled = true;\n operation();\n disabled = false;\n}\n\nvar mo = null;\nfunction observe(options) {\n if (!MUTATION_OBSERVER) {\n   return;\n }\n\n if (!config.observeMutations) {\n   return;\n }\n\n var treeCallback = options.treeCallback,\n   nodeCallback = options.nodeCallback,\n   pseudoElementsCallback = options.pseudoElementsCallback,\n   _options$observeMutat = options.observeMutationsRoot,\n   observeMutationsRoot = _options$observeMutat === undefined ? DOCUMENT.body : _options$observeMutat;\n\n mo = new MUTATION_OBSERVER(function (objects) {\n   if (disabled) return;\n\n   toArray(objects).forEach(function (mutationRecord) {\n   if (mutationRecord.type === 'childList' && mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n   if (config.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target);\n   }\n\n   treeCallback(mutationRecord.target);\n   }\n\n   if (mutationRecord.type === 'attributes' && mutationRecord.target.parentNode && config.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target.parentNode);\n   }\n\n   if (mutationRecord.type === 'attributes' && isWatched(mutationRecord.target) && ~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n   if (mutationRecord.attributeName === 'class') {\n   var _getCanonicalIcon = getCanonicalIcon(classArray(mutationRecord.target)),\n   prefix = _getCanonicalIcon.prefix,\n   iconName = _getCanonicalIcon.iconName;\n\n   if (prefix) mutationRecord.target.setAttribute('data-prefix', prefix);\n   if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n   } else {\n   nodeCallback(mutationRecord.target);\n   }\n   }\n   });\n });\n\n if (!IS_DOM) return;\n\n mo.observe(observeMutationsRoot, {\n   childList: true, attributes: true, characterData: true, subtree: true\n });\n}\n\nfunction disconnect() {\n if (!mo) return;\n\n mo.disconnect();\n}\n\nvar styleParser = function (node) {\n var style = node.getAttribute('style');\n\n var val = [];\n\n if (style) {\n   val = style.split(';').reduce(function (acc, style) {\n   var styles = style.split(':');\n   var prop = styles[0];\n   var value = styles.slice(1);\n\n   if (prop && value.length > 0) {\n   acc[prop] = value.join(':').trim();\n   }\n\n   return acc;\n   }, {});\n }\n\n return val;\n};\n\nfunction toHex(unicode) {\n var result = '';\n for (var i = 0; i < unicode.length; i++) {\n   var hex = unicode.charCodeAt(i).toString(16);\n   result += ('000' + hex).slice(-4);\n }\n\n return result;\n}\n\nvar classParser = function (node) {\n var existingPrefix = node.getAttribute('data-prefix');\n var existingIconName =

node.getAttribute('data-icon');\n var innerText = node.innerText !== undefined ? node.innerText.trim() : '';\n\n var val = getCanonicalIcon(classArray(node));\n\n if (existingPrefix && existingIconName) {\n   val.prefix = existingPrefix;\n   val.iconName = existingIconName;\n }\n\n if (val.prefix && innerText.length > 1) {\n   val.iconName = byLigature(val.prefix, node.innerText);\n } else if (val.prefix && innerText.length === 1) {\n   val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n }\n\n return val;\n};\n\nvar parseTransformString = function parseTransformString(transformString) {\n var transform = {\n   size: 16,\n   x: 0,\n   y: 0,\n   flipX: false,\n   flipY: false,\n   rotate: 0\n };\n\n if (!transformString) {\n   return transform;\n } else {\n   return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n   var parts = n.toLowerCase().split('-');\n   var first = parts[0];\n   var rest = parts.slice(1).join('-');\n\n   if (first && rest === 'h') {\n   acc.flipX = true;\n   return acc;\n   }\n\n   if (first && rest === 'v') {\n   acc.flipY = true;\n   return acc;\n   }\n\n   rest = parseFloat(rest);\n\n   if (isNaN(rest)) {\n   return acc;\n   }\n\n   switch (first) {\n   case 'grow':\n   acc.size = acc.size + rest;\n   break;\n   case 'shrink':\n   acc.size = acc.size - rest;\n   break;\n   case 'left':\n   acc.x = acc.x - rest;\n   break;\n   case 'right':\n   acc.x = acc.x + rest;\n   break;\n   case 'up':\n   acc.y = acc.y - rest;\n   break;\n   case 'down':\n   acc.y = acc.y + rest;\n   break;\n   case 'rotate':\n   acc.rotate = acc.rotate + rest;\n   break;\n   }\n\n   return acc;\n   }, transform);\n }\n};\n\nvar transformParser = function (node) {\n return parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser = function (node) {\n var symbol = node.getAttribute('data-fa-symbol');\n\n return symbol === null ? false : symbol === '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n var extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n   if (acc.name !== 'class' && acc.name !== 'style') {\n   acc[attr.name] = attr.value;\n   }\n   return acc;\n }, {});\n\n var title = node.getAttribute('title');\n\n if (config.autoA11y) {\n   if (title) {\n   extraAttributes['aria-labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   extraAttributes['aria-hidden'] = 'true';\n   }\n }\n\n return extraAttributes;\n};\n\nvar maskParser = function (node) {\n var mask = node.getAttribute('data-fa-mask');\n\n if (!mask) {\n   return emptyCanonicalIcon();\n } else {\n   return getCanonicalIcon(mask.split(' ').map(function (i) {\n   return i.trim();\n   }));\n }\n};\n\nvar blankMeta = {\n iconName: null,\n title: null,\n prefix: null,\n transform: meaninglessTransform,\n symbol: false,\n mask: null,\n extra: { classes: [], styles: {}, attributes: {} }\n};\n\nfunction parseMeta(node) {\n var _classParser = classParser(node),\n   iconName = _classParser.iconName,\n   prefix = _classParser.prefix,\n   extraClasses = _classParser.rest;\n\n var extraStyles = styleParser(node);\n var transform = transformParser(node);\n var symbol = symbolParser(node);\n var extraAttributes = attributesParser(node);\n var mask = maskParser(node);\n\n return {\n   iconName: iconName,\n   title: node.getAttribute('title'),\n   prefix: prefix,\n   transform: transform,\n   symbol: symbol,\n   mask: mask,\n   extra: {\n   classes: extraClasses,\n   styles: extraStyles,\n   attributes: extraAttributes\n   }\n };\n}\n\nfunction MissingIcon(error) {\n this.name = 'MissingIcon';\n this.message = error || 'Icon unavailable';\n this.stack = new Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor = MissingIcon;\n\nvar FILL = { fill: 'currentColor' };\nvar ANIMATION_BASE = {\n attributeType: 'XML',\n repeatCount: 'indefinite',\n dur: '2s'\n};\nvar RING = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   d: 'M156.5,447.7l-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7C127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5 c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.1l-29.5-12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-'

29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z'\n })\n};\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n attributeName: 'opacity'\n});\nvar DOT = {\n tag: 'circle',\n attributes: _extends({}, FILL, {\n cx: '256',\n cy: '364',\n r: '28'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\nvar QUESTION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '1',\n d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '0',\n d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT, QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\nvar LAYERS_TEXT_CLASSNAME = 'fa-layers-text';\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands|Free|Pro)/;\nvar STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\nvar FONT_WEIGHT_TO_PREFIX = {\n '900': 'fas',\n '400': 'far',\n '300': 'fal'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n found: false,\n width: 512,\n height: 512,\n icon: missing\n };\n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n var icon = styles[prefix][iconName];\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n val = {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n } else if (iconName && prefix && !config.showMissingIcons) {\n throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n title = nodeMeta.title,\n prefix = nodeMeta.prefix,\n transform = nodeMeta.transform,\n symbol = nodeMeta.symbol,\n mask = nodeMeta.mask,\n extra = nodeMeta.extra;\n\n return [node, makeInlineSvgAbstract({\n icons: {\n main: findIcon(iconName, prefix),\n mask: findIcon(mask.iconName, mask.prefix)\n },\n prefix: prefix,\n iconName: iconName,\n transform: transform,\n symbol: symbol,\n mask: mask,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n transform = nodeMeta.transform,\n extra = nodeMeta.extra;\n\n var width = null;\n var height = null;\n\n if (IS_IE) {\n var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n var boundingClientRect = node.getBoundingClientRect();\n width = boundingClientRect.width / computedFontSize;\n height = boundingClientRect.height / computedFontSize;\n }\n\n if (config.autoA11y && !title) {\n extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n content: node.innerHTML,\n width: width,\n height: height,\n transform: transform,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n return generateLayersText(node, nodeMeta);\n } else {\n return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction searchPseudoElements(root) {\n if (!IS_DOM) return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n toArray(root.querySelectorAll('*')).filter(function (n) {\n return n.parentNode !== document.head && !~TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS.indexOf(n.tagName.toUpperCase()) && !n.getAttribute(DATA_FA_PSEUDO_ELEMENT) && (!n.parentNode || n.parentNode.tagName !== 'svg');\n }).forEach(function (node) {\n [':before', ':after'].forEach(function (pos) {\n var children =

toArray(node.children);\n   var alreadyProcessedPseudoElement = children.filter(function (c) {\n   return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n   })[0];\n\n   var styles = WINDOW.getComputedStyle(node, pos);\n   var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n   var fontWeight = styles.getPropertyValue('font-weight');\n\n   if (alreadyProcessedPseudoElement && !fontFamily) {\n   // If we've already processed it but the current computed style does not result in a font-family,\n   // that probably means that a class name that was previously present to make the icon has been\n   // removed. So we now should delete the icon.\n   node.removeChild(alreadyProcessedPseudoElement);\n   } else if (fontFamily) {\n   var content = styles.getPropertyValue('content');\n   var prefix = ~['Light', 'Regular', 'Solid', 'Brands'].indexOf(fontFamily[1]) ? STYLE_TO_PREFIX[fontFamily[1]] : FONT_WEIGHT_TO_PREFIX[fontWeight];\n   var iconName = byUnicode(prefix, toHex(content.length === 3 ? content.substr(1, 1) : content));\n   // Only convert the pseudo element in this :before/:after position into an icon if we haven't\n   // already done so with the same prefix and iconName\n   if (!alreadyProcessedPseudoElement || alreadyProcessedPseudoElement.getAttribute(DATA_PREFIX) !== prefix || alreadyProcessedPseudoElement.getAttribute(DATA_ICON) !== iconName) {\n   if (alreadyProcessedPseudoElement) {\n   // Delete the old one, since we're replacing it with a new one\n   node.removeChild(alreadyProcessedPseudoElement);\n   }\n\n   var extra = blankMeta.extra;\n   extra.attributes[DATA_FA_PSEUDO_ELEMENT] = pos;\n   var abstract = makeInlineSvgAbstract(_extends({}, blankMeta, {\n   icons: {\n   main: findIcon(iconName, prefix),\n   mask: emptyCanonicalIcon()\n   },\n   prefix: prefix,\n   iconName: iconName,\n   extra: extra,\n   watchable: true\n   }));\n\n   var element = DOCUMENT.createElement('svg');\n\n   if (pos === ':before') {\n   node.insertBefore(element, node.firstChild);\n   } else {\n   node.appendChild(element);\n   }\n\n   element.outerHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\n');\n   }\n   }\n   });\n   });\n\n end();\n}\n\nfunction onTree(root) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n if (!IS_DOM) return;\n\n var htmlClassList = DOCUMENT.documentElement.classList;\n var hclAdd = function hclAdd(suffix) {\n   return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var hclRemove = function hclRemove(suffix) {\n   return htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var prefixes = Object.keys(styles);\n var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' + DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n   return '.' + p + ':not([' + DATA_FA_I2SVG + '])';\n })).join(', ');\n\n if (prefixesDomQuery.length === 0) {\n   return;\n }\n\n var candidates = toArray(root.querySelectorAll(prefixesDomQuery));\n\n if (candidates.length > 0) {\n   hclAdd('pending');\n   hclRemove('complete');\n } else {\n   return;\n }\n\n var mark = perf.begin('onTree');\n\n var mutations = candidates.reduce(function (acc, node) {\n   try {\n   var mutation = generateMutation(node);\n\n   if (mutation) {\n   acc.push(mutation);\n   }\n   } catch (e) {\n   if (!PRODUCTION) {\n   if (e instanceof MissingIcon) {\n   console.error(e);\n   }\n   }\n   }\n\n   return acc;\n }, []);\n mark();\n\n perform(mutations, function () {\n   hclAdd('active');\n   hclAdd('complete');\n   hclRemove('pending');\n\n   if (typeof callback === 'function') callback();\n });\n}\n\nfunction onNode(node) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n var mutation = generateMutation(node);\n\n if (mutation) {\n   perform([mutation], callback);\n }\n}\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\\n overflow: visible; }\\n\\n.svg-inline--fa {\\n display: inline-block;\\n font-size: inherit;\\n height: 1em;\\n overflow: visible;\\n vertical-align: -.125em; }\\n .svg-inline--fa.fa-lg {\\n   vertical-align: -.225em; }\\n .svg-inline--fa.fa-w-1 {\\n   width: 0.0625em; }\\n .svg-inline--fa.fa-w-2 {\\n   width: 0.125em; }\\n .svg-inline--fa.fa-w-3 {\\n   width: 0.1875em; }\\n .svg-inline--fa.fa-w-4 {\\n   width: 0.25em; }\\n .svg-inline--fa.fa-w-5 {\\n   width: 0.3125em; }\\n .svg-inline--fa.fa-w-6 {\\n   width: 0.375em; }\\n .svg-inline--fa.fa-w-7 {\\n   width: 0.4375em; }\\n .svg-inline--fa.fa-w-8 {\\n   width: 0.5em; }\\n .svg-inline--fa.fa-w-9 {\\n   width: 0.5625em; }\\n .svg-inline--fa.fa-w-10 {\\n   width: 0.625em; }\\n .svg-inline--fa.fa-w-11 {\\n   width: 0.6875em; }\\n .svg-inline--fa.fa-w-12

{\\n   width: 0.75em; }\\n .svg-inline--fa.fa-w-13 {\\n   width: 0.8125em; }\\n .svg-inline--fa.fa-w-14 {\\n   width: 0.875em; }\\n .svg-inline--fa.fa-w-15 {\\n   width: 0.9375em; }\\n .svg-inline--fa.fa-w-16 {\\n   width: 1em; }\\n .svg-inline--fa.fa-w-17 {\\n   width: 1.0625em; }\\n .svg-inline--fa.fa-w-18 {\\n   width: 1.125em; }\\n .svg-inline--fa.fa-w-19 {\\n   width: 1.1875em; }\\n .svg-inline--fa.fa-w-20 {\\n   width: 1.25em; }\\n .svg-inline--fa.fa-pull-left {\\n   margin-right: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-pull-right {\\n   margin-left: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-border {\\n   height: 1.5em; }\\n .svg-inline--fa.fa-li {\\n   width: 2em; }\\n .svg-inline--fa.fa-fw {\\n   width: 1.25em; }\\n\\n.fa-layers svg.svg-inline--fa {\\n   bottom: 0;\\n   left: 0;\\n   margin: auto;\\n   position: absolute;\\n   right: 0;\\n   top: 0; }\\n\\n.fa-layers {\\n   display: inline-block;\\n   height: 1em;\\n   position: relative;\\n   text-align: center;\\n   vertical-align: -.125em;\\n   width: 1em; }\\n .fa-layers svg.svg-inline--fa {\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-text, .fa-layers-counter {\\n   display: inline-block;\\n   position: absolute;\\n   text-align: center; }\\n\\n.fa-layers-text {\\n   left: 50%;\\n   top: 50%;\\n   -webkit-transform: translate(-50%, -50%);\\n   transform: translate(-50%, -50%);\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-counter {\\n   background-color: #ff253a;\\n   border-radius: 1em;\\n   -webkit-box-sizing: border-box;\\n   box-sizing: border-box;\\n   color: #fff;\\n   height: 1.5em;\\n   line-height: 1;\\n   max-width: 5em;\\n   min-width: 1.5em;\\n   overflow: hidden;\\n   padding: .25em;\\n   right: 0;\\n   text-overflow: ellipsis;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-bottom-right {\\n   bottom: 0;\\n   right: 0;\\n   top: auto;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: bottom right;\\n   transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left {\\n   bottom: 0;\\n   left: 0;\\n   right: auto;\\n   top: auto;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: bottom left;\\n   transform-origin: bottom left; }\\n\\n.fa-layers-top-right {\\n   right: 0;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n   left: 0;\\n   right: auto;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top left;\\n   transform-origin: top left; }\\n\\n.fa-lg {\\n   font-size: 1.33333em;\\n   line-height: 0.75em;\\n   vertical-align: -.0667em; }\\n\\n.fa-xs {\\n   font-size: .75em; }\\n\\n.fa-sm {\\n   font-size: .875em; }\\n\\n.fa-1x {\\n   font-size: 1em; }\\n\\n.fa-2x {\\n   font-size: 2em; }\\n\\n.fa-3x {\\n   font-size: 3em; }\\n\\n.fa-4x {\\n   font-size: 4em; }\\n\\n.fa-5x {\\n   font-size: 5em; }\\n\\n.fa-6x {\\n   font-size: 6em; }\\n\\n.fa-7x {\\n   font-size: 7em; }\\n\\n.fa-8x {\\n   font-size: 8em; }\\n\\n.fa-9x {\\n   font-size: 9em; }\\n\\n.fa-10x {\\n   font-size: 10em; }\\n\\n.fa-fw {\\n   text-align: center;\\n   width: 1.25em; }\\n\\n.fa-ul {\\n   list-style-type: none;\\n   margin-left: 2.5em;\\n   padding-left: 0; }\\n .fa-ul > li {\\n   position: relative; }\\n\\n.fa-li {\\n   left: -2em;\\n   position: absolute;\\n   text-align: center;\\n   width: 2em;\\n   line-height: inherit; }\\n\\n.fa-border {\\n   border: solid 0.08em #eee;\\n   border-radius: .1em;\\n   padding: .2em .25em .15em; }\\n\\n.fa-pull-left {\\n   float: left; }\\n\\n.fa-pull-right {\\n   float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-left,\\n.far.fa-pull-left,\\n.fal.fa-pull-left,\\n.fab.fa-pull-left {\\n   margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-pull-right,\\n.far.fa-pull-right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n   margin-left: .3em; }\\n\\n.fa-spin {\\n   -webkit-animation: fa-spin 2s infinite linear;\\n   animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n   -webkit-animation: fa-spin 1s infinite steps(8);\\n   animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n   0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n   100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n   0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n   100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n.fa-rotate-90 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\\n   -webkit-transform: rotate(90deg);\\n   transform: rotate(90deg); }\\n\\n.fa-rotate-180 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\\n   -webkit-transform: rotate(180deg);\\n   transform: rotate(180deg); }\\n\\n.fa-rotate-270 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\\n   -webkit-transform: rotate(270deg);\\n   transform: rotate(270deg); }\\n\\n.fa-flip-horizontal {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\\n   -webkit-transform: scale(-1,

1);\\n   transform: scale(-1, 1); }\\n\\n.fa-flip-vertical {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(1, -1);\\n   transform: scale(1, -1); }\\n\\n.fa-flip-horizontal.fa-flip-vertical {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(-1, -1);\\n   transform: scale(-1, -1); }\\n\\n:root .fa-rotate-90,\\n:root .fa-rotate-180,\\n:root .fa-rotate-270,\\n:root .fa-flip-horizontal,\\n:root .fa-flip-vertical {\\n -webkit-filter: none;\\n   filter: none; }\\n\\n.fa-stack {\\n display: inline-block;\\n height: 2em;\\n position: relative;\\n width: 2.5em; }\\n\\n.fa-stack-1x,\\n.fa-stack-2x {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fa-stack-1x {\\n height: 1em;\\n width: 1.25em; }\\n\\n.svg-inline--fa.fa-stack-2x {\\n height: 2em;\\n width: 2.5em; }\\n\\n.fa-inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-only-focusable:focus {\\n clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n width: auto; }\\n\";\n\nvar css = function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var drc = DEFAULT_REPLACEMENT_CLASS;\n var fp = config.familyPrefix;\n var rc = config.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc) {\n   var dPatt = new RegExp('\\\\.' + dfp + '\\\\-', 'g');\n   var rPatt = new RegExp('\\\\.' + drc, 'g');\n\n   s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var normalized = Object.keys(icons).reduce(function (acc, iconName) {\n   var icon = icons[iconName];\n   var expanded = !!icon.icon;\n\n   if (expanded) {\n   acc[icon.iconName] = icon.icon;\n   } else {\n   acc[iconName] = icon;\n   }\n   return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n   namespace.hooks.addPack(prefix, normalized);\n } else {\n   namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n * Font Awesome 4 used the prefix of `fa` for all icons. With the introduction\n * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n * for `fas` so we'll easy the upgrade process for our users by automatically defining\n * this as well.\n */\n if (prefix === 'fas') {\n   define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n   classCallCheck(this, Library);\n\n   this.definitions = {};\n }\n\n createClass(Library, [{\n   key: 'add',\n   value: function add() {\n   var _this = this;\n\n   for (var _len = arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {\n   definitions[_key] = arguments[_key];\n   }\n\n   var additions = definitions.reduce(this._pullDefinitions, {});\n\n   Object.keys(additions).forEach(function (key) {\n   _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n   define(key, additions[key]);\n   build();\n   });\n   }\n }, {\n   key: 'reset',\n   value: function reset() {\n   this.definitions = {};\n   }\n }, {\n   key: '_pullDefinitions',\n   value: function _pullDefinitions(additions, definition) {\n   var normalized = definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n   Object.keys(normalized).map(function (key) {\n   var _normalized$key = normalized[key],\n   prefix = _normalized$key.prefix,\n   iconName = _normalized$key.iconName,\n   icon = _normalized$key.icon;\n\n\n   if (!additions[prefix]) additions[prefix] = {};\n   additions[prefix][iconName] = icon;\n   });\n\n   return additions;\n   }\n }]);\n return Library;\n}();\n\nfunction prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n   found: true,\n   width: width,\n   height: height,\n   icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n}\n\nfunction ensureCss() {\n if (config.autoAddCss && !_cssInserted) {\n   insertCss(css());\n   _cssInserted = true;\n }\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n   get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n   get: function get() {\n   return val.abstract.map(function (a) {\n   return toHtml(a);\n   });\n   }\n });\n\n Object.defineProperty(val, 'node', {\n   get: function get() {\n   if (!IS_DOM) return;\n\n   var container = DOCUMENT.createElement('div');\n   container.innerHTML = val.html;\n   return container.children;\n   }\n });\n\n return val;\n}\n\nfunction findIconDefinition(params) {\n var _params$prefix = params.prefix,\n   prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n   iconName = params.iconName;\n\n\n if (!iconName) return;\n\n return iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n   var params =

arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n   var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n   var mask = params.mask;\n\n\n   if (mask) {\n   mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n   }\n\n   return next(iconDefinition, _extends({}, params, { mask: mask }));\n };\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n config.autoReplaceSvg = false;\n config.observeMutations = false;\n\n disconnect();\n};\n\nvar _cssInserted = false;\n\nvar dom = {\n i2svg: function i2svg() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n   if (IS_DOM) {\n   ensureCss();\n\n   var _params$node = params.node,\n   node = _params$node === undefined ? DOCUMENT : _params$node,\n   _params$callback = params.callback,\n   callback = _params$callback === undefined ? function () {} : _params$callback;\n\n   if (config.searchPseudoElements) {\n   searchPseudoElements(node);\n   }\n\n   onTree(node, callback);\n   }\n },\n\n css: css,\n\n insertCss: function insertCss$$1() {\n   if (!_cssInserted) {\n   insertCss(css());\n   _cssInserted = true;\n   }\n },\n\n watch: function watch() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n   var autoReplaceSvgRoot = params.autoReplaceSvgRoot,\n   observeMutationsRoot = params.observeMutationsRoot;\n\n\n   if (config.autoReplaceSvg === false) {\n   config.autoReplaceSvg = true;\n   }\n\n   config.observeMutations = true;\n   domready(function () {\n   autoReplace({\n   autoReplaceSvgRoot: autoReplaceSvgRoot\n   });\n   observe({\n   treeCallback: onTree,\n   nodeCallback: onNode,\n   pseudoElementsCallback: searchPseudoElements,\n   observeMutationsRoot: observeMutationsRoot\n   });\n   });\n }\n};\n\nvar parse = {\n transform: function transform(transformString) {\n   return parseTransformString(transformString);\n }\n};\n\nvar icon = resolveIcons(function (iconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform = params.transform,\n   transform = _params$transform === undefined ? meaninglessTransform : _params$transform,\n   _params$symbol = params.symbol,\n   symbol = _params$symbol === undefined ? false : _params$symbol,\n   _params$mask = params.mask,\n   mask = _params$mask === undefined ? null : _params$mask,\n   _params$title = params.title,\n   title = _params$title === undefined ? null : _params$title,\n   _params$classes = params.classes,\n   classes = _params$classes === undefined ? [] : _params$classes,\n   _params$attributes = params.attributes,\n   attributes = _params$attributes === undefined ? {} : _params$attributes,\n   _params$styles = params.styles,\n   styles = _params$styles === undefined ? {} : _params$styles;\n\n\n if (!iconDefinition) return;\n\n var prefix = iconDefinition.prefix,\n   iconName = iconDefinition.iconName,\n   icon = iconDefinition.icon;\n\n\n return apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n   ensureCss();\n\n   if (config.autoA11y) {\n   if (title) {\n   attributes['aria-labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   attributes['aria-hidden'] = 'true';\n   }\n   }\n\n   return makeInlineSvgAbstract({\n   icons: {\n   main: prepIcon(icon),\n   mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: _extends({}, meaninglessTransform, transform),\n   symbol: symbol,\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: classes\n   }\n   });\n });\n});\n\nvar text = function text(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform2 = params.transform,\n   transform = _params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n   _params$title2 = params.title,\n   title = _params$title2 === undefined ? null : _params$title2,\n   _params$classes2 = params.classes,\n   classes = _params$classes2 === undefined ? [] : _params$classes2,\n   _params$attributes2 = params.attributes,\n   attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n   _params$styles2 = params.styles,\n   styles = _params$styles2 === undefined ? {} : _params$styles2;\n\n\n return apiObject({ type: 'text', content: content }, function () {\n   ensureCss();\n\n   return makeLayersTextAbstract({\n   content: content,\n   transform: _extends({}, meaninglessTransform, transform),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar counter = function counter(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$title3 =

params.title,\n   title = _params$title3 === undefined ? null : _params$title3,\n   _params$classes3 = params.classes,\n   classes = _params$classes3 === undefined ? [] : _params$classes3,\n   _params$attributes3 = params.attributes,\n   attributes = _params$attributes3 === undefined ? {} : _params$attributes3,\n   _params$styles3 = params.styles,\n   styles = _params$styles3 === undefined ? {} : _params$styles3;\n\n\n return apiObject({ type: 'counter', content: content }, function () {\n   ensureCss();\n\n   return makeLayersCounterAbstract({\n   content: content.toString(),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config.familyPrefix + '-layers-counter'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar layer = function layer(assembler) {\n return apiObject({ type: 'layer' }, function () {\n   ensureCss();\n\n   var children = [];\n\n   assembler(function (args) {\n   Array.isArray(args) ? args.map(function (a) {\n   children = children.concat(a.abstract);\n   }) : children = children.concat(args.abstract);\n   });\n\n   return [{\n   tag: 'span',\n   attributes: { class: config.familyPrefix + '-layers' },\n   children: children\n   }];\n });\n};\n\nvar api = {\n noAuto: noAuto,\n config: config,\n dom: dom,\n library: library,\n parse: parse,\n findIconDefinition: findIconDefinition,\n icon: icon,\n text: text,\n counter: counter,\n layer: layer,\n toHtml: toHtml\n};\n\nvar autoReplace = function autoReplace() {\n var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n var _params$autoReplaceSv = params.autoReplaceSvgRoot,\n   autoReplaceSvgRoot = _params$autoReplaceSv === undefined ? DOCUMENT : _params$autoReplaceSv;\n\n\n if (Object.keys(namespace.styles).length > 0 && IS_DOM && config.autoReplaceSvg) api.dom.i2svg({ node: autoReplaceSvgRoot });\n};\n\nexport { icon, noAuto, config, toHtml, layer, text, counter, library, dom, parse, findIconDefinition };\n","import FontAwesomeIcon from '@fortawesome/vue-fontawesome'\nexport { library } from '@fortawesome/fontawesome-svg-core'\nexport default FontAwesomeIcon\n","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n/** Used to detect unsigned integer values. */\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n */\nfunction isIndex(value, length) {\n var type = typeof value;\n length = length == null ? MAX_SAFE_INTEGER : length;\n\n return !!length &&\n   (type == 'number' ||\n   (type != 'symbol' && reIsUint.test(value))) &&\n   (value > -1 && value % 1 == 0 && value < length);\n}\n\nmodule.exports = isIndex;\n","var baseSetToString = require('./_baseSetToString'),\n   shortOut = require('./_shortOut');\n\n/**\n * Sets the `toString` method of `func` to return `string`.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar setToString = shortOut(baseSetToString);\n\nmodule.exports = setToString;\n","// false -> Array#indexOf\n// true -> Array#includes\nvar toIObject = require('./_to-iobject');\nvar toLength = require('./_to-length');\nvar toAbsoluteIndex = require('./_to-absolute-index');\nmodule.exports = function (IS_INCLUDES) {\n return function ($this, el, fromIndex) {\n   var O = toIObject($this);\n   var length = toLength(O.length);\n   var index = toAbsoluteIndex(fromIndex, length);\n   var value;\n   // Array#includes uses SameValueZero equality algorithm\n   // eslint-disable-next-line no-self-compare\n   if (IS_INCLUDES && el != el) while (length > index) {\n   value = O[index++];\n   // eslint-disable-next-line no-self-compare\n   if (value != value) return true;\n   // Array#indexOf ignores holes, Array#includes - not\n   } else for (;length > index; index++) if (IS_INCLUDES || index in O) {\n   if (O[index] === el) return IS_INCLUDES || index || 0;\n   } return !IS_INCLUDES && -1;\n };\n};\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'share-alt';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f1e0';\nvar svgPathData = 'M352 320c-22.608 0-43.387 7.819-59.79 20.895l-102.486-64.054a96.551 96.551 0 0 0 0-41.683l102.486-64.054C308.613 184.181 329.392 192 352 192c53.019 0 96-42.981 96-96S405.019 0 352 0s-96 42.981-96 96c0 7.158.79 14.13 2.276 20.841L155.79 180.895C139.387 167.819 118.608 160 96 160c-53.019 0-96 42.981-96 96s42.981 96 96 96c22.608 0 43.387-7.819 59.79-20.895l102.486 64.054A96.301 96.301 0 0 0 256 416c0 53.019 42.981 96 96 96s96-42.981 96-96-42.981-96-96-96z';\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faShareAlt = exports.definition;\nexports.prefix = prefix;\nexports.iconName =

iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * Checks if a `cache` value for `key` exists.\n *\n * @private\n * @param {Object} cache The cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n return cache.has(key);\n}\n\nmodule.exports = cacheHas;\n","var arrayReduce = require('./_arrayReduce'),\n   baseEach = require('./_baseEach'),\n   baseIteratee = require('./_baseIteratee'),\n   baseReduce = require('./_baseReduce'),\n   isArray = require('./isArray');\n\n/**\n * Reduces `collection` to a value which is the accumulated result of running\n * each element in `collection` thru `iteratee`, where each successive\n * invocation is supplied the return value of the previous. If `accumulator`\n * is not given, the first element of `collection` is used as the initial\n * value. The iteratee is invoked with four arguments:\n * (accumulator, value, index|key, collection).\n *\n * Many lodash methods are guarded to work as iteratees for methods like\n * `_.reduce`, `_.reduceRight`, and `_.transform`.\n *\n * The guarded methods are:\n * `assign`, `defaults`, `defaultsDeep`, `includes`, `merge`, `orderBy`,\n * and `sortBy`\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @param {*} [accumulator] The initial value.\n * @returns {*} Returns the accumulated value.\n * @see _.reduceRight\n * @example\n *\n * _.reduce([1, 2], function(sum, n) {\n *   return sum + n;\n * }, 0);\n * // => 3\n *\n * _.reduce({ 'a': 1, 'b': 2, 'c': 1 }, function(result, value, key) {\n *   (result[value] || (result[value] = [])).push(key);\n *   return result;\n * }, {});\n * // => { '1': ['a', 'c'], '2': ['b'] } (iteration order is not guaranteed)\n */\nfunction reduce(collection, iteratee, accumulator) {\n var func = isArray(collection) ? arrayReduce : baseReduce,\n   initAccum = arguments.length < 3;\n\n return func(collection, baseIteratee(iteratee, 4), accumulator, initAccum, baseEach);\n}\n\nmodule.exports = reduce;\n","'use strict';\nvar global = require('./_global');\nvar has = require('./_has');\nvar cof = require('./_cof');\nvar inheritIfRequired = require('./_inherit-if-required');\nvar toPrimitive = require('./_to-primitive');\nvar fails = require('./_fails');\nvar gOPN = require('./_object-gopn').f;\nvar gOPD = require('./_object-gopd').f;\nvar dP = require('./_object-dp').f;\nvar $trim = require('./_string-trim').trim;\nvar NUMBER = 'Number';\nvar $Number = global[NUMBER];\nvar Base = $Number;\nvar proto = $Number.prototype;\n// Opera ~12 has broken Object#toString\nvar BROKEN_COF = cof(require('./_object-create')(proto)) == NUMBER;\nvar TRIM = 'trim' in String.prototype;\n\n// 7.1.3 ToNumber(argument)\nvar toNumber = function (argument) {\n var it = toPrimitive(argument, false);\n if (typeof it == 'string' && it.length > 2) {\n   it = TRIM ? it.trim() : $trim(it, 3);\n   var first = it.charCodeAt(0);\n   var third, radix, maxCode;\n   if (first === 43 || first === 45) {\n   third = it.charCodeAt(2);\n   if (third === 88 || third === 120) return NaN; // Number('+0x1') should be NaN, old V8 fix\n   } else if (first === 48) {\n   switch (it.charCodeAt(1)) {\n   case 66: case 98: radix = 2; maxCode = 49; break; // fast equal /^0b[01]+$/i\n   case 79: case 111: radix = 8; maxCode = 55; break; // fast equal /^0o[0-7]+$/i\n   default: return +it;\n   }\n   for (var digits = it.slice(2), i = 0, l = digits.length, code; i < l; i++) {\n   code = digits.charCodeAt(i);\n   // parseInt parses a string to a first unavailable symbol\n   // but ToNumber should return NaN if a string contains unavailable symbols\n   if (code < 48 || code > maxCode) return NaN;\n   }\n   return parseInt(digits, radix);\n   }\n } return +it;\n};\n\nif (!$Number(' 0o1') || !$Number('0b1') || $Number('+0x1')) {\n $Number = function Number(value) {\n   var it = arguments.length < 1 ? 0 : value;\n   var that = this;\n   return that instanceof $Number\n   // check on 1..constructor(foo) case\n   && (BROKEN_COF ? fails(function () { proto.valueOf.call(that); }) : cof(that) != NUMBER)\n   ? inheritIfRequired(new Base(toNumber(it)), that, $Number) : toNumber(it);\n };\n for (var keys = require('./_descriptors') ? gOPN(Base) : (\n   // ES3:\n   'MAX_VALUE,MIN_VALUE,NaN,NEGATIVE_INFINITY,POSITIVE_INFINITY,' +\n   // ES6 (in case, if modules with ES6 Number statics required before):\n   'EPSILON,isFinite,isInteger,isNaN,isSafeInteger,MAX_SAFE_INTEGER,' +\n   'MIN_SAFE_INTEGER,parseFloat,parseInt,isInteger'\n).split(','), j = 0, key; keys.length > j; j++) {\n   if (has(Base, key = keys[j]) && !has($Number, key)) {\n   dP($Number, key, gOPD(Base, key));\n   }\n }\n $Number.prototype = proto;\n proto.constructor = $Number;\n require('./_redefine')(global, NUMBER, $Number);\n}\n","// extracted by mini-css-extract-plugin","module.exports =

require('./forEach');\n","module.exports = !require('./_descriptors') && !require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', { get: function () { return 7; } }).a != 7;\n});\n","var baseFlatten = require('./_baseFlatten'),\n   baseOrderBy = require('./_baseOrderBy'),\n   baseRest = require('./_baseRest'),\n   isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Creates an array of elements, sorted in ascending order by the results of\n * running each element in a collection thru each iteratee. This method\n * performs a stable sort, that is, it preserves the original sort order of\n * equal elements. The iteratees are invoked with one argument: (value).\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {...(Function|Function[])} [iteratees=[_.identity]]\n * The iteratees to sort by.\n * @returns {Array} Returns the new sorted array.\n * @example\n *\n * var users = [\n *   { 'user': 'fred',   'age': 48 },\n *   { 'user': 'barney', 'age': 36 },\n *   { 'user': 'fred',   'age': 40 },\n *   { 'user': 'barney', 'age': 34 }\n *];\n *\n * _.sortBy(users, [function(o) { return o.user; }]);\n * // => objects for [['barney', 36], ['barney', 34], ['fred', 48], ['fred', 40]]\n *\n * _.sortBy(users, ['user', 'age']);\n * // => objects for [['barney', 34], ['barney', 36], ['fred', 40], ['fred', 48]]\n */\nvar sortBy = baseRest(function(collection, iteratees) {\n if (collection == null) {\n   return [];\n }\n var length = iteratees.length;\n if (length > 1 && isIterateeCall(collection, iteratees[0], iteratees[1])) {\n   iteratees = [];\n } else if (length > 2 && isIterateeCall(iteratees[0], iteratees[1], iteratees[2])) {\n   iteratees = [iteratees[0]];\n }\n return baseOrderBy(collection, baseFlatten(iteratees, 1), []);\n});\n\nmodule.exports = sortBy;\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Set = getNative(root, 'Set');\n\nmodule.exports = Set;\n","var g;\n\n// This works in non-strict mode\ng = (function() {\n\treturn this;\n})();\n\ntry {\n\t// This works if eval is allowed (see CSP)\n\tg = g || Function(\"return this\")() || (1, eval)(\"this\");\n} catch (e) {\n\t// This works if the window reference is available\n\tif (typeof window === \"object\") g = window;\n}\n\n// g can still be undefined, but nothing to do about it...\n// We return undefined, instead of nothing here, so it's\n// easier to handle this case. if(!global) { ...}\n\nmodule.exports = g;\n","var id = 0;\nvar px = Math.random();\nmodule.exports = function (key) {\n return 'Symbol('.concat(key === undefined ? '' : key, ')_', (++id + px).toString(36));\n};\n","'use strict';\nvar addToUnscopables = require('./_add-to-unscopables');\nvar step = require('./_iter-step');\nvar Iterators = require('./_iterators');\nvar toIObject = require('./_to-iobject');\n\n// 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13 Array.prototype.keys()\n// 22.1.3.29 Array.prototype.values()\n// 22.1.3.30 Array.prototype[@@iterator]()\nmodule.exports = require('./_iter-define')(Array, 'Array', function (iterated, kind) {\n this._t = toIObject(iterated); // target\n this._i = 0;   // next index\n this._k = kind;   // kind\n// 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n var O = this._t;\n var kind = this._k;\n var index = this._i++;\n if (!O || index >= O.length) {\n   this._t = undefined;\n   return step(1);\n }\n if (kind == 'keys') return step(0, index);\n if (kind == 'values') return step(0, O[index]);\n return step(0, [index, O[index]]);\n}, 'values');\n\n// argumentsList[@@iterator] is %ArrayProto_values% (9.4.4.6, 9.4.4.7)\nIterators.Arguments = Iterators.Array;\n\naddToUnscopables('keys');\naddToUnscopables('values');\naddToUnscopables('entries');\n","var isSymbol = require('./isSymbol');\n\n/**\n * Compares values to sort them in ascending order.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {number} Returns the sort order indicator for `value`.\n */\nfunction compareAscending(value, other) {\n if (value !== other) {\n   var valIsDefined = value !== undefined,\n   valIsNull = value === null,\n   valIsReflexive = value === value,\n   valIsSymbol = isSymbol(value);\n   var othIsDefined = other !== undefined,\n   othIsNull = other === null,\n   othIsReflexive = other === other,\n   othIsSymbol = isSymbol(other);\n   if ((!othIsNull && !othIsSymbol && !valIsSymbol && value > other) ||\n   (valIsSymbol && othIsDefined && othIsReflexive && !othIsNull && !othIsSymbol) ||\n   (valIsNull && othIsDefined && othIsReflexive) ||\n   (!valIsDefined && othIsReflexive) ||\n   !valIsReflexive) {\n   return 1;\n   }\n   if ((!valIsNull && !valIsSymbol && !othIsSymbol && value < other) ||\n   (othIsSymbol && valIsDefined && valIsReflexive && !valIsNull && !valIsSymbol) ||\n   (othIsNull && valIsDefined && valIsReflexive) ||\n   (!othIsDefined && valIsReflexive) ||\n   !othIsReflexive) {\n   return -1;\n   }\n }\n return 0;\n}\n\nmodule.exports = compareAscending;\n","var eq = require('./eq');\n\n/**\n * Gets the index at which the `key` is found in `array` of

key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\nfunction assocIndexOf(array, key) {\n var length = array.length;\n while (length--) {\n   if (eq(array[length][0], key)) {\n   return length;\n   }\n }\n return -1;\n}\n\nmodule.exports = assocIndexOf;\n","/*!\n * Font Awesome Free 5.0.13 by @fontawesome - https://fontawesome.com\n * License - https://fontawesome.com/license (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\nvar noop = function noop() {};\n\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 = null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\ntry {\n if (typeof window !== 'undefined') _WINDOW = window;\n if (typeof document !== 'undefined') _DOCUMENT = document;\n if (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n if (typeof performance !== 'undefined') _PERFORMANCE = performance;\n} catch (e) {}\nvar _ref = _WINDOW.navigator || {};\nvar _ref$userAgent = _ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? '' : _ref$userAgent;\n\nvar WINDOW = _WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\nvar IS_BROWSER = !!WINDOW.document;\nvar IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\nvar IS_IE = ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\nvar NAMESPACE_IDENTIFIER = '___FONT_AWESOME___';\nvar UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\n\nvar PRODUCTION = function () {\n try {\n   return process.env.NODE_ENV === 'production';\n } catch (e) {\n   return false;\n }\n}();\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-counter'].concat(oneToTen.map(function (n) {\n return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n return 'w-' + n;\n}));\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n\n\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\nvar initialKeys = Object.keys(initial);\nvar _default = _extends({\n familyPrefix: DEFAULT_FAMILY_PREFIX,\n replacementClass: DEFAULT_REPLACEMENT_CLASS,\n autoReplaceSvg: true,\n autoAddCss: true,\n autoA11y: true,\n searchPseudoElements: false,\n observeMutations: true,\n keepOriginalSource: true,\n measurePerformance: false,\n showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations = false;\n\nvar config$1 = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config$1;\n\nfunction update(newConfig) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$asNewDefault = params.asNewDefault,\n   asNewDefault = _params$asNewDefault === undefined ? false : _params$asNewDefault;\n\n var validKeys =

Object.keys(config$1);\n var ok = asNewDefault ? function (k) {\n return ~validKeys.indexOf(k) && !~initialKeys.indexOf(k);\n } : function (k) {\n return ~validKeys.indexOf(k);\n };\n\n Object.keys(newConfig).forEach(function (configKey) {\n if (ok(configKey)) config$1[configKey] = newConfig[configKey];\n });\n}\n\nfunction auto(value) {\n update({\n autoReplaceSvg: value,\n observeMutations: value\n });\n}\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] = {};\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\nif (!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\nif (!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\nvar listener = function listener() {\n DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n loaded = 1;\n functions.map(function (fn) {\n return fn();\n });\n};\n\nvar loaded = false;\nif (IS_DOM) {\n loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n if (!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n if (!IS_DOM) return;\n loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar meaninglessTransform = {\n size: 16,\n x: 0,\n y: 0,\n rotate: 0,\n flipX: false,\n flipY: false\n};\n\nfunction isReserved(name) {\n return ~RESERVED_CLASSES.indexOf(name);\n}\n\nfunction bunker(fn) {\n try {\n fn();\n } catch (e) {\n if (!PRODUCTION) {\n throw e;\n }\n }\n}\n\nfunction insertCss(css) {\n if (!css || !IS_DOM) {\n return;\n }\n\n var style = DOCUMENT.createElement('style');\n style.setAttribute('type', 'text/css');\n style.innerHTML = css;\n\n var headChildren = DOCUMENT.head.childNodes;\n var beforeChild = null;\n\n for (var i = headChildren.length - 1; i > -1; i--) {\n var child = headChildren[i];\n var tagName = (child.tagName || '').toUpperCase();\n if (['STYLE', 'LINK'].indexOf(tagName) > -1) {\n beforeChild = child;\n }\n }\n\n DOCUMENT.head.insertBefore(style, beforeChild);\n\n return css;\n}\n\nvar _uniqueId = 0;\n\nfunction nextUniqueId() {\n _uniqueId++;\n\n return _uniqueId;\n}\n\nfunction toArray(obj) {\n var array = [];\n\n for (var i = (obj || []).length >>> 0; i--;) {\n array[i] = obj[i];\n }\n\n return array;\n}\n\nfunction classArray(node) {\n if (node.classList) {\n return toArray(node.classList);\n } else {\n return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n return i;\n });\n }\n}\n\nfunction getIconName(familyPrefix, cls) {\n var parts = cls.split('-');\n var prefix = parts[0];\n var iconName = parts.slice(1).join('-');\n\n if (prefix === familyPrefix && iconName !== '' && !isReserved(iconName)) {\n return iconName;\n } else {\n return null;\n }\n}\n\nfunction htmlEscape(str) {\n return ('' + str).replace(/&/g, '&').replace(/\"/g, '"').replace(/'/g, ''').replace(/</g, '<').replace(/>/g, '>');\n}\n\nfunction joinAttributes(attributes) {\n return Object.keys(attributes || {}).reduce(function (acc, attributeName) {\n return acc + (attributeName + '=\"' + htmlEscape(attributes[attributeName]) + '\" ');\n }, '').trim();\n}\n\nfunction joinStyles(styles) {\n return Object.keys(styles || {}).reduce(function (acc, styleName) {\n return acc + (styleName + ': ' + styles[styleName] + ';');\n }, '');\n}\n\nfunction transformIsMeaningful(transform) {\n return transform.size !== meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y || transform.rotate !== meaninglessTransform.rotate || transform.flipX || transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n var transform = _ref.transform,\n containerWidth = _ref.containerWidth,\n iconWidth = _ref.iconWidth;\n\n var outer = {\n transform: 'translate(' + containerWidth / 2 + ' 256)'\n };\n var innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ') ';\n var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ') ';\n var innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n var inner = {\n transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n };\n var path = {\n transform: 'translate(' + iconWidth / 2 * -1 + ' -256)'\n };\n return {\n outer: outer,\n inner: inner,\n path: path\n };\n}\n\nfunction transformForCss(_ref2) {\n var transform = _ref2.transform,\n _ref2$width = _ref2.width,\n width = _ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n _ref2$height = _ref2.height,\n height = _ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n _ref2$startCentered = _ref2.startCentered,\n startCentered = _ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n var val = '';\n\n if

(startCentered && IS_IE) {\n   val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em) ';\n } else if (startCentered) {\n   val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d + 'em)) ';\n } else {\n   val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em) ';\n }\n\n val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) + ') ';\n val += 'rotate(' + transform.rotate + 'deg) ';\n\n return val;\n}\n\nvar ALL_SPACE = {\n x: 0,\n y: 0,\n width: '100%',\n height: '100%'\n};\n\nvar makeIconMasking = function (_ref) {\n var children = _ref.children,\n   attributes = _ref.attributes,\n   main = _ref.main,\n   mask = _ref.mask,\n   transform = _ref.transform;\n var mainWidth = main.width,\n   mainPath = main.icon;\n var maskWidth = mask.width,\n   maskPath = mask.icon;\n\n var trans = transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth: mainWidth });\n\n var maskRect = {\n   tag: 'rect',\n   attributes: _extends({}, ALL_SPACE, {\n   fill: 'white'\n   })\n };\n var maskInnerGroup = {\n   tag: 'g',\n   attributes: _extends({}, trans.inner),\n   children: [{ tag: 'path', attributes: _extends({}, mainPath.attributes, trans.path, { fill: 'black' }) }]\n };\n var maskOuterGroup = {\n   tag: 'g',\n   attributes: _extends({}, trans.outer),\n   children: [maskInnerGroup]\n };\n var maskId = 'mask-' + nextUniqueId();\n var clipId = 'clip-' + nextUniqueId();\n var maskTag = {\n   tag: 'mask',\n   attributes: _extends({}, ALL_SPACE, {\n   id: maskId,\n   maskUnits: 'userSpaceOnUse',\n   maskContentUnits: 'userSpaceOnUse'\n   }),\n   children: [maskRect, maskOuterGroup]\n };\n var defs = {\n   tag: 'defs',\n   children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n };\n\n children.push(defs, {\n   tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')' }, ALL_SPACE) });\n\n return {\n   children: children,\n   attributes: attributes\n };\n};\n\nvar makeIconStandard = function (_ref) {\n var children = _ref.children,\n   attributes = _ref.attributes,\n   main = _ref.main,\n   transform = _ref.transform,\n   styles = _ref.styles;\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n if (transformIsMeaningful(transform)) {\n   var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n   children.push({\n   tag: 'g',\n   attributes: _extends({}, trans.outer),\n   children: [{\n   tag: 'g',\n   attributes: _extends({}, trans.inner),\n   children: [{\n   tag: main.icon.tag,\n   children: main.icon.children,\n   attributes: _extends({}, main.icon.attributes, trans.path)\n   }]\n   }]\n   });\n } else {\n   children.push(main.icon);\n }\n\n return {\n   children: children,\n   attributes: attributes\n };\n};\n\nvar asIcon = function (_ref) {\n var children = _ref.children,\n   main = _ref.main,\n   mask = _ref.mask,\n   attributes = _ref.attributes,\n   styles = _ref.styles,\n   transform = _ref.transform;\n\n if (transformIsMeaningful(transform) && main.found && !mask.found) {\n   var width = main.width,\n   height = main.height;\n\n   var offset = {\n   x: width / height / 2,\n   y: 0.5\n   };\n   attributes['style'] = joinStyles(_extends({}, styles, {\n   'transform-origin': offset.x + transform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em'\n   }));\n }\n\n return [{\n   tag: 'svg',\n   attributes: attributes,\n   children: children\n }];\n};\n\nvar asSymbol = function (_ref) {\n var prefix = _ref.prefix,\n   iconName = _ref.iconName,\n   children = _ref.children,\n   attributes = _ref.attributes,\n   symbol = _ref.symbol;\n\n var id = symbol === true ? prefix + '-' + config$1.familyPrefix + '-' + iconName : symbol;\n\n return [{\n   tag: 'svg',\n   attributes: {\n   style: 'display: none;'\n   },\n   children: [{\n   tag: 'symbol',\n   attributes: _extends({}, attributes, { id: id }),\n   children: children\n   }]\n }];\n};\n\nfunction makeInlineSvgAbstract(params) {\n var _params$icons = params.icons,\n   main = _params$icons.main,\n   mask = _params$icons.mask,\n   prefix = params.prefix,\n   iconName = params.iconName,\n   transform = params.transform,\n   symbol = params.symbol,\n   title = params.title,\n   extra = params.extra,\n   _params$watchable = params.watchable,\n   watchable = _params$watchable === undefined ? false : _params$watchable;\n\n var _ref = mask.found ? mask : main,\n   width = _ref.width,\n   height = _ref.height;\n\n var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n var attrClass = [config$1.replacementClass, iconName ? config$1.familyPrefix + '-' + iconName : '', widthClass].concat(extra.classes).join(' ');\n\n var content = {\n   children: [],\n   attributes: _extends({}, extra.attributes, {\n   'data-prefix': prefix,\n   'data-icon': iconName,\n   'class': attrClass,\n   'role': 'img',\n   'xmlns': 'http://www.w3.org/2000/svg',\n   'viewBox': '0 0 ' + width + ' ' + height\n   })\n };\n\n if (watchable) {\n   content.attributes[DATA_FA_I2SVG] = '';\n }\n\n if (title) content.children.push({ tag: 'title', attributes: { id:

content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() }, children: [title] });\n\n var args = _extends({}, content, {\n prefix: prefix,\n iconName: iconName,\n main: main,\n mask: mask,\n transform: transform,\n symbol: symbol,\n styles: extra.styles\n });\n\n var _ref2 = mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n children = _ref2.children,\n attributes = _ref2.attributes;\n\n args.children = children;\n args.attributes = attributes;\n\n if (symbol) {\n return asSymbol(args);\n } else {\n return asIcon(args);\n }\n}\n\nfunction makeLayersTextAbstract(params) {\n var content = params.content,\n width = params.width,\n height = params.height,\n transform = params.transform,\n title = params.title,\n extra = params.extra,\n _params$watchable2 = params.watchable,\n watchable = _params$watchable2 === undefined ? false : _params$watchable2;\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n 'class': extra.classes.join(' ')\n });\n\n if (watchable) {\n attributes[DATA_FA_I2SVG] = '';\n }\n\n var styles = _extends({}, extra.styles);\n\n if (transformIsMeaningful(transform)) {\n styles['transform'] = transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n styles['-webkit-transform'] = styles['transform'];\n }\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n attributes['style'] = styleString;\n }\n\n var val = [];\n\n val.push({\n tag: 'span',\n attributes: attributes,\n children: [content]\n });\n\n if (title) {\n val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nvar noop$2 = function noop() {};\nvar p = config$1.measurePerformance && PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\nvar preamble = 'FA \"5.0.13\"';\n\nvar begin = function begin(name) {\n p.mark(preamble + ' ' + name + ' begins');\n return function () {\n return end(name);\n };\n};\n\nvar end = function end(name) {\n p.mark(preamble + ' ' + name + ' ends');\n p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n};\n\nvar perf = { begin: begin, end: end };\n\n'use strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a given context.\n */\nvar bindInternal4 = function bindInternal4 (func, thisContext) {\n return function (a, b, c, d) {\n return func.call(thisContext, a, b, c, d);\n };\n};\n\n'use strict';\n\n\n/**\n * # Reduce\n *\n * A fast object `.reduce()` implementation.\n *\n * @param {Object} subject The object to reduce over.\n * @param {Function} fn The reducer function.\n * @param {mixed} initialValue The initial value for the reducer, defaults to subject[0].\n * @param {Object} thisContext The context for the reducer.\n * @return {mixed} The final result.\n */\nvar reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys = Object.keys(subject),\n length = keys.length,\n iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\n i, key, result;\n\n if (initialValue === undefined) {\n i = 1;\n result = subject[keys[0]];\n } else {\n i = 0;\n result = initialValue;\n }\n\n for (; i < length; i++) {\n key = keys[i];\n result = iterator(result, subject[key], key, subject);\n }\n\n return result;\n};\n\nvar styles$2 = namespace.styles;\nvar shims = namespace.shims;\n\nvar _byUnicode = {};\nvar _byLigature = {};\nvar _byOldName = {};\n\nvar build = function build() {\n var lookup = function lookup(reducer) {\n return reduce(styles$2, function (o, style, prefix) {\n o[prefix] = reduce(style, reducer, {});\n return o;\n }, {});\n };\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n acc[icon[3]] = iconName;\n\n return acc;\n });\n\n _byLigature = lookup(function (acc, icon, iconName) {\n var ligatures = icon[2];\n\n acc[iconName] = iconName;\n\n ligatures.forEach(function (ligature) {\n acc[ligature] = iconName;\n });\n\n return acc;\n });\n\n var hasRegular = 'far' in styles$2;\n\n _byOldName = reduce(shims, function (acc, shim) {\n var oldName = shim[0];\n var prefix = shim[1];\n var iconName = shim[2];\n\n if (prefix === 'far' && !hasRegular) {\n prefix = 'fas';\n }\n\n acc[oldName] = {\n prefix: prefix, iconName: iconName };\n\n return acc;\n }, {});\n};\n\nbuild();\n\nfunction byUnicode(prefix, unicode) {\n return _byUnicode[prefix][unicode];\n}\n\nfunction byLigature(prefix, ligature) {\n return _byLigature[prefix][ligature];\n}\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix: null, iconName: null };\n}\n\nvar styles$1 = namespace.styles;\n\nvar emptyCanonicalIcon = function emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] };\n};\n\nfunction getCanonicalIcon(values) {\n return values.reduce(function (acc, cls) {\n var iconName = getIconName(config$1.familyPrefix, cls);\n\n if (styles$1[cls]) {\n acc.prefix = cls;\n } else if (iconName) {\n var shim = acc.prefix === 'fa' ? byOldName(iconName) : {};\n\n acc.iconName = shim.iconName || iconName;\n acc.prefix = shim.prefix ||

acc.prefix;\n   } else if (cls !== config$1.replacementClass && cls.indexOf('fa-w-') !== 0) {\n acc.rest.push(cls);\n   }\n\n   return acc;\n }, emptyCanonicalIcon());\n}\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n if (mapping && mapping[prefix] && mapping[prefix][iconName]) {\n   return {\n prefix: prefix,\n   iconName: iconName,\n   icon: mapping[prefix][iconName]\n   };\n }\n}\n\nfunction toHtml(abstractNodes) {\n var tag = abstractNodes.tag,\n   _abstractNodes$attrib = abstractNodes.attributes,\n attributes = _abstractNodes$attrib === undefined ? {} : _abstractNodes$attrib,\n   _abstractNodes$childr = abstractNodes.children,\n   children = _abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n if (typeof abstractNodes === 'string') {\n   return htmlEscape(abstractNodes);\n } else {\n   return '<' + tag + ' ' + joinAttributes(attributes) + '>' + children.map(toHtml).join('') + '</' + tag + '>';\n }\n}\n\nvar noop$1 = function noop() {};\n\nfunction isWatched(node) {\n var i2svg = node.getAttribute ? node.getAttribute(DATA_FA_I2SVG) : null;\n\n return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n if (config$1.autoReplaceSvg === true) {\n   return mutators.replace;\n }\n\n var mutator = mutators[config$1.autoReplaceSvg];\n\n return mutator || mutators.replace;\n}\n\nvar mutators = {\n replace: function replace(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n   var newOuterHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n\n   if (node.parentNode && node.outerHTML) {\n   node.outerHTML = newOuterHTML + (config$1.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->' : '');\n   } else if (node.parentNode) {\n   var newNode = document.createElement('span');\n node.parentNode.replaceChild(newNode, node);\n   newNode.outerHTML = newOuterHTML;\n   }\n },\n nest: function nest(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n\n   // If we already have a replaced node we do not want to continue nesting within it.\n   // Short-circuit to the standard replacement\n   if (~classArray(node).indexOf(config$1.replacementClass)) {\n   return mutators.replace(mutation);\n   }\n\n   var forSvg = new RegExp(config$1.familyPrefix + '-.*');\n\n   delete abstract[0].attributes.style;\n   var splitClasses = abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n   if (cls === config$1.replacementClass || cls.match(forSvg)) {\n   acc.toSvg.push(cls);\n   } else {\n   acc.toNode.push(cls);\n   }\n\n   return acc;\n   }, { toNode: [], toSvg: [] });\n\n   abstract[0].attributes.class = splitClasses.toSvg.join(' ');\n\n   var newInnerHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n   node.setAttribute('class', splitClasses.toNode.join(' '));\n   node.setAttribute(DATA_FA_I2SVG, '');\n   node.innerHTML = newInnerHTML;\n }\n};\n\nfunction perform(mutations, callback) {\n var callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n if (mutations.length === 0) {\n   callbackFunction();\n } else {\n   var frame = WINDOW.requestAnimationFrame || function (op) {\n   return op();\n   };\n\n   frame(function () {\n   var mutator = getMutator();\n   var mark = perf.begin('mutate');\n\n   mutations.map(mutator);\n\n   mark();\n callbackFunction();\n   });\n }\n}\n\nvar disabled = false;\n\nfunction disableObservation(operation) {\n disabled = true;\n operation();\n disabled = false;\n}\n\nvar mo = null;\n\nfunction observe(options) {\n if (!MUTATION_OBSERVER) return;\n\n var treeCallback = options.treeCallback,\n   nodeCallback = options.nodeCallback,\n   pseudoElementsCallback = options.pseudoElementsCallback;\n\n mo = new MUTATION_OBSERVER(function (objects) {\n   if (disabled) return;\n\n   toArray(objects).forEach(function (mutationRecord) {\n   if (mutationRecord.type === 'childList' && mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n   if (config$1.searchPseudoElements) {\n pseudoElementsCallback(mutationRecord.target);\n   }\n\n   treeCallback(mutationRecord.target);\n   }\n\n   if (mutationRecord.type === 'attributes' && mutationRecord.target.parentNode && config$1.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target.parentNode);\n   }\n\n   if (mutationRecord.type === 'attributes' && isWatched(mutationRecord.target) && ~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n   if (mutationRecord.attributeName === 'class') {\n   var _getCanonicalIcon = getCanonicalIcon(classArray(mutationRecord.target)),\n   prefix = _getCanonicalIcon.prefix,\n iconName = _getCanonicalIcon.iconName;\n\n   if (prefix) mutationRecord.target.setAttribute('data-prefix', prefix);\n   if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n   } else {\n   nodeCallback(mutationRecord.target);\n   }\n   }\n   });\n });\n\n if (!IS_DOM) return;\n\n

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mo.observe(DOCUMENT.getElementsByTagName('body')[0], {\n   childList: true, attributes: true, characterData:
true, subtree: true\n   });\n}\n\nfunction disconnect() {\n   if (!mo) return;\n\n   mo.disconnect();\n}\n\nvar styleParser
= function (node) {\n   var style = node.getAttribute('style');\n\n   var val = [];\n\n   if (style) {\n     val =
style.split(';').reduce(function (acc, style) {\n       var styles = style.split(':');\n       var prop = styles[0];\n       var value
= styles.slice(1);\n\n       if (prop && value.length > 0) {\n         acc[prop] = value.join(':').trim();\n       }\n\n       return
acc;\n     }, {});\n   }\n\n   return val;\n};\n\nfunction toHex(unicode) {\n   var result = '';\n\n   for (var i = 0; i <
unicode.length; i++) {\n     var hex = unicode.charCodeAt(i).toString(16);\n     result += ('000' + hex).slice(-4);\n
}\n\n   return result;\n}\n\nvar classParser = function (node) {\n   var existingPrefix = node.getAttribute('data-
prefix');\n   var existingIconName = node.getAttribute('data-icon');\n   var innerText = node.innerText !== undefined
? node.innerText.trim() : '';\n\n   var val = getCanonicalIcon(classArray(node));\n\n   if (existingPrefix &&
existingIconName) {\n     val.prefix = existingPrefix;\n     val.iconName = existingIconName;\n   }\n\n   if (val.prefix
&& innerText.length > 1) {\n     val.iconName = byLigature(val.prefix, node.innerText);\n   } else if (val.prefix &&
innerText.length === 1) {\n     val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n   }\n\n   return
val;\n};\n\nvar parseTransformString = function parseTransformString(transformString) {\n   var transform = {\n
size: 16,\n   x: 0,\n   y: 0,\n   flipX: false,\n   flipY: false,\n   rotate: 0\n   };\n\n   if (!transformString) {\n     return
transform;\n   } else {\n     return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n       var parts =
n.toLowerCase().split('-');\n       var first = parts[0];\n       var rest = parts.slice(1).join('-');\n\n       if (first && rest ===
'h') {\n         acc.flipX = true;\n         return acc;\n       }\n\n       if (first && rest === 'v') {\n         acc.flipY = true;\n
return acc;\n       }\n\n       rest = parseFloat(rest);\n\n       if (isNaN(rest)) {\n         return acc;\n       }\n\n       switch
(first) {\n         case 'grow':\n           acc.size = acc.size + rest;\n           break;\n         case 'shrink':\n           acc.size =
acc.size - rest;\n           break;\n         case 'left':\n           acc.x = acc.x - rest;\n           break;\n         case 'right':\n
acc.x = acc.x + rest;\n           break;\n         case 'up':\n           acc.y = acc.y - rest;\n           break;\n         case 'down':\n
acc.y = acc.y + rest;\n           break;\n         case 'rotate':\n           acc.rotate = acc.rotate + rest;\n           break;\n
}\n\n       return acc;\n     }, transform);\n   }\n};\n\nvar transformParser = function (node) {\n   return
parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser = function (node) {\n   var
symbol = node.getAttribute('data-fa-symbol');\n\n   return symbol === null ? false : symbol === '' ? true :
symbol;\n};\n\nvar attributesParser = function (node) {\n   var extraAttributes =
toArray(node.attributes).reduce(function (acc, attr) {\n     if (acc.name !== 'class' && acc.name !== 'style') {\n
acc[attr.name] = attr.value;\n     }\n     return acc;\n   }, {});\n\n   var title = node.getAttribute('title');\n\n   if
(config$1.autoA11y) {\n     if (title) {\n       extraAttributes['aria-labelledby'] = config$1.replacementClass + '-title-' +
nextUniqueId();\n     } else {\n       extraAttributes['aria-hidden'] = 'true';\n     }\n   }\n\n   return
extraAttributes;\n};\n\nvar maskParser = function (node) {\n   var mask = node.getAttribute('data-fa-mask');\n\n   if
(!mask) {\n     return emptyCanonicalIcon();\n   } else {\n     return getCanonicalIcon(mask.split(' ').map(function (i)
{\n       return i.trim();\n     }));\n   }\n};\n\nfunction parseMeta(node) {\n   var _classParser = classParser(node),\n
iconName = _classParser.iconName,\n       prefix = _classParser.prefix,\n       extraClasses = _classParser.rest;\n\n
var extraStyles = styleParser(node);\n   var transform = transformParser(node);\n   var symbol =
symbolParser(node);\n   var extraAttributes = attributesParser(node);\n   var mask = maskParser(node);\n\n   return {\n
iconName: iconName,\n     title: node.getAttribute('title'),\n     prefix: prefix,\n     transform: transform,\n     symbol:
symbol,\n     mask: mask,\n     extra: {\n       classes: extraClasses,\n       styles: extraStyles,\n       attributes:
extraAttributes\n     }\n   };\n}\n\nfunction MissingIcon(error) {\n   this.name = 'MissingIcon';\n   this.message = error
|| 'Icon unavailable';\n   this.stack = new Error().stack;\n}\n\nMissingIcon.prototype =
Object.create(Error.prototype);\nMissingIcon.prototype.constructor = MissingIcon;\n\nvar FILL = { fill:
'currentColor' };\nvar ANIMATION_BASE = {\n   attributeType: 'XML',\n   repeatCount: 'indefinite',\n   dur:
'2s'\n};\nvar RING = {\n   tag: 'path',\n   attributes: _extends({}, FILL, {\n     d: 'M156.5,447.7l-12.6,29.5c-18.7-9.5-
35.9-21.2-51.5-34.9l22.7-22.7C127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5
c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.l-29.5-
12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-
25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-
```

37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.1-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z'\n })\n};\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n attributeName: 'opacity'\n});\nvar DOT = {\n tag: 'circle',\n attributes: _extends({}, FILL, {\n   cx: '256',\n   cy: '364',\n   r: '28'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\nvar QUESTION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   opacity: '1',\n   d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   opacity: '0',\n   d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT, QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\n\nvar LAYERS_TEXT_CLASSNAME = 'fa-layers-text';\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands)/;\nvar STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n   found: false,\n   width: 512,\n   height: 512,\n   icon: missing\n };\n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n   var icon = styles[prefix][iconName];\n   var width = icon[0];\n   var height = icon[1];\n   var vectorData = icon.slice(4);\n\n   val = {\n   found: true,\n   width: width,\n   height: height,\n   icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n   };\n } else if (iconName && prefix && !config$1.showMissingIcons) {\n   throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n   title = nodeMeta.title,\n   prefix = nodeMeta.prefix,\n   transform = nodeMeta.transform,\n   symbol = nodeMeta.symbol,\n   mask = nodeMeta.mask,\n   extra = nodeMeta.extra;\n\n\n return [node, makeInlineSvgAbstract({\n   icons: {\n   main: findIcon(iconName, prefix),\n   mask: findIcon(mask.iconName, mask.prefix)\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: transform,\n   symbol: symbol,\n   mask: mask,\n   title: title,\n   extra: extra,\n   watchable: true\n })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n   transform = nodeMeta.transform,\n   extra = nodeMeta.extra;\n\n\n var width = null;\n var height = null;\n\n if (IS_IE) {\n   var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n   var boundingClientRect = node.getBoundingClientRect();\n   width = boundingClientRect.width / computedFontSize;\n   height = boundingClientRect.height / computedFontSize;\n }\n\n if (config$1.autoA11y && !title) {\n   extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n   content: node.innerHTML,\n   width: width,\n   height: height,\n   transform: transform,\n   title: title,\n   extra: extra,\n   watchable: true\n })];\n}\n\nfunction generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n   return generateLayersText(node, nodeMeta);\n } else {\n   return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction remove(node) {\n if (typeof node.remove === 'function') {\n   node.remove();\n } else if (node &&

node.parentNode) {\n   node.parentNode.removeChild(node);\n   }\n}\n\nfunction searchPseudoElements(root) {\n   if (!IS_DOM) return;\n\n   var end = perf.begin('searchPseudoElements');\n\n   disableObservation(function () {\n   toArray(root.querySelectorAll('*')).forEach(function (node) {\n   [':before', ':after'].forEach(function (pos) {\n   var styles = WINDOW.getComputedStyle(node, pos);\n   var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n   var children = toArray(node.children);\n   var pseudoElement = children.filter(function (c) {\n   return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n   })[0];\n\n   if (pseudoElement) {\n   if (pseudoElement.nextSibling && pseudoElement.nextSibling.textContent.indexOf(DATA_FA_PSEUDO_ELEMENT) > -1) {\n   remove(pseudoElement.nextSibling);\n   }\n   remove(pseudoElement);\n   pseudoElement = null;\n   }\n\n   if (fontFamily && !pseudoElement) {\n   var content = styles.getPropertyValue('content');\n   var i = DOCUMENT.createElement('i');\n   i.setAttribute('class', '' + STYLE_TO_PREFIX[fontFamily[1]]);\n   i.setAttribute(DATA_FA_PSEUDO_ELEMENT, pos);\n   i.innerText = content.length === 3 ? content.substr(1, 1) : content;\n   if (pos === ':before') {\n   node.insertBefore(i, node.firstChild);\n   } else {\n   node.appendChild(i);\n   }\n   }\n   });\n   });\n\n   end();\n}\n\nfunction onTree(root) {\n   var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n   if (!IS_DOM) return;\n\n   var htmlClassList = DOCUMENT.documentElement.classList;\n   var hclAdd = function hclAdd(suffix) {\n   return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n   };\n   var hclRemove = function hclRemove(suffix) {\n   return htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n   };\n   var prefixes = Object.keys(styles);\n   var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' + DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n   return '.' + p + ':not([' + DATA_FA_I2SVG + '])';\n   })).join(', ');\n\n   if (prefixesDomQuery.length === 0) {\n   return;\n   }\n\n   var candidates = toArray(root.querySelectorAll(prefixesDomQuery));\n\n   if (candidates.length > 0) {\n   hclAdd('pending');\n   hclRemove('complete');\n   } else {\n   return;\n   }\n\n   var mark = perf.begin('onTree');\n\n   var mutations = candidates.reduce(function (acc, node) {\n   try {\n   var mutation = generateMutation(node);\n\n   if (mutation) {\n   acc.push(mutation);\n   }\n   } catch (e) {\n   if (!PRODUCTION) {\n   if (e instanceof MissingIcon) {\n   console.error(e);\n   }\n   }\n   }\n\n   return acc;\n   }, []);\n\n   mark();\n\n   perform(mutations, function () {\n   hclAdd('active');\n   hclAdd('complete');\n   hclRemove('pending');\n\n   if (typeof callback === 'function') callback();\n   });\n}\n\nfunction onNode(node) {\n   var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n   var mutation = generateMutation(node);\n\n   if (mutation) {\n   perform([mutation], callback);\n   }\n}\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\\n overflow: visible; }\\n\\n.svg-inline--fa {\\n display: inline-block;\\n font-size: inherit;\\n height: 1em;\\n overflow: visible;\\n vertical-align: -.125em; }\\n .svg-inline--fa.fa-lg {\\n   vertical-align: -.225em; }\\n .svg-inline--fa.fa-w-1 {\\n   width: 0.0625em; }\\n .svg-inline--fa.fa-w-2 {\\n   width: 0.125em; }\\n .svg-inline--fa.fa-w-3 {\\n   width: 0.1875em; }\\n .svg-inline--fa.fa-w-4 {\\n   width: 0.25em; }\\n .svg-inline--fa.fa-w-5 {\\n   width: 0.3125em; }\\n .svg-inline--fa.fa-w-6 {\\n   width: 0.375em; }\\n .svg-inline--fa.fa-w-7 {\\n   width: 0.4375em; }\\n .svg-inline--fa.fa-w-8 {\\n   width: 0.5em; }\\n .svg-inline--fa.fa-w-9 {\\n   width: 0.5625em; }\\n .svg-inline--fa.fa-w-10 {\\n   width: 0.625em; }\\n .svg-inline--fa.fa-w-11 {\\n   width: 0.6875em; }\\n .svg-inline--fa.fa-w-12 {\\n   width: 0.75em; }\\n .svg-inline--fa.fa-w-13 {\\n   width: 0.8125em; }\\n .svg-inline--fa.fa-w-14 {\\n   width: 0.875em; }\\n .svg-inline--fa.fa-w-15 {\\n   width: 0.9375em; }\\n .svg-inline--fa.fa-w-16 {\\n   width: 1em; }\\n .svg-inline--fa.fa-w-17 {\\n   width: 1.0625em; }\\n .svg-inline--fa.fa-w-18 {\\n   width: 1.125em; }\\n .svg-inline--fa.fa-w-19 {\\n   width: 1.1875em; }\\n .svg-inline--fa.fa-w-20 {\\n   width: 1.25em; }\\n .svg-inline--fa.fa-pull-left {\\n   margin-right: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-pull-right {\\n   margin-left: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-border {\\n   height: 1.5em; }\\n .svg-inline--fa.fa-li {\\n   width: 2em; }\\n .svg-inline--fa.fa-fw {\\n   width: 1.25em; }\\n\\n.fa-layers svg.svg-inline--fa {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.fa-layers {\\n display: inline-block;\\n height: 1em;\\n position: relative;\\n text-align: center;\\n vertical-align: -.125em;\\n width: 1em; }\\n .fa-layers svg.svg-inline--fa {\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-text, .fa-layers-counter {\\n display: inline-block;\\n position: absolute;\\n

text-align: center; }\\n\\n.fa-layers-text {\\n left: 50%;\\n top: 50%;\\n -webkit-transform: translate(-50%, -50%);\\n   transform: translate(-50%, -50%);\\n -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-counter {\\n background-color: #ff253a;\\n border-radius: 1em;\\n -webkit-box-sizing: border-box;\\n   box-sizing: border-box;\\n color: #fff;\\n height: 1.5em;\\n line-height: 1;\\n max-width: 5em;\\n min-width: 1.5em;\\n overflow: hidden;\\n padding: .25em;\\n right: 0;\\n text-overflow: ellipsis;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-bottom-right {\\n bottom: 0;\\n right: 0;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: bottom right;\\n   transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left {\\n bottom: 0;\\n left: 0;\\n right: auto;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: bottom left;\\n   transform-origin: bottom left; }\\n\\n.fa-layers-top-right {\\n right: 0;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n left: 0;\\n right: auto;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top left;\\n   transform-origin: top left; }\\n\\n.fa-lg {\\n font-size: 1.33333em;\\n line-height: 0.75em;\\n vertical-align: -.0667em; }\\n\\n.fa-xs {\\n font-size: .75em; }\\n\\n.fa-sm {\\n font-size: .875em; }\\n\\n.fa-1x {\\n font-size: 1em; }\\n\\n.fa-2x {\\n font-size: 2em; }\\n\\n.fa-3x {\\n font-size: 3em; }\\n\\n.fa-4x {\\n font-size: 4em; }\\n\\n.fa-5x {\\n font-size: 5em; }\\n\\n.fa-6x {\\n font-size: 6em; }\\n\\n.fa-7x {\\n font-size: 7em; }\\n\\n.fa-8x {\\n font-size: 8em; }\\n\\n.fa-9x {\\n font-size: 9em; }\\n\\n.fa-10x {\\n font-size: 10em; }\\n\\n.fa-fw {\\n text-align: center;\\n width: 1.25em; }\\n\\n.fa-ul {\\n list-style-type: none;\\n margin-left: 2.5em;\\n padding-left: 0; }\\n .fa-ul > li {\\n   position: relative; }\\n\\n.fa-li {\\n left: -2em;\\n position: absolute;\\n text-align: center;\\n width: 2em;\\n line-height: inherit; }\\n\\n.fa-border {\\n border: solid 0.08em #eee;\\n border-radius: .1em;\\n padding: .2em .25em .15em; }\\n\\n.fa-pull-left {\\n float: left; }\\n\\n.fa-pull-right {\\n float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-left,\\n.far.fa-pull-left,\\n.fal.fa-pull-left,\\n.fab.fa-pull-left {\\n margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-pull-right,\\n.far.fa-pull-right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n margin-left: .3em; }\\n\\n.fa-spin {\\n -webkit-animation: fa-spin 2s infinite linear;\\n   animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n -webkit-animation: fa-spin 1s infinite steps(8);\\n   animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n 0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n 100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n 0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n 100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n.fa-rotate-90 {\\n -ms-filter: \\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\\";\\n -webkit-transform: rotate(90deg);\\n   transform: rotate(90deg); }\\n\\n.fa-rotate-180 {\\n -ms-filter: \\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\\";\\n -webkit-transform: rotate(180deg);\\n   transform: rotate(180deg); }\\n\\n.fa-rotate-270 {\\n -ms-filter: \\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\\";\\n -webkit-transform: rotate(270deg);\\n   transform: rotate(270deg); }\\n\\n.fa-flip-horizontal {\\n -ms-filter: \\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\\";\\n -webkit-transform: scale(-1, 1);\\n   transform: scale(-1, 1); }\\n\\n.fa-flip-vertical {\\n -ms-filter: \\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\\";\\n -webkit-transform: scale(1, -1);\\n   transform: scale(1, -1); }\\n\\n.fa-flip-horizontal.fa-flip-vertical {\\n -ms-filter: \\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\\";\\n -webkit-transform: scale(-1, -1);\\n   transform: scale(-1, -1); }\\n\\n:root .fa-rotate-90,\\n:root .fa-rotate-180,\\n:root .fa-rotate-270,\\n:root .fa-flip-horizontal,\\n:root .fa-flip-vertical {\\n -webkit-filter: none;\\n   filter: none; }\\n\\n.fa-stack {\\n display: inline-block;\\n height: 2em;\\n position: relative;\\n width: 2em; }\\n\\n.fa-stack-1x,\\n.fa-stack-2x {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fa-stack-1x {\\n height: 1em;\\n width: 1em; }\\n\\n.svg-inline--fa.fa-stack-2x {\\n height: 2em;\\n width: 2em; }\\n\\n.fa-inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -1px;\\n

overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-only-focusable:focus {\\n clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n width: auto; }\\n\";\n\nvar css = function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var drc = DEFAULT_REPLACEMENT_CLASS;\n var fp = config$1.familyPrefix;\n var rc = config$1.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc) {\n   var dPatt = new RegExp('\\\\.' + dfp + '\\\\-', 'g');\n   var rPatt = new RegExp('\\\\.' + drc, 'g');\n\n   s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var normalized = Object.keys(icons).reduce(function (acc, iconName) {\n   var icon = icons[iconName];\n   var expanded = !!icon.icon;\n\n   if (expanded) {\n   acc[icon.iconName] = icon.icon;\n   } else {\n   acc[iconName] = icon;\n   }\n   return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n   namespace.hooks.addPack(prefix, normalized);\n } else {\n   namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n   * Font Awesome 4 used the prefix of `fa` for all icons. With the introduction\n   * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n   * for `fas` so we'll easy the upgrade process for our users by automatically defining\n   * this as well.\n   */\n if (prefix === 'fas') {\n   define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n   classCallCheck(this, Library);\n\n   this.definitions = {};\n }\n\n createClass(Library, [{\n   key: 'add',\n   value: function add() {\n   var _this = this;\n\n   for (var _len = arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {\n   definitions[_key] = arguments[_key];\n   }\n\n   var additions = definitions.reduce(this._pullDefinitions, {});\n\n   Object.keys(additions).forEach(function (key) {\n   _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n   define(key, additions[key]);\n   });\n   }\n }, {\n   key: 'reset',\n   value: function reset() {\n   this.definitions = {};\n   }\n }, {\n   key: '_pullDefinitions',\n   value: function _pullDefinitions(additions, definition) {\n   var normalized = definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n   Object.keys(normalized).map(function (key) {\n   var _normalized$key = normalized[key],\n   prefix = _normalized$key.prefix,\n   iconName = _normalized$key.iconName,\n   icon = _normalized$key.icon;\n\n   if (!additions[prefix]) additions[prefix] = {};\n\n   additions[prefix][iconName] = icon;\n   });\n   return additions;\n   }\n }]);\n return Library;\n}();\n\nfunction prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n   found: true,\n   width: width,\n   height: height,\n   icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n}\n\nvar _cssInserted = false;\n\nfunction ensureCss() {\n if (!config$1.autoAddCss) {\n   return;\n }\n\n if (!_cssInserted) {\n   insertCss(css());\n }\n\n _cssInserted = true;\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n   get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n   get: function get() {\n   return val.abstract.map(function (a) {\n   return toHtml(a);\n   });\n   }\n });\n\n Object.defineProperty(val, 'node', {\n   get: function get() {\n   if (!IS_DOM) return;\n\n   var container = DOCUMENT.createElement('div');\n   container.innerHTML = val.html;\n   return container.children;\n   }\n });\n\n return val;\n}\n\nfunction findIconDefinition(params) {\n var _params$prefix = params.prefix,\n   prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n   iconName = params.iconName;\n\n if (!iconName) return;\n\n return iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n   var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n   var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n   var mask = params.mask;\n\n   if (mask) {\n   mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n   }\n\n   return next(iconDefinition, _extends({}, params, { mask: mask }));\n };\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n auto(false);\n disconnect();\n};\n\nvar dom = {\n i2svg: function i2svg() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n   if (IS_DOM) {\n   ensureCss();\n\n   var _params$node = params.node,\n   node = _params$node === undefined ? DOCUMENT : _params$node,\n   _params$callback = params.callback,\n   callback = _params$callback === undefined ? function () {} : _params$callback;\n\n   if (config$1.searchPseudoElements)

{\n   searchPseudoElements(node);\n   }\n\n   onTree(node, callback);\n   }\n   },\n\n css: css,\n\n insertCss: function insertCss$$1() {\n   insertCss(css());\n }\n};\n\nvar parse = {\n transform: function transform(transformString) {\n   return parseTransformString(transformString);\n }\n};\n\nvar icon = resolveIcons(function (iconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform = params.transform,\n   transform = _params$transform === undefined ? meaninglessTransform : _params$transform,\n   _params$symbol = params.symbol,\n   symbol = _params$symbol === undefined ? false : _params$symbol,\n   _params$mask = params.mask,\n   mask = _params$mask === undefined ? null : _params$mask,\n   _params$title = params.title,\n   title = _params$title === undefined ? null : _params$title,\n   _params$classes = params.classes,\n   classes = _params$classes === undefined ? [] : _params$classes,\n   _params$attributes = params.attributes,\n   attributes = _params$attributes === undefined ? {} : _params$attributes,\n   _params$styles = params.styles,\n   styles = _params$styles === undefined ? {} : _params$styles;\n\n if (!iconDefinition) return;\n\n var prefix = iconDefinition.prefix,\n   iconName = iconDefinition.iconName,\n   icon = iconDefinition.icon;\n\n return apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n   ensureCss();\n\n   if (config$1.autoA11y) {\n   if (title) {\n   attributes['aria-labelledby'] = config$1.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   attributes['aria-hidden'] = 'true';\n   }\n   }\n\n   return makeInlineSvgAbstract({\n   icons: {\n   main: prepIcon(icon),\n   mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: _extends({}, meaninglessTransform, transform),\n   symbol: symbol,\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: classes\n   }\n   });\n });\n});\n\nvar text = function text(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform2 = params.transform,\n   transform = _params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n   _params$title2 = params.title,\n   title = _params$title2 === undefined ? null : _params$title2,\n   _params$classes2 = params.classes,\n   classes = _params$classes2 === undefined ? [] : _params$classes2,\n   _params$attributes2 = params.attributes,\n   attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n   _params$styles2 = params.styles,\n   styles = _params$styles2 === undefined ? {} : _params$styles2;\n\n return apiObject({ type: 'text', content: content }, function () {\n   ensureCss();\n\n   return makeLayersTextAbstract({\n   content: content,\n   transform: _extends({}, meaninglessTransform, transform),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config$1.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar layer = function layer(assembler) {\n return apiObject({ type: 'layer' }, function () {\n   ensureCss();\n\n   var children = [];\n\n   assembler(function (args) {\n   Array.isArray(args) ? args.map(function (a) {\n   children = children.concat(a.abstract);\n   }) : children = children.concat(args.abstract);\n   });\n\n   return [{\n   tag: 'span',\n   attributes: { class: config$1.familyPrefix + '-layers' },\n   children: children\n   }];\n });\n};\n\nvar api$1 = {\n noAuto: noAuto,\n dom: dom,\n library: library,\n parse: parse,\n findIconDefinition: findIconDefinition,\n icon: icon,\n text: text,\n layer: layer\n};\n\nvar autoReplace = function autoReplace() {\n if (IS_DOM && config$1.autoReplaceSvg) api$1.dom.i2svg({ node: DOCUMENT });\n};\n\nfunction bootstrap() {\n if (IS_BROWSER) {\n   if (!WINDOW.FontAwesome) {\n   WINDOW.FontAwesome = api$1;\n   }\n\n   domready(function () {\n   if (Object.keys(namespace.styles).length > 0) {\n   autoReplace();\n   }\n\n   if (config$1.observeMutations && typeof MutationObserver === 'function') {\n   observe({\n   treeCallback: onTree,\n   nodeCallback: onNode,\n   pseudoElementsCallback: searchPseudoElements\n   });\n   }\n   });\n }\n\n namespace.hooks = _extends({}, namespace.hooks, {\n\n   addPack: function addPack(prefix, icons) {\n   namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, icons);\n\n   build();\n   autoReplace();\n   },\n\n   addShims: function addShims(shims) {\n   var _namespace$shims;\n\n   (_namespace$shims = namespace.shims).push.apply(_namespace$shims, toConsumableArray(shims));\n\n   build();\n   autoReplace();\n   }\n });\n}\n\nObject.defineProperty(api$1, 'config', {\n get: function get() {\n   return config$1;\n },\n\n set: function set(newConfig) {\n   update(newConfig);\n }});\n\nif (IS_DOM) bunker(bootstrap);\n\nvar config = api$1.config;\n\nexport { config, icon, noAuto, layer, text, library, dom, parse,

findIconDefinition };\nexport default api$1;\n","var isObject = require('./_is-object');\nmodule.exports = function\n (it) {\n if (!isObject(it)) throw TypeError(it + ' is not an object!');\n return it;\n};\n","/**\n * This method returns the first argument it receives.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(_.identity(object) === object);\n * // => true\n */\nfunction identity(value) {\n return value;\n}\n\nmodule.exports = identity;\n","var has = require('./_has');\nvar toIObject = require('./_to-iobject');\nvar arrayIndexOf = require('./_array-includes')(false);\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n var O = toIObject(object);\n var i = 0;\n var result = [];\n var key;\n for (key in O) if (key != IE_PROTO) has(O, key) && result.push(key);\n // Don't enum bug & hidden keys\n while (names.length > i) if (has(O, key = names[i++])) {\n ~arrayIndexOf(result, key) || result.push(key);\n }\n return result;\n};\n","var Symbol = require('./_Symbol'),\n arrayMap = require('./_arrayMap'),\n isArray = require('./isArray'),\n isSymbol = require('./isSymbol');\n\n/** Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n symbolToString = symbolProto ? symbolProto.toString : undefined;\n\n/**\n * The base implementation of `_.toString` which doesn't convert nullish\n * values to empty strings.\n *\n * @private\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n */\nfunction baseToString(value) {\n // Exit early for strings to avoid a performance hit in some environments.\n if (typeof value == 'string') {\n return value;\n }\n if (isArray(value)) {\n // Recursively convert values (susceptible to call stack limits).\n return arrayMap(value, baseToString) + '';\n }\n if (isSymbol(value)) {\n return symbolToString ? symbolToString.call(value) : '';\n }\n var result = (value + '');\n return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;\n}\n\nmodule.exports = baseToString;\n","var ListCache = require('./_ListCache'),\n Map = require('./_Map'),\n MapCache = require('./_MapCache');\n\n/** Used as the size to enable large array optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n\n/**\n * Sets the stack `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n */\nfunction stackSet(key, value) {\n var data = this.__data__;\n if (data instanceof ListCache) {\n var pairs = data.__data__;\n if (!Map || (pairs.length < LARGE_ARRAY_SIZE - 1)) {\n pairs.push([key, value]);\n this.size = ++data.size;\n return this;\n }\n data = this.__data__ = new MapCache(pairs);\n }\n data.set(key, value);\n this.size = data.size;\n return this;\n}\n\nmodule.exports = stackSet;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'envelope';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f0e0';\nvar svgPathData = 'M502.3 190.8c3.9-3.1 9.7-.2 9.7 4.7V400c0 26.5-21.5 48-48 48H48c-26.5 0-48-21.5-48-48V195.6c0-5 5.7-7.8 9.7-4.7 22.4 17.4 52.1 39.5 154.1 113.6 21.1 15.4 56.7 47.8 92.2 47.6 35.7.3 72-32.8 92.3-47.6 102-74.1 131.6-96.3 154-113.7zM256 320c23.2.4 56.6-29.2 73.4-41.4 132.7-96.3 142.8-104.7 173.4-128.7 5.8-4.5 9.2-11.5 9.2-18.9v-19c0-26.5-21.5-48-48-48H48C21.5 64 0 85.5 0 112v19c0 7.4 3.4 14.3 9.2 18.9 30.6 23.9 40.7 32.4 173.4 128.7 16.8 12.2 50.2 41.8 73.4 41.4z';\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n]};\n\nexports.faEnvelope = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * This method returns a new empty array.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n * @example\n *\n * var arrays = _.times(2, _.stubArray);\n *\n * console.log(arrays);\n * // => [[], []]\n *\n * console.log(arrays[0] === arrays[1]);\n * // => false\n */\nfunction stubArray() {\n return [];\n}\n\nmodule.exports = stubArray;\n","var baseIsArguments = require('./_baseIsArguments'),\n isObjectLike = require('./isObjectLike');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Built-in value references. */\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n\n/**\n * Checks if `value` is likely an `arguments` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns

{boolean} Returns `true` if `value` is an `arguments` object,\n * else `false`.\n * @example\n *\n * _.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n */\nvar isArguments = baseIsArguments(function() { return arguments; }()) ? baseIsArguments : function(value) {\n return isObjectLike(value) && hasOwnProperty.call(value, 'callee') &&\n !propertyIsEnumerable.call(value, 'callee');\n};\n\nmodule.exports = isArguments;\n","module.exports = function (it) {\n return typeof it === 'object' ? it !== null : typeof it === 'function';\n};\n","/**\n * The base implementation of `_.sortBy` which uses `comparer` to define the\n * sort order of `array` and replaces criteria objects with their corresponding\n * values.\n *\n * @private\n * @param {Array} array The array to sort.\n * @param {Function} comparer The function to define sort order.\n * @returns {Array} Returns `array`.\n */\nfunction baseSortBy(array, comparer) {\n var length = array.length;\n\n array.sort(comparer);\n while (length--) {\n array[length] = array[length].value;\n }\n return array;\n}\n\nmodule.exports = baseSortBy;\n","export default function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n}","module.exports = function (done, value) {\n return { value: value, done: !!done };\n};\n","var MapCache = require('./_MapCache'),\n setCacheAdd = require('./_setCacheAdd'),\n setCacheHas = require('./_setCacheHas');\n\n/**\n * Creates an array cache object to store unique values.\n *\n * @private\n * @constructor\n * @param {Array} [values] The values to cache.\n */\nfunction SetCache(values) {\n var index = -1,\n length = values == null ? 0 : values.length;\n\n this.__data__ = new MapCache;\n while (++index < length) {\n this.add(values[index]);\n }\n}\n\n// Add methods to `SetCache`.\nSetCache.prototype.add =\nSetCache.prototype.push = setCacheAdd;\nSetCache.prototype.has = setCacheHas;\n\nmodule.exports = SetCache;\n","module.exports = function (it) {\n if (typeof it != 'function') throw TypeError(it + ' is not a function!');\n return it;\n};\n","var root = require('./_root');\n\n/** Used to detect overreaching core-js shims. */\nvar coreJsData = root['__core-js_shared__'];\n\nmodule.exports = coreJsData;\n","/**\n * Checks if `value` is in the array cache.\n *\n * @private\n * @name has\n * @memberOf SetCache\n * @param {*} value The value to search for.\n * @returns {number} Returns `true` if `value` is found, else `false`.\n */\nfunction setCacheHas(value) {\n return this.__data__.has(value);\n}\n\nmodule.exports = setCacheHas;\n","/** Used for built-in method references. */\nvar funcProto = Function.prototype;\n\n/** Used to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n\n/**\n * Converts `func` to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n */\nfunction toSource(func) {\n if (func != null) {\n try {\n return funcToString.call(func);\n } catch (e) {}\n try {\n return (func + '');\n } catch (e) {}\n }\n return '';\n}\n\nmodule.exports = toSource;\n","var redefine = require('./_redefine');\nmodule.exports = function (target, src, safe) {\n for (var key in src) redefine(target, key, src[key], safe);\n return target;\n};\n","var arrayMap = require('./_arrayMap'),\n baseIteratee = require('./_baseIteratee'),\n baseMap = require('./_baseMap'),\n isArray = require('./isArray');\n\n/**\n * Creates an array of values by running each element in `collection` thru\n * `iteratee`. The iteratee is invoked with three\n * arguments:\n * (value, index|key, collection).\n *\n * Many lodash methods are guarded to work as iteratees for\n * methods like\n * `_.every`, `_.filter`, `_.map`, `_.mapValues`, `_.reject`, and `_.some`.\n *\n * The guarded methods\n * are:\n * `ary`, `chunk`, `curry`, `curryRight`, `drop`, `dropRight`, `every`,\n * `fill`, `invert`, `parseInt`, `random`,\n * `range`, `rangeRight`, `repeat`,\n * `sampleSize`, `slice`, `some`, `sortBy`, `split`, `take`, `takeRight`,\n * `template`,\n * `trim`, `trimEnd`, `trimStart`, and `words`\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category\n Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n * @example\n *\n * function square(n) {\n * return n * n;\n * }\n *\n * _.map([4, 8], square);\n * // => [16, 64]\n *\n * _.map({ 'a': 4, 'b': 8 }, square);\n * // => [16, 64] (iteration order is not guaranteed)\n *\n * var users = [\n * { 'user': 'barney' },\n * { 'user': 'fred' }\n *];\n *\n * // The `_.property` iteratee shorthand.\n * _.map(users, 'user');\n * // => ['barney', 'fred']\n */\nfunction map(collection, iteratee) {\n var func = isArray(collection) ? arrayMap : baseMap;\n return func(collection, baseIteratee(iteratee, 3));\n}\n\nmodule.exports = map;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-

loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"","// Copyright Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n// distribute, sublicense, and/or sell copies of the Software, and to permit\n// persons to whom the Software is furnished to do so, subject to the\n// following conditions:\n//\n// The above copyright notice and this permission notice shall be included\n// in all copies or substantial portions of the Software.\n//\n// THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS\n// OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF\n// MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN\n// NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n// resolves . and .. elements in a path array with directory names there\n// must be no slashes, empty elements, or device names (c:\\) in the array\n// (so also no leading and trailing slashes - it does not distinguish\n// relative and absolute paths)\nfunction normalizeArray(parts, allowAboveRoot) {\n // if the path tries to go above the root, `up` ends up > 0\n var up = 0;\n for (var i = parts.length - 1; i >= 0; i--) {\n   var last = parts[i];\n   if (last === '.') {\n   parts.splice(i, 1);\n   } else if (last === '..') {\n   parts.splice(i, 1);\n   up++;\n   } else if (up) {\n   parts.splice(i, 1);\n   up--;\n   }\n }\n\n // if the path is allowed to go above the root, restore leading ..s\n if (allowAboveRoot) {\n   for (; up--; up) {\n   parts.unshift('..');\n   }\n }\n\n return parts;\n}\n\n// Split a filename into [root, dir, basename, ext], unix version\n// 'root' is just a slash, or nothing.\nvar splitPathRe =\n   /^(\\/?|)([\\s\\S]*?)((?:\\.{1,2}|[^\\/]+?|)(\\.[^.\\/]*|))(?:[\\/]*)$/;\nvar splitPath = function(filename) {\n return splitPathRe.exec(filename).slice(1);\n};\n\n// path.resolve([from ...], to)\n// posix version\nexports.resolve = function() {\n var resolvedPath = '',\n   resolvedAbsolute = false;\n\n for (var i = arguments.length - 1; i >= -1 && !resolvedAbsolute; i--) {\n   var path = (i >= 0) ? arguments[i] : process.cwd();\n\n   // Skip empty and invalid entries\n   if (typeof path !== 'string') {\n   throw new TypeError('Arguments to path.resolve must be strings');\n   } else if (!path) {\n   continue;\n   }\n\n   resolvedPath = path + '/' + resolvedPath;\n   resolvedAbsolute = path.charAt(0) === '/';\n }\n\n // At this point the path should be resolved to a full absolute path, but\n // handle relative paths to be safe (might happen when process.cwd() fails)\n\n // Normalize the path\n resolvedPath = normalizeArray(filter(resolvedPath.split('/'), function(p) {\n   return !!p;\n }), !resolvedAbsolute).join('/');\n\n return ((resolvedAbsolute ? '/' : '') + resolvedPath) || '.';\n};\n\n// path.normalize(path)\n// posix version\nexports.normalize = function(path) {\n var isAbsolute = exports.isAbsolute(path),\n   trailingSlash = substr(path, -1) === '/';\n\n // Normalize the path\n path = normalizeArray(filter(path.split('/'), function(p) {\n   return !!p;\n }), !isAbsolute).join('/');\n\n if (!path && !isAbsolute) {\n   path = '.';\n }\n if (path && trailingSlash) {\n   path += '/';\n }\n\n return (isAbsolute ? '/' : '') + path;\n};\n\n// posix version\nexports.isAbsolute = function(path) {\n return path.charAt(0) === '/';\n};\n\n// posix version\nexports.join = function() {\n var paths = Array.prototype.slice.call(arguments, 0);\n return exports.normalize(filter(paths, function(p, index) {\n   if (typeof p !== 'string') {\n   throw new TypeError('Arguments to path.join must be strings');\n   }\n   return p;\n }).join('/'));\n};\n\n\n// path.relative(from, to)\n// posix version\nexports.relative =

function(from, to) {\n from = exports.resolve(from).substr(1);\n to = exports.resolve(to).substr(1);\n\n function trim(arr) {\n   var start = 0;\n   for (; start < arr.length; start++) {\n   if (arr[start] !== '') break;\n   }\n\n   var end = arr.length - 1;\n   for (; end >= 0; end--) {\n   if (arr[end] !== '') break;\n   }\n\n   if (start > end) return [];\n   return arr.slice(start, end - start + 1);\n }\n\n var fromParts = trim(from.split('/'));\n var toParts = trim(to.split('/'));\n\n var length = Math.min(fromParts.length, toParts.length);\n var samePartsLength = length;\n for (var i = 0; i < length; i++) {\n   if (fromParts[i] !== toParts[i]) {\n   samePartsLength = i;\n   break;\n   }\n }\n\n var outputParts = [];\n for (var i = samePartsLength; i < fromParts.length; i++) {\n   outputParts.push('..');\n }\n\n outputParts = outputParts.concat(toParts.slice(samePartsLength));\n\n return outputParts.join('/');\n};\n\nexports.sep = '/';\nexports.delimiter = ':';\n\nexports.dirname = function(path) {\n var result = splitPath(path),\n   root = result[0],\n   dir = result[1];\n\n if (!root && !dir) {\n   // No dirname whatsoever\n   return '.';\n }\n\n if (dir) {\n   // It has a dirname, strip trailing slash\n   dir = dir.substr(0, dir.length - 1);\n }\n\n return root + dir;\n};\n\n\nexports.basename = function(path, ext) {\n var f = splitPath(path)[2];\n // TODO: make this comparison case-insensitive on windows?\n if (ext && f.substr(-1 * ext.length) === ext) {\n   f = f.substr(0, f.length - ext.length);\n }\n return f;\n};\n\n\nexports.extname = function(path) {\n return splitPath(path)[3];\n};\n\nfunction filter (xs, f) {\n   if (xs.filter) return xs.filter(f);\n   var res = [];\n   for (var i = 0; i < xs.length; i++) {\n   if (f(xs[i], i, xs)) res.push(xs[i]);\n   }\n   return res;\n}\n\n// String.prototype.substr - negative index don't work in IE8\nvar substr = 'ab'.substr(-1) === 'b'\n   ? function (str, start, len) { return str.substr(start, len) }\n   : function (str, start, len) {\n   if (start < 0) start = str.length + start;\n   return str.substr(start, len);\n   }\n;\n","// IE 8- don't enum bug keys\nmodule.exports = (\n 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf\n').split(',');\n","var hashClear = require('./_hashClear'),\n   hashDelete = require('./_hashDelete'),\n   hashGet = require('./_hashGet'),\n   hashHas = require('./_hashHas'),\n   hashSet = require('./_hashSet');\n\n/**\n * Creates a hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Hash(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `Hash`.\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set = hashSet;\n\nmodule.exports = Hash;\n","var castPath = require('./_castPath'),\n   isArguments = require('./isArguments'),\n   isArray = require('./isArray'),\n   isIndex = require('./_isIndex'),\n   isLength = require('./isLength'),\n   toKey = require('./_toKey');\n\n/**\n * Checks if `path` exists on `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @param {Function} hasFunc The function to check properties.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n */\nfunction hasPath(object, path, hasFunc) {\n path = castPath(path, object);\n\n var index = -1,\n   length = path.length,\n   result = false;\n\n while (++index < length) {\n   var key = toKey(path[index]);\n   if (!(result = object != null && hasFunc(object, key))) {\n   break;\n   }\n   object = object[key];\n }\n if (result || ++index != length) {\n   return result;\n }\n length = object == null ? 0 : object.length;\n return !!length && isLength(length) && isIndex(key, length) &&\n   (isArray(object) || isArguments(object));\n}\n\nmodule.exports = hasPath;\n","var isArray = require('./isArray'),\n   isKey = require('./_isKey'),\n   stringToPath = require('./_stringToPath'),\n   toString = require('./toString');\n\n/**\n * Casts `value` to a path array if it's not one.\n *\n * @private\n * @param {*} value The value to inspect.\n * @param {Object} [object] The object to query keys on.\n * @returns {Array} Returns the cast property path array.\n */\nfunction castPath(value, object) {\n if (isArray(value)) {\n   return value;\n }\n return isKey(value, object) ? [value] : stringToPath(toString(value));\n}\n\nmodule.exports = castPath;\n","var MapCache = require('./_MapCache');\n\n/** Error message constants. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the first argument\n * provided to the memoized function is used as the map cache key. The `func`\n * is invoked with the `this` binding of the memoized function.\n *\n * **Note:** The cache is exposed as the `cache` property on the memoized\n * function. Its creation may be customized by replacing the `_.memoize.Cache`\n * constructor with

one whose instances implement the\n * [`Map`](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n * method interface of `clear`, `delete`, `get`, `has`, and `set`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to have its output memoized.\n * @param {Function} [resolver] The function to resolve the cache key.\n * @returns {Function} Returns the new memoized function.\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };\n * var other = { 'c': 3, 'd': 4 };\n *\n * var values = _.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a = 2;\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _.memoize.Cache = WeakMap;\n */\nfunction memoize(func, resolver) {\n if (typeof func != 'function' || (resolver != null && typeof resolver != 'function')) {\n throw new TypeError(FUNC_ERROR_TEXT);\n }\n var memoized = function() {\n var args = arguments,\n key = resolver ? resolver.apply(this, args) : args[0],\n cache = memoized.cache;\n\n if (cache.has(key)) {\n return cache.get(key);\n }\n var result = func.apply(this, args);\n memoized.cache = cache.set(key, result) || cache;\n return result;\n };\n memoized.cache = new (memoize.Cache || MapCache);\n return memoized;\n}\n\n// Expose `MapCache`.\nmemoize.Cache = MapCache;\n\nmodule.exports = memoize;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'times';\nvar width = 352;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f00d';\nvar svgPathData = 'M242.72 256l100.07-100.07c12.28-12.28 12.28-32.19 0-44.48l-22.24-22.24c-12.28-12.28-32.19-12.28-44.48 0L176 189.28 75.93 89.21c-12.28-12.28-32.19-12.28-44.48 0L9.21 111.45c-12.28 12.28-12.28 32.19 0 44.48L109.28 256 9.21 356.07c-12.28 12.28-12.28 32.19 0 44.48l22.24 22.24c12.28 12.28 32.2 12.28 44.48 0L176 322.72l100.07 100.07c12.28 12.28 32.2 12.28 44.48 0l22.24-22.24c12.28-12.28 12.28-32.19 0-44.48L242.72 256z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n]};\n\nexports.faTimes = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var baseGet = require('./_baseGet');\n\n/**\n * A specialized version of `baseProperty` which supports deep paths.\n *\n * @private\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction basePropertyDeep(path) {\n return function(object) {\n return baseGet(object, path);\n };\n}\n\nmodule.exports = basePropertyDeep;\n","\"use strict\";\n\n// eslint-disable-next-line no-empty-function\nmodule.exports = function () {};\n","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\nfunction isPrototype(value) {\n var Ctor = value && value.constructor,\n proto = (typeof Ctor == 'function' && Ctor.prototype) || objectProto;\n\n return value === proto;\n}\n\nmodule.exports = isPrototype;\n","// 7.3.20 SpeciesConstructor(O, defaultConstructor)\nvar anObject = require('./_an-object');\nvar aFunction = require('./_a-function');\nvar SPECIES = require('./_wks')('species');\nmodule.exports = function (O, D) {\n var C = anObject(O).constructor;\n var S;\n return C === undefined || (S = anObject(C)[SPECIES]) == undefined ? D : aFunction(S);\n};\n","var arrayLikeKeys = require('./_arrayLikeKeys'),\n baseKeys = require('./_baseKeys'),\n isArrayLike = require('./isArrayLike');\n\n/**\n * Creates an array of the own enumerable property names of\n * `object`.\n *\n * **Note:** Non-object values are coerced to objects. See the\n * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * for more details.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keys(new Foo);\n * // => ['a', 'b'] (iteration order is not guaranteed)\n *\n * _.keys('hi');\n * // => ['0', '1']\n */\nfunction keys(object) {\n return isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);\n}\n\nmodule.exports = keys;\n","\"use strict\";\n\nmodule.exports = function () {\n\ttry {\n\t\tObject.keys(\"primitive\");\n\t\treturn true;\n\t} catch (e) {\n\t\treturn false;\n\t}\n};\n","/**\n * Converts `map` to its key-value pairs.\n *\n * @private\n * @param {Object} map The map to convert.\n * @returns {Array}

Returns the key-value pairs.\n */\nfunction mapToArray(map) {\n var index = -1,\n   result = Array(map.size);\n\n map.forEach(function(value, key) {\n   result[++index] = [key, value];\n });\n return result;\n}\n\nmodule.exports = mapToArray;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'code';\nvar width = 640;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f121';\nvar svgPathData = 'M278.9 511.5l-61-17.7c-6.4-1.8-10-8.5-8.2-14.9L346.2 8.7c1.8-6.4 8.5-10 14.9-8.2l61 17.7c6.4 1.8 10 8.5 8.2 14.9L293.8 503.3c-1.9 6.4-8.5 10.1-14.9 8.2zm-114-112.2l43.5-46.4c4.6-4.9 4.3-12.7-.8-17.2L117 256l90.6-79.7c5.1-4.5 5.5-12.3.8-17.2l-43.5-46.4c-4.5-4.8-12.1-5.1-17-.5L3.8 247.2c-5.1 4.7-5.1 12.8 0 17.5l144.1 135.1c4.9 4.6 12.5 4.4 17-.5zm327.2.6l144.1-135.1c5.1-4.7 5.1-12.8 0-17.5L492.1 112.1c-4.8-4.5-12.4-4.3-17 .5L431.6 159c-4.6 4.9-4.3 12.7.8 17.2L523 256l-90.6 79.7c-5.1 4.5-5.5 12.3-.8 17.2l43.5 46.4c4.5 4.9 12.1 5.1 17 .6z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faCode = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * The base implementation of `_.property` without support for deep paths.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction baseProperty(key) {\n return function(object) {\n   return object == null ? undefined : object[key];\n };\n}\n\nmodule.exports = baseProperty;\n","var ListCache = require('./_ListCache');\n\n/**\n * Removes all key-value entries from the stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n */\nfunction stackClear() {\n this.__data__ = new ListCache;\n this.size = 0;\n}\n\nmodule.exports = stackClear;\n","/*!\n * @fileOverview Kickass library to create and place poppers near their reference elements.\n * @version 1.14.5\n * @license\n * Copyright (c) 2016 Federico Zivolo and contributors\n *\n * Permission is hereby granted, free of charge, to any person obtaining a copy\n * of this software and associated documentation files (the \"Software\"), to deal\n * in the Software without restriction, including without limitation the rights\n * to use, copy, modify, merge, publish, distribute, sublicense, and/or sell\n * copies of the Software, and to permit persons to whom the Software is\n * furnished to do so, subject to the following conditions:\n *\n * The above copyright notice and this permission notice shall be included in all\n * copies or substantial portions of the Software.\n *\n * THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n * IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n * FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n * AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n * LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,\n * OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE\n * SOFTWARE.\n */\nvar isBrowser = typeof window !== 'undefined' && typeof document !== 'undefined';\n\nvar longerTimeoutBrowsers = ['Edge', 'Trident', 'Firefox'];\nvar timeoutDuration = 0;\nfor (var i = 0; i < longerTimeoutBrowsers.length; i += 1) {\n if (isBrowser && navigator.userAgent.indexOf(longerTimeoutBrowsers[i]) >= 0) {\n   timeoutDuration = 1;\n   break;\n }\n}\n\nfunction microtaskDebounce(fn) {\n var called = false;\n return function () {\n   if (called) {\n   return;\n   }\n   called = true;\n   window.Promise.resolve().then(function () {\n   called = false;\n   fn();\n   });\n };\n}\n\nfunction taskDebounce(fn) {\n var scheduled = false;\n return function () {\n   if (!scheduled) {\n   scheduled = true;\n   setTimeout(function () {\n   scheduled = false;\n   fn();\n   }, timeoutDuration);\n   }\n };\n}\n\nvar supportsMicroTasks = isBrowser && window.Promise;\n\n/**\n* Create a debounced version of a method, that's asynchronously deferred\n* but called in the minimum time possible.\n*\n* @method\n* @memberof Popper.Utils\n* @argument {Function} fn\n* @returns {Function}\n*/\nvar debounce = supportsMicroTasks ? microtaskDebounce : taskDebounce;\n\n/**\n * Check if the given variable is a function\n * @method\n * @memberof Popper.Utils\n * @argument {Any} functionToCheck - variable to check\n * @returns {Boolean} answer to: is a function?\n */\nfunction isFunction(functionToCheck) {\n var getType = {};\n return functionToCheck && getType.toString.call(functionToCheck) === '[object Function]';\n}\n\n/**\n * Get CSS computed property of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Eement} element\n * @argument {String} property\n */\nfunction getStyleComputedProperty(element, property) {\n if

(element.nodeType !== 1) {\n   return [];\n }\n // NOTE: 1 DOM access here\n var window = element.ownerDocument.defaultView;\n var css = window.getComputedStyle(element, null);\n return property ? css[property] : css;\n}\n\n/**\n * Returns the parentNode or the host of the element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} parent\n */\nfunction getParentNode(element) {\n if (element.nodeName === 'HTML') {\n   return element;\n }\n return element.parentNode || element.host;\n}\n\n/**\n * Returns the scrolling parent of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} scroll parent\n */\nfunction getScrollParent(element) {\n // Return body, `getScroll` will take care to get the correct `scrollTop` from it\n if (!element) {\n   return document.body;\n }\n\n switch (element.nodeName) {\n   case 'HTML':\n   case 'BODY':\n   return element.ownerDocument.body;\n   case '#document':\n   return element.body;\n }\n\n // Firefox want us to check `-x` and `-y` variations as well\n\n var _getStyleComputedProp = getStyleComputedProperty(element),\n   overflow = _getStyleComputedProp.overflow,\n   overflowX = _getStyleComputedProp.overflowX,\n   overflowY = _getStyleComputedProp.overflowY;\n\n if (/(auto|scroll|overlay)/.test(overflow + overflowY + overflowX)) {\n   return element;\n }\n\n return getScrollParent(getParentNode(element));\n}\n\nvar isIE11 = isBrowser && !!(window.MSInputMethodContext && document.documentMode);\nvar isIE10 = isBrowser && /MSIE 10/.test(navigator.userAgent);\n\n/**\n * Determines if the browser is Internet Explorer\n * @method\n * @memberof Popper.Utils\n * @param {Number} version to check\n * @returns {Boolean} isIE\n */\nfunction isIE(version) {\n if (version === 11) {\n   return isIE11;\n }\n if (version === 10) {\n   return isIE10;\n }\n return isIE11 || isIE10;\n}\n\n/**\n * Returns the offset parent of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} offset parent\n */\nfunction getOffsetParent(element) {\n if (!element) {\n   return document.documentElement;\n }\n\n var noOffsetParent = isIE(10) ? document.body : null;\n\n // NOTE: 1 DOM access here\n var offsetParent = element.offsetParent || null;\n // Skip hidden elements which don't have an offsetParent\n while (offsetParent === noOffsetParent && element.nextElementSibling) {\n   offsetParent = (element = element.nextElementSibling).offsetParent;\n }\n\n var nodeName = offsetParent && offsetParent.nodeName;\n\n if (!nodeName || nodeName === 'BODY' || nodeName === 'HTML') {\n   return element ? element.ownerDocument.documentElement : document.documentElement;\n }\n\n // .offsetParent will return the closest TH, TD or TABLE in case\n // no offsetParent is present, I hate this job...\n if (['TH', 'TD', 'TABLE'].indexOf(offsetParent.nodeName) !== -1 && getStyleComputedProperty(offsetParent, 'position') === 'static') {\n   return getOffsetParent(offsetParent);\n }\n\n return offsetParent;\n}\n\nfunction isOffsetContainer(element) {\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY') {\n   return false;\n }\n return nodeName === 'HTML' || getOffsetParent(element.firstElementChild) === element;\n}\n\n/**\n * Finds the root node (document, shadowDOM root) of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} node\n * @returns {Element} root node\n */\nfunction getRoot(node) {\n if (node.parentNode !== null) {\n   return getRoot(node.parentNode);\n }\n\n return node;\n}\n\n/**\n * Finds the offset parent common to the two provided nodes\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element1\n * @argument {Element} element2\n * @returns {Element} common offset parent\n */\nfunction findCommonOffsetParent(element1, element2) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element1 || !element1.nodeType || !element2 || !element2.nodeType) {\n   return document.documentElement;\n }\n\n // Here we make sure to give as \"start\" the element that comes first in the DOM\n var order = element1.compareDocumentPosition(element2) & Node.DOCUMENT_POSITION_FOLLOWING;\n var start = order ? element1 : element2;\n var end = order ? element2 : element1;\n\n // Get common ancestor container\n var range = document.createRange();\n range.setStart(start, 0);\n range.setEnd(end, 0);\n var commonAncestorContainer = range.commonAncestorContainer;\n\n // Both nodes are inside #document\n\n if (element1 !== commonAncestorContainer && element2 !== commonAncestorContainer || start.contains(end)) {\n   if (isOffsetContainer(commonAncestorContainer)) {\n   return commonAncestorContainer;\n   }\n\n   return getOffsetParent(commonAncestorContainer);\n }\n\n // one of the nodes is inside shadowDOM, find which one\n

var element1root = getRoot(element1);\n if (element1root.host) {\n   return findCommonOffsetParent(element1root.host, element2);\n } else {\n   return findCommonOffsetParent(element1, getRoot(element2).host);\n }\n}\n\n/**\n * Gets the scroll value of the given element in the given side (top and left)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {String} side `top` or `left`\n * @returns {number} amount of scrolled pixels\n */\nfunction getScroll(element) {\n var side = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'top';\n\n var upperSide = side === 'top' ? 'scrollTop' : 'scrollLeft';\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n   var html = element.ownerDocument.documentElement;\n   var scrollingElement = element.ownerDocument.scrollingElement || html;\n   return scrollingElement[upperSide];\n }\n\n return element[upperSide];\n}\n\n/*\n * Sum or subtract the element scroll values (left and top) from a given rect object\n * @method\n * @memberof Popper.Utils\n * @param {Object} rect - Rect object you want to change\n * @param {HTMLElement} element - The element from the function reads the scroll values\n * @param {Boolean} subtract - set to true if you want to subtract the scroll values\n * @return {Object} rect - The modifier rect object\n */\nfunction includeScroll(rect, element) {\n var subtract = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var scrollTop = getScroll(element, 'top');\n var scrollLeft = getScroll(element, 'left');\n var modifier = subtract ? -1 : 1;\n rect.top += scrollTop * modifier;\n rect.bottom += scrollTop * modifier;\n rect.left += scrollLeft * modifier;\n rect.right += scrollLeft * modifier;\n return rect;\n}\n\n/*\n * Helper to detect borders of a given element\n * @method\n * @memberof Popper.Utils\n * @param {CSSStyleDeclaration} styles\n * Result of `getStyleComputedProperty` on the given element\n * @param {String} axis - `x` or `y`\n * @return {number} borders - The borders size of the given axis\n */\n\nfunction getBordersSize(styles, axis) {\n var sideA = axis === 'x' ? 'Left' : 'Top';\n var sideB = sideA === 'Left' ? 'Right' : 'Bottom';\n\n return parseFloat(styles['border' + sideA + 'Width'], 10) + parseFloat(styles['border' + sideB + 'Width'], 10);\n}\n\nfunction getSize(axis, body, html, computedStyle) {\n return Math.max(body['offset' + axis], body['scroll' + axis], html['client' + axis], html['offset' + axis], html['scroll' + axis], isIE(10) ? parseInt(html['offset' + axis]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Top' : 'Left')]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Bottom' : 'Right')]) : 0);\n}\n\nfunction getWindowSizes(document) {\n var body = document.body;\n var html = document.documentElement;\n var computedStyle = isIE(10) && getComputedStyle(html);\n\n return {\n height: getSize('Height', body, html, computedStyle),\n   width: getSize('Width', body, html, computedStyle)\n };\n}\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\n\n\n\nvar defineProperty = function (obj, key, value) {\n if (key in obj) {\n Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n};\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n/**\n * Given element offsets, generate an output similar to getBoundingClientRect\n * @method\n * @memberof Popper.Utils\n * @argument {Object} offsets\n * @returns {Object} ClientRect like output\n */\nfunction getClientRect(offsets) {\n return _extends({}, offsets, {\n   right: offsets.left + offsets.width,\n   bottom: offsets.top + offsets.height\n });\n}\n\n/**\n * Get bounding client rect of given element\n * @method\n * @memberof Popper.Utils\n * @param {HTMLElement} element\n * @return {Object} client rect\n */\nfunction getBoundingClientRect(element) {\n var rect = {};\n\n // IE10 10 FIX: Please, don't ask, the element isn't\n // considered in DOM in some circumstances...\n // This isn't reproducible in IE10 compatibility mode of IE11\n try {\n   if (isIE(10)) {\n   rect = element.getBoundingClientRect();\n   var scrollTop =

getScroll(element, 'top');\n   var scrollLeft = getScroll(element, 'left');\n   rect.top += scrollTop;\n   rect.left += scrollLeft;\n   rect.bottom += scrollTop;\n   rect.right += scrollLeft;\n } else {\n   rect = element.getBoundingClientRect();\n }\n } catch (e) {}\n\n var result = {\n   left: rect.left,\n   top: rect.top,\n   width: rect.right - rect.left,\n   height: rect.bottom - rect.top\n };\n\n // subtract scrollbar size from sizes\n var sizes = element.nodeName === 'HTML' ? getWindowSizes(element.ownerDocument) : {};\n var width = sizes.width || element.clientWidth || result.right - result.left;\n var height = sizes.height || element.clientHeight || result.bottom - result.top;\n\n var horizScrollbar = element.offsetWidth - width;\n var vertScrollbar = element.offsetHeight - height;\n\n // if an hypothetical scrollbar is detected, we must be sure it's not a `border`\n // we make this check conditional for performance reasons\n if (horizScrollbar || vertScrollbar) {\n   var styles = getStyleComputedProperty(element);\n   horizScrollbar -= getBordersSize(styles, 'x');\n   vertScrollbar -= getBordersSize(styles, 'y');\n\n   result.width -= horizScrollbar;\n   result.height -= vertScrollbar;\n }\n\n return getClientRect(result);\n}\n\nfunction getOffsetRectRelativeToArbitraryNode(children, parent) {\n var fixedPosition = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var isIE10 = isIE(10);\n var isHTML = parent.nodeName === 'HTML';\n var childrenRect = getBoundingClientRect(children);\n var parentRect = getBoundingClientRect(parent);\n var scrollParent = getScrollParent(children);\n\n var styles = getStyleComputedProperty(parent);\n var borderTopWidth = parseFloat(styles.borderTopWidth, 10);\n var borderLeftWidth = parseFloat(styles.borderLeftWidth, 10);\n\n // In cases where the parent is fixed, we must ignore negative scroll in offset calc\n if (fixedPosition && isHTML) {\n   parentRect.top = Math.max(parentRect.top, 0);\n   parentRect.left = Math.max(parentRect.left, 0);\n }\n var offsets = getClientRect({\n   top: childrenRect.top - parentRect.top - borderTopWidth,\n   left: childrenRect.left - parentRect.left - borderLeftWidth,\n   width: childrenRect.width,\n   height: childrenRect.height\n });\n offsets.marginTop = 0;\n offsets.marginLeft = 0;\n\n // Subtract margins of documentElement in case it's being used as parent\n // we do this only on HTML because it's the only element that behaves\n // differently when margins are applied to it. The margins are included in\n // the box of the documentElement, in the other cases not.\n if (!isIE10 && isHTML) {\n   var marginTop = parseFloat(styles.marginTop, 10);\n   var marginLeft = parseFloat(styles.marginLeft, 10);\n\n   offsets.top -= borderTopWidth - marginTop;\n   offsets.bottom -= borderTopWidth - marginTop;\n   offsets.left -= borderLeftWidth - marginLeft;\n   offsets.right -= borderLeftWidth - marginLeft;\n\n   // Attach marginTop and marginLeft because in some circumstances we may need them\n   offsets.marginTop = marginTop;\n   offsets.marginLeft = marginLeft;\n }\n\n if (isIE10 && !fixedPosition ? parent.contains(scrollParent) : parent === scrollParent && scrollParent.nodeName !== 'BODY') {\n   offsets = includeScroll(offsets, parent);\n }\n\n return offsets;\n}\n\nfunction getViewportOffsetRectRelativeToArtbitraryNode(element) {\n var excludeScroll = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n var html = element.ownerDocument.documentElement;\n var relativeOffset = getOffsetRectRelativeToArbitraryNode(element, html);\n var width = Math.max(html.clientWidth, window.innerWidth || 0);\n var height = Math.max(html.clientHeight, window.innerHeight || 0);\n\n var scrollTop = !excludeScroll ? getScroll(html) : 0;\n var scrollLeft = !excludeScroll ? getScroll(html, 'left') : 0;\n\n var offset = {\n   top: scrollTop - relativeOffset.top + relativeOffset.marginTop,\n   left: scrollLeft - relativeOffset.left + relativeOffset.marginLeft,\n   width: width,\n   height: height\n };\n\n return getClientRect(offset);\n}\n\n/**\n * Check if the given element is fixed or is inside a fixed parent\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {Element} customContainer\n * @returns {Boolean} answer to \"isFixed?\"\n */\nfunction isFixed(element) {\n var nodeName = element.nodeName;\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n   return false;\n }\n if (getStyleComputedProperty(element, 'position') === 'fixed') {\n   return true;\n }\n return isFixed(getParentNode(element));\n}\n\n/**\n * Finds the first parent of an element that has a transformed property defined\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} first transformed parent or documentElement\n */\nfunction getFixedPositionOffsetParent(element) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element || !element.parentElement || isIE()) {\n   return document.documentElement;\n }\n var el = element.parentElement;\n while (el && getStyleComputedProperty(el, 'transform') === 'none') {\n   el

= el.parentElement;\n }\n return el || document.documentElement;\n}\n\n/**\n * Computed the boundaries limits and return them\n * @method\n * @memberof Popper.Utils\n * @param {HTMLElement} popper\n * @param {HTMLElement} reference\n * @param {number} padding\n * @param {HTMLElement} boundariesElement - Element used to define the boundaries\n * @param {Boolean} fixedPosition - Is in fixed position mode\n * @returns {Object} Coordinates of the boundaries\n */\nfunction getBoundaries(popper, reference, padding, boundariesElement) {\n var fixedPosition = arguments.length > 4 && arguments[4] !== undefined ? arguments[4] : false;\n\n // NOTE: 1 DOM access here\n\n var boundaries = { top: 0, left: 0 };\n var offsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n\n // Handle viewport case\n if (boundariesElement === 'viewport') {\n boundaries = getViewportOffsetRectRelativeToArtbitraryNode(offsetParent, fixedPosition);\n } else {\n // Handle other cases based on DOM element used as boundaries\n var boundariesNode = void 0;\n if (boundariesElement === 'scrollParent') {\n boundariesNode = getScrollParent(getParentNode(reference));\n if (boundariesNode.nodeName === 'BODY') {\n boundariesNode = popper.ownerDocument.documentElement;\n }\n } else if (boundariesElement === 'window') {\n boundariesNode = popper.ownerDocument.documentElement;\n } else {\n boundariesNode = boundariesElement;\n }\n\n var offsets = getOffsetRectRelativeToArbitraryNode(boundariesNode, offsetParent, fixedPosition);\n\n // In case of HTML, we need a different computation\n if (boundariesNode.nodeName === 'HTML' && !isFixed(offsetParent)) {\n var _getWindowSizes = getWindowSizes(popper.ownerDocument),\n height = _getWindowSizes.height,\n width = _getWindowSizes.width;\n\n boundaries.top += offsets.top - offsets.marginTop;\n boundaries.bottom = height + offsets.top;\n boundaries.left += offsets.left - offsets.marginLeft;\n boundaries.right = width + offsets.left;\n } else {\n // for all the other DOM elements, this one is good\n boundaries = offsets;\n }\n }\n\n // Add paddings\n padding = padding || 0;\n var isPaddingNumber = typeof padding === 'number';\n boundaries.left += isPaddingNumber ? padding : padding.left || 0;\n boundaries.top += isPaddingNumber ? padding : padding.top || 0;\n boundaries.right -= isPaddingNumber ? padding : padding.right || 0;\n boundaries.bottom -= isPaddingNumber ? padding : padding.bottom || 0;\n\n return boundaries;\n}\n\nfunction getArea(_ref) {\n var width = _ref.width,\n height = _ref.height;\n\n return width * height;\n}\n\n/**\n * Utility used to transform the `auto` placement to the placement with more\n * available space.\n * @method\n * @memberof Popper.Utils\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction computeAutoPlacement(placement, refRect, popper, reference, boundariesElement) {\n var padding = arguments.length > 5 && arguments[5] !== undefined ? arguments[5] : 0;\n\n if (placement.indexOf('auto') === -1) {\n return placement;\n }\n\n var boundaries = getBoundaries(popper, reference, padding, boundariesElement);\n\n var rects = {\n top: {\n width: boundaries.width,\n height: refRect.top - boundaries.top\n },\n right: {\n width: boundaries.right - refRect.right,\n height: boundaries.height\n },\n bottom: {\n width: boundaries.width,\n height: boundaries.bottom - refRect.bottom\n },\n left: {\n width: refRect.left - boundaries.left,\n height: boundaries.height\n }\n };\n\n var sortedAreas = Object.keys(rects).map(function (key) {\n return _extends({\n key: key\n }, rects[key], {\n area: getArea(rects[key])\n });\n }).sort(function (a, b) {\n return b.area - a.area;\n });\n\n var filteredAreas = sortedAreas.filter(function (_ref2) {\n var width = _ref2.width,\n height = _ref2.height;\n return width >= popper.clientWidth && height >= popper.clientHeight;\n });\n\n var computedPlacement = filteredAreas.length > 0 ? filteredAreas[0].key : sortedAreas[0].key;\n\n var variation = placement.split('-')[1];\n\n return computedPlacement + (variation ? '-' + variation : '');\n}\n\n/**\n * Get offsets to the reference element\n * @method\n * @memberof Popper.Utils\n * @param {Object} state\n * @param {Element} popper - the popper element\n * @param {Element} reference - the reference element (the popper will be relative to this)\n * @param {Element} fixedPosition - is in fixed position mode\n * @returns {Object} An object containing the offsets which will be applied to the popper\n */\nfunction getReferenceOffsets(state, popper, reference) {\n var fixedPosition = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : null;\n\n var commonOffsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) :

findCommonOffsetParent(popper, reference);\n return getOffsetRectRelativeToArbitraryNode(reference, commonOffsetParent, fixedPosition);\n}\n\n/**\n * Get the outer sizes of the given element (offset size + margins)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Object} object containing width and height properties\n */\nfunction getOuterSizes(element) {\n var window = element.ownerDocument.defaultView;\n var styles = window.getComputedStyle(element);\n var x = parseFloat(styles.marginTop) + parseFloat(styles.marginBottom);\n var y = parseFloat(styles.marginLeft) + parseFloat(styles.marginRight);\n var result = {\n   width: element.offsetWidth + y,\n   height: element.offsetHeight + x\n };\n return result;\n}\n\n/**\n * Get the opposite placement of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement\n * @returns {String} flipped placement\n */\nfunction getOppositePlacement(placement) {\n var hash = { left: 'right', right: 'left', bottom: 'top', top: 'bottom' };\n return placement.replace(/left|right|bottom|top/g, function (matched) {\n   return hash[matched];\n });\n}\n\n/**\n * Get offsets to the popper\n * @method\n * @memberof Popper.Utils\n * @param {Object} position - CSS position the Popper will get applied\n * @param {HTMLElement} popper - the popper element\n * @param {Object} referenceOffsets - the reference offsets (the popper will be relative to this)\n * @param {String} placement - one of the valid placement options\n * @returns {Object} popperOffsets - An object containing the offsets which will be applied to the popper\n */\nfunction getPopperOffsets(popper, referenceOffsets, placement) {\n placement = placement.split('-')[0];\n\n // Get popper node sizes\n var popperRect = getOuterSizes(popper);\n\n // Add position, width and height to our offsets object\n var popperOffsets = {\n   width: popperRect.width,\n   height: popperRect.height\n };\n\n // depending by the popper placement we have to compute its offsets slightly differently\n var isHoriz = ['right', 'left'].indexOf(placement) !== -1;\n var mainSide = isHoriz ? 'top' : 'left';\n var secondarySide = isHoriz ? 'left' : 'top';\n var measurement = isHoriz ? 'height' : 'width';\n var secondaryMeasurement = !isHoriz ? 'height' : 'width';\n\n popperOffsets[mainSide] = referenceOffsets[mainSide] + referenceOffsets[measurement] / 2 - popperRect[measurement] / 2;\n if (placement === secondarySide) {\n   popperOffsets[secondarySide] = referenceOffsets[secondarySide] - popperRect[secondaryMeasurement];\n } else {\n   popperOffsets[secondarySide] = referenceOffsets[getOppositePlacement(secondarySide)];\n }\n\n return popperOffsets;\n}\n\n/**\n * Mimics the `find` method of Array\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction find(arr, check) {\n // use native find if supported\n if (Array.prototype.find) {\n   return arr.find(check);\n }\n\n // use `filter` to obtain the same behavior of `find`\n return arr.filter(check)[0];\n}\n\n/**\n * Return the index of the matching object\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction findIndex(arr, prop, value) {\n // use native findIndex if supported\n if (Array.prototype.findIndex) {\n   return arr.findIndex(function (cur) {\n   return cur[prop] === value;\n   });\n }\n\n // use `find` + `indexOf` if `findIndex` isn't supported\n var match = find(arr, function (obj) {\n   return obj[prop] === value;\n });\n return arr.indexOf(match);\n}\n\n/**\n * Loop trough the list of modifiers and run them in order,\n * each of them will then edit the data object.\n * @method\n * @memberof Popper.Utils\n * @param {dataObject} data\n * @param {Array} modifiers\n * @param {String} ends - Optional modifier name used as stopper\n * @returns {dataObject}\n */\nfunction runModifiers(modifiers, data, ends) {\n var modifiersToRun = ends === undefined ? modifiers : modifiers.slice(0, findIndex(modifiers, 'name', ends));\n\n modifiersToRun.forEach(function (modifier) {\n   if (modifier['function']) {\n   // eslint-disable-line dot-notation\n   console.warn(`modifier.function` is deprecated, use `modifier.fn`!');\n   }\n   var fn = modifier['function'] || modifier.fn; // eslint-disable-line dot-notation\n   if (modifier.enabled && isFunction(fn)) {\n   // Add properties to offsets to make them a complete clientRect object\n   // we do this before each modifier to make sure the previous one doesn't\n   // mess with these values\n   data.offsets.popper = getClientRect(data.offsets.popper);\n   data.offsets.reference = getClientRect(data.offsets.reference);\n\n   data = fn(data, modifier);\n   }\n });\n\n return data;\n}\n\n/**\n * Updates the position of the popper, computing the new offsets and applying\n * the new style.
\n * Prefer `scheduleUpdate` over `update` because of performance reasons.\n * @method\n * @memberof Popper\n */\nfunction update() {\n // if popper is destroyed, don't perform any further update\n if

(this.state.isDestroyed) {\n   return;\n }\n\n var data = {\n   instance: this,\n   styles: {},\n   arrowStyles: {},\n   attributes: {},\n   flipped: false,\n   offsets: {}\n };\n\n // compute reference element offsets\n data.offsets.reference = getReferenceOffsets(this.state, this.popper, this.reference, this.options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n data.placement = computeAutoPlacement(this.options.placement, data.offsets.reference, this.popper, this.reference, this.options.modifiers.flip.boundariesElement, this.options.modifiers.flip.padding);\n\n // store the computed placement inside `originalPlacement`\n data.originalPlacement = data.placement;\n\n data.positionFixed = this.options.positionFixed;\n\n // compute the popper offsets\n data.offsets.popper = getPopperOffsets(this.popper, data.offsets.reference, data.placement);\n\n data.offsets.popper.position = this.options.positionFixed ? 'fixed' : 'absolute';\n\n // run the modifiers\n data = runModifiers(this.modifiers, data);\n\n // the first `update` will call `onCreate` callback\n // the other ones will call `onUpdate` callback\n if (!this.state.isCreated) {\n   this.state.isCreated = true;\n   this.options.onCreate(data);\n } else {\n   this.options.onUpdate(data);\n }\n}\n\n/**\n * Helper used to know if the given modifier is enabled.\n * @method\n * @memberof Popper.Utils\n * @returns {Boolean}\n */\nfunction isModifierEnabled(modifiers, modifierName) {\n return modifiers.some(function (_ref) {\n   var name = _ref.name,\n   enabled = _ref.enabled;\n   return enabled && name === modifierName;\n });\n}\n\n/**\n * Get the prefixed supported property name\n * @method\n * @memberof Popper.Utils\n * @argument {String} property (camelCase)\n * @returns {String} prefixed property (camelCase or PascalCase, depending on the vendor prefix)\n */\nfunction getSupportedPropertyName(property) {\n var prefixes = [false, 'ms', 'Webkit', 'Moz', 'O'];\n var upperProp = property.charAt(0).toUpperCase() + property.slice(1);\n\n for (var i = 0; i < prefixes.length; i++) {\n   var prefix = prefixes[i];\n   var toCheck = prefix ? '' + prefix + upperProp : property;\n   if (typeof document.body.style[toCheck] !== 'undefined') {\n   return toCheck;\n   }\n }\n return null;\n}\n\n/**\n * Destroys the popper.\n * @method\n * @memberof Popper\n */\nfunction destroy() {\n this.state.isDestroyed = true;\n\n // touch DOM only if `applyStyle` modifier is enabled\n if (isModifierEnabled(this.modifiers, 'applyStyle')) {\n   this.popper.removeAttribute('x-placement');\n   this.popper.style.position = '';\n   this.popper.style.top = '';\n   this.popper.style.left = '';\n   this.popper.style.right = '';\n   this.popper.style.bottom = '';\n   this.popper.style.willChange = '';\n   this.popper.style[getSupportedPropertyName('transform')] = '';\n }\n\n this.disableEventListeners();\n\n // remove the popper if user explicity asked for the deletion on destroy\n // do not use `remove` because IE11 doesn't support it\n if (this.options.removeOnDestroy) {\n   this.popper.parentNode.removeChild(this.popper);\n }\n return this;\n}\n\n/**\n * Get the window associated with the element\n * @argument {Element} element\n * @returns {Window}\n */\nfunction getWindow(element) {\n var ownerDocument = element.ownerDocument;\n return ownerDocument ? ownerDocument.defaultView : window;\n}\n\nfunction attachToScrollParents(scrollParent, event, callback, scrollParents) {\n var isBody = scrollParent.nodeName === 'BODY';\n var target = isBody ? scrollParent.ownerDocument.defaultView : scrollParent;\n target.addEventListener(event, callback, { passive: true });\n\n if (!isBody) {\n   attachToScrollParents(getScrollParent(target.parentNode), event, callback, scrollParents);\n }\n scrollParents.push(target);\n}\n\n/**\n * Setup needed event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction setupEventListeners(reference, options, state, updateBound) {\n // Resize event listener on window\n state.updateBound = updateBound;\n getWindow(reference).addEventListener('resize', state.updateBound, { passive: true });\n\n // Scroll event listener on scroll parents\n var scrollElement = getScrollParent(reference);\n attachToScrollParents(scrollElement, 'scroll', state.updateBound, state.scrollParents);\n state.scrollElement = scrollElement;\n state.eventsEnabled = true;\n\n return state;\n}\n\n/**\n * It will add resize/scroll events and start recalculating\n * position of the popper element when they are triggered.\n * @method\n * @memberof Popper\n */\nfunction enableEventListeners() {\n if (!this.state.eventsEnabled) {\n   this.state = setupEventListeners(this.reference, this.options, this.state, this.scheduleUpdate);\n }\n}\n\n/**\n * Remove event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction removeEventListeners(reference, state) {\n // Remove resize event listener on window\n

getWindow(reference).removeEventListener('resize', state.updateBound);\n\n // Remove scroll event listener on scroll parents\n state.scrollParents.forEach(function (target) {\n   target.removeEventListener('scroll', state.updateBound);\n });\n\n // Reset state\n state.updateBound = null;\n state.scrollParents = [];\n state.scrollElement = null;\n state.eventsEnabled = false;\n return state;\n}\n\n/**\n * It will remove resize/scroll events and won't recalculate popper position\n * when they are triggered. It also won't trigger `onUpdate` callback anymore,\n * unless you call `update` method manually.\n * @method\n * @memberof Popper\n */\nfunction disableEventListeners() {\n if (this.state.eventsEnabled) {\n   cancelAnimationFrame(this.scheduleUpdate);\n   this.state = removeEventListeners(this.reference, this.state);\n }\n}\n\n/**\n * Tells if a given input is a number\n * @method\n * @memberof Popper.Utils\n * @param {*} input to check\n * @return {Boolean}\n */\nfunction isNumeric(n) {\n return n !== '' && !isNaN(parseFloat(n)) && isFinite(n);\n}\n\n/**\n * Set the style to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the style to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setStyles(element, styles) {\n Object.keys(styles).forEach(function (prop) {\n   var unit = '';\n   // add unit if the value is numeric and is one of the following\n   if (['width', 'height', 'top', 'right', 'bottom', 'left'].indexOf(prop) !== -1 && isNumeric(styles[prop])) {\n   unit = 'px';\n   }\n   element.style[prop] = styles[prop] + unit;\n });\n}\n\n/**\n * Set the attributes to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the attributes to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setAttributes(element, attributes) {\n Object.keys(attributes).forEach(function (prop) {\n   var value = attributes[prop];\n   if (value !== false) {\n   element.setAttribute(prop, attributes[prop]);\n   } else {\n   element.removeAttribute(prop);\n   }\n });\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} data.styles - List of style properties - values to apply to popper element\n * @argument {Object} data.attributes - List of attribute properties - values to apply to popper element\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The same data object\n */\nfunction applyStyle(data) {\n // any property present in `data.styles` will be applied to the popper,\n // in this way we can make the 3rd party modifiers add custom styles to it\n // Be aware, modifiers could override the properties defined in the previous\n // lines of this modifier!\n setStyles(data.instance.popper, data.styles);\n\n // any property present in `data.attributes` will be applied to the popper,\n // they will be set as HTML attributes of the element\n setAttributes(data.instance.popper, data.attributes);\n\n // if arrowElement is defined and arrowStyles has some properties\n if (data.arrowElement && Object.keys(data.arrowStyles).length) {\n   setStyles(data.arrowElement, data.arrowStyles);\n }\n\n return data;\n}\n\n/**\n * Set the x-placement attribute before everything else because it could be used\n * to add margins to the popper margins needs to be calculated to get the\n * correct popper offsets.\n * @method\n * @memberof Popper.modifiers\n * @param {HTMLElement} reference - The reference element used to position the popper\n * @param {HTMLElement} popper - The HTML element used as popper\n * @param {Object} options - Popper.js options\n */\nfunction applyStyleOnLoad(reference, popper, options, modifierOptions, state) {\n // compute reference element offsets\n var referenceOffsets = getReferenceOffsets(state, popper, reference, options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n var placement = computeAutoPlacement(options.placement, referenceOffsets, popper, reference, options.modifiers.flip.boundariesElement, options.modifiers.flip.padding);\n\n popper.setAttribute('x-placement', placement);\n\n // Apply `position` to popper before anything else because\n // without the position applied we can't guarantee correct computations\n setStyles(popper, { position: options.positionFixed ? 'fixed' : 'absolute' });\n\n return options;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction computeStyle(data, options) {\n var x = options.x,\n   y = options.y;\n var popper = data.offsets.popper;\n\n // Remove this legacy support in Popper.js v2\n\n var legacyGpuAccelerationOption = find(data.instance.modifiers, function (modifier) {\n   return

modifier.name === 'applyStyle';\n }).gpuAcceleration;\n if (legacyGpuAccelerationOption !== undefined) {\n console.warn('WARNING: `gpuAcceleration` option moved to `computeStyle` modifier and will not be supported in future versions of Popper.js!');\n }\n var gpuAcceleration = legacyGpuAccelerationOption !== undefined ? legacyGpuAccelerationOption : options.gpuAcceleration;\n\n var offsetParent = getOffsetParent(data.instance.popper);\n var offsetParentRect = getBoundingClientRect(offsetParent);\n\n // Styles\n var styles = {\n position: popper.position\n };\n\n // Avoid blurry text by using full pixel integers.\n // For pixel-perfect positioning, top/bottom prefers rounded\n // values, while left/right prefers floored values.\n var offsets = {\n left: Math.floor(popper.left),\n top: Math.round(popper.top),\n bottom: Math.round(popper.bottom),\n right: Math.floor(popper.right)\n };\n\n var sideA = x === 'bottom' ? 'top' : 'bottom';\n var sideB = y === 'right' ? 'left' : 'right';\n\n // if gpuAcceleration is set to `true` and transform is supported,\n // we use `translate3d` to apply the position to the popper we\n // automatically use the supported prefixed version if needed\n var prefixedProperty = getSupportedPropertyName('transform');\n\n // now, let's make a step back and look at this code closely (wtf?)\n // If the content of the popper grows once it's been positioned, it\n // may happen that the popper gets misplaced because of the new content\n // overflowing its reference element\n // To avoid this problem, we provide two options (x and y), which allow\n // the consumer to define the offset origin.\n // If we position a popper on top of a reference element, we can set\n // `x` to `top` to make the popper grow towards its top instead of\n // its bottom.\n var left = void 0,\n top = void 0;\n if (sideA === 'bottom') {\n // when offsetParent is <html> the positioning is relative to the bottom of the screen (excluding the scrollbar)\n // and not the bottom of the html element\n if (offsetParent.nodeName === 'HTML') {\n top = -offsetParent.clientHeight + offsets.bottom;\n } else {\n top = -offsetParentRect.height + offsets.bottom;\n }\n } else {\n top = offsets.top;\n }\n if (sideB === 'right') {\n if (offsetParent.nodeName === 'HTML') {\n left = -offsetParent.clientWidth + offsets.right;\n } else {\n left = -offsetParentRect.width + offsets.right;\n }\n } else {\n left = offsets.left;\n }\n if (gpuAcceleration && prefixedProperty) {\n styles[prefixedProperty] = 'translate3d(' + left + 'px, ' + top + 'px, 0)';\n styles[sideA] = 0;\n styles[sideB] = 0;\n styles.willChange = 'transform';\n } else {\n // othwerise, we use the standard `top`, `left`, `bottom` and `right` properties\n var invertTop = sideA === 'bottom' ? -1 : 1;\n var invertLeft = sideB === 'right' ? -1 : 1;\n styles[sideA] = top * invertTop;\n styles[sideB] = left * invertLeft;\n styles.willChange = sideA + ', ' + sideB;\n }\n\n // Attributes\n var attributes = {\n 'x-placement': data.placement\n };\n\n // Update `data` attributes, styles and arrowStyles\n data.attributes = _extends({}, attributes, data.attributes);\n data.styles = _extends({}, styles, data.styles);\n data.arrowStyles = _extends({}, data.offsets.arrow, data.arrowStyles);\n\n return data;\n}\n\n/**\n * Helper used to know if the given modifier depends from another one.
\n * It checks if the needed modifier is listed and enabled.\n * @method\n * @memberof Popper.Utils\n * @param {Array} modifiers - list of modifiers\n * @param {String} requestingName - name of requesting modifier\n * @param {String} requestedName - name of requested modifier\n * @returns {Boolean}\n */\nfunction isModifierRequired(modifiers, requestingName, requestedName) {\n var requesting = find(modifiers, function (_ref) {\n var name = _ref.name;\n return name === requestingName;\n });\n\n var isRequired = !!requesting && modifiers.some(function (modifier) {\n return modifier.name === requestedName && modifier.enabled && modifier.order < requesting.order;\n });\n\n if (!isRequired) {\n var _requesting = '`' + requestingName + '`';\n var requested = '`' + requestedName + '`';\n console.warn(requested + ' modifier is required by ' + _requesting + ' modifier in order to work, be sure to include it before ' + _requesting + '!');\n }\n return isRequired;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction arrow(data, options) {\n var _data$offsets$arrow;\n\n // arrow depends on keepTogether in order to work\n if (!isModifierRequired(data.instance.modifiers, 'arrow', 'keepTogether')) {\n return data;\n }\n\n var arrowElement = options.element;\n\n // if arrowElement is a string, suppose it's a CSS selector\n if (typeof arrowElement === 'string') {\n arrowElement = data.instance.popper.querySelector(arrowElement);\n\n // if arrowElement is not found, don't run the modifier\n if (!arrowElement) {\n return data;\n }\n } else {\n // if the arrowElement isn't a query selector we must check that the\n // provided DOM node is child of its popper node\n if

(!data.instance.popper.contains(arrowElement)) {\n   console.warn('WARNING: `arrow.element` must be child of its popper element!');\n   return data;\n   }\n }\n\n var placement = data.placement.split('-')[0];\n var _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var isVertical = ['left', 'right'].indexOf(placement) !== -1;\n\n var len = isVertical ? 'height' : 'width';\n var sideCapitalized = isVertical ? 'Top' : 'Left';\n var side = sideCapitalized.toLowerCase();\n var altSide = isVertical ? 'left' : 'top';\n var opSide = isVertical ? 'bottom' : 'right';\n var arrowElementSize = getOuterSizes(arrowElement)[len];\n\n //\n // extends keepTogether behavior making sure the popper and its\n // reference have enough pixels in conjunction\n //\n\n // top/left side\n if (reference[opSide] - arrowElementSize < popper[side]) {\n   data.offsets.popper[side] -= popper[side] - (reference[opSide] - arrowElementSize);\n }\n // bottom/right side\n if (reference[side] + arrowElementSize > popper[opSide]) {\n   data.offsets.popper[side] += reference[side] + arrowElementSize - popper[opSide];\n }\n data.offsets.popper = getClientRect(data.offsets.popper);\n\n // compute center of the popper\n var center = reference[side] + reference[len] / 2 - arrowElementSize / 2;\n\n // Compute the sideValue using the updated popper offsets\n // take popper margin in account because we don't have this info available\n var css = getStyleComputedProperty(data.instance.popper);\n var popperMarginSide = parseFloat(css['margin' + sideCapitalized], 10);\n var popperBorderSide = parseFloat(css['border' + sideCapitalized + 'Width'], 10);\n var sideValue = center - data.offsets.popper[side] - popperMarginSide - popperBorderSide;\n\n // prevent arrowElement from being placed not contiguously to its popper\n sideValue = Math.max(Math.min(popper[len] - arrowElementSize, sideValue), 0);\n\n data.arrowElement = arrowElement;\n data.offsets.arrow = (_data$offsets$arrow = {}, defineProperty(_data$offsets$arrow, side, Math.round(sideValue)), defineProperty(_data$offsets$arrow, altSide, ''), _data$offsets$arrow);\n\n return data;\n}\n\n/**\n * Get the opposite placement variation of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement variation\n * @returns {String} flipped placement variation\n */\nfunction getOppositeVariation(variation) {\n if (variation === 'end') {\n   return 'start';\n } else if (variation === 'start') {\n   return 'end';\n }\n return variation;\n}\n\n/**\n * List of accepted placements to use as values of the `placement`\n * option.
\n * Valid placements are:\n * - `auto`\n * - `top`\n * - `right`\n * - `bottom`\n * - `left`\n *\n * Each placement can have a variation from this list:\n * - `-start`\n * - `-end`\n *\n * Variations are interpreted easily if you think of them as the left to right\n * written languages. Horizontally (`top` and `bottom`), `start` is left and `end`\n * is right.
\n * Vertically (`left` and `right`), `start` is top and `end` is bottom.\n *\n * Some valid examples are:\n * - `top-end` (on top of reference, right aligned)\n * - `right-start` (on right of reference, top aligned)\n * - `bottom` (on bottom, centered)\n * - `auto-end` (on the side with more space available, alignment depends by placement)\n *\n * @static\n * @type {Array}\n * @enum {String}\n * @readonly\n * @method placements\n * @memberof Popper\n */\nvar placements = ['auto-start', 'auto', 'auto-end', 'top-start', 'top', 'top-end', 'right-start', 'right', 'right-end', 'bottom-end', 'bottom', 'bottom-start', 'left-end', 'left', 'left-start'];\n\n// Get rid of `auto` `auto-start` and `auto-end`\nvar validPlacements = placements.slice(3);\n\n/**\n * Given an initial placement, returns all the subsequent placements\n * clockwise (or counter-clockwise).\n *\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement - A valid placement (it accepts variations)\n * @argument {Boolean} counter - Set to true to walk the placements counterclockwise\n * @returns {Array} placements including their variations\n */\nfunction clockwise(placement) {\n var counter = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var index = validPlacements.indexOf(placement);\n var arr = validPlacements.slice(index + 1).concat(validPlacements.slice(0, index));\n return counter ? arr.reverse() : arr;\n}\n\nvar BEHAVIORS = {\n FLIP: 'flip',\n CLOCKWISE: 'clockwise',\n COUNTERCLOCKWISE: 'counterclockwise'\n};\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction flip(data, options) {\n // if `inner` modifier is enabled, we can't use the `flip` modifier\n if (isModifierEnabled(data.instance.modifiers, 'inner')) {\n   return data;\n }\n\n if (data.flipped && data.placement === data.originalPlacement) {\n   // seems like flip is trying to loop, probably there's not enough space on any of the flippable sides\n   return data;\n }\n\n var boundaries =

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getBoundaries(data.instance.popper, data.instance.reference, options.padding, options.boundariesElement,
data.positionFixed);\n\n  var placement = data.placement.split('-')[0];\n  var placementOpposite =
getOppositePlacement(placement);\n  var variation = data.placement.split('-')[1] || '';\n\n  var flipOrder = [];\n\n
switch (options.behavior) {\n    case BEHAVIORS.FLIP:\n      flipOrder = [placement, placementOpposite];\n
break;\n    case BEHAVIORS.CLOCKWISE:\n      flipOrder = clockwise(placement);\n      break;\n    case
BEHAVIORS.COUNTERCLOCKWISE:\n      flipOrder = clockwise(placement, true);\n      break;\n    default:\n
flipOrder = options.behavior;\n  }\n\n  flipOrder.forEach(function (step, index) {\n    if (placement !== step ||
flipOrder.length === index + 1) {\n      return data;\n    }\n\n    placement = data.placement.split('-')[0];\n
placementOpposite = getOppositePlacement(placement);\n\n    var popperOffsets = data.offsets.popper;\n    var
refOffsets = data.offsets.reference;\n\n    // using floor because the reference offsets may contain decimals we are not
going to consider here\n    var floor = Math.floor;\n    var overlapsRef = placement === 'left' &&
floor(popperOffsets.right) > floor(refOffsets.left) || placement === 'right' && floor(popperOffsets.left) <
floor(refOffsets.right) || placement === 'top' && floor(popperOffsets.bottom) > floor(refOffsets.top) || placement
=== 'bottom' && floor(popperOffsets.top) < floor(refOffsets.bottom);\n\n    var overflowsLeft =
floor(popperOffsets.left) < floor(boundaries.left);\n    var overflowsRight = floor(popperOffsets.right) >
floor(boundaries.right);\n    var overflowsTop = floor(popperOffsets.top) < floor(boundaries.top);\n    var
overflowsBottom = floor(popperOffsets.bottom) > floor(boundaries.bottom);\n\n    var overflowsBoundaries =
placement === 'left' && overflowsLeft || placement === 'right' && overflowsRight || placement === 'top' &&
overflowsTop || placement === 'bottom' && overflowsBottom;\n\n    // flip the variation if required\n    var
isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n    var flippedVariation = !!options.flipVariations &&
(isVertical && variation === 'start' && overflowsLeft || isVertical && variation === 'end' && overflowsRight ||
!isVertical && variation === 'start' && overflowsTop || !isVertical && variation === 'end' &&
overflowsBottom);\n\n    if (overlapsRef || overflowsBoundaries || flippedVariation) {\n      // this boolean to detect
any flip loop\n      data.flipped = true;\n\n      if (overlapsRef || overflowsBoundaries) {\n        placement =
flipOrder[index + 1];\n      }\n\n      if (flippedVariation) {\n        variation = getOppositeVariation(variation);\n
}\n\n      data.placement = placement + (variation ? '-' + variation : '');\n\n      // this object contains `position`, we
want to preserve it along with\n      // any additional property we may add in the future\n      data.offsets.popper =
_extends({}, data.offsets.popper, getPopperOffsets(data.instance.popper, data.offsets.reference,
data.placement));\n\n      data = runModifiers(data.instance.modifiers, data, 'flip');\n    }\n  });\n  return
data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated
by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object}
The data object, properly modified\n */\nfunction keepTogether(data) {\n  var _data$offsets = data.offsets,\n
popper = _data$offsets.popper,\n      reference = _data$offsets.reference;\n\n  var placement = data.placement.split('-
')[0];\n  var floor = Math.floor;\n  var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n  var side =
isVertical ? 'right' : 'bottom';\n  var opSide = isVertical ? 'left' : 'top';\n  var measurement = isVertical ? 'width' :
'height';\n\n  if (popper[side] < floor(reference[opSide])) {\n    data.offsets.popper[opSide] =
floor(reference[opSide]) - popper[measurement];\n  }\n  if (popper[opSide] > floor(reference[side])) {\n
data.offsets.popper[opSide] = floor(reference[side]);\n  }\n\n  return data;\n}\n\n/**\n * Converts a string containing
value + unit into a px value number\n * @function\n * @memberof {modifiers~offset}\n * @private\n *
@argument {String} str - Value + unit string\n * @argument {String} measurement - `height` or `width`\n *
@argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @returns {Number|String}\n *
Value in pixels, or original string if no values were extracted\n */\nfunction toValue(str, measurement,
popperOffsets, referenceOffsets) {\n  // separate value from unit\n  var split = str.match(/((?:\\-
\|\\+)?\\d*\\.?\\d*)(.*)/);\n  var value = +split[1];\n  var unit = split[2];\n\n  // If it's not a number it's an operator, I
guess\n  if (!value) {\n    return str;\n  }\n\n  if (unit.indexOf('%') === 0) {\n    var element = void 0;\n    switch
(unit) {\n      case '%p':\n        element = popperOffsets;\n        break;\n      case '%':\n      case '%r':\n      default:\n
element = referenceOffsets;\n    }\n\n    var rect = getClientRect(element);\n    return rect[measurement] / 100 *
value;\n  } else if (unit === 'vh' || unit === 'vw') {\n    // if is a vh or vw, we calculate the size based on the
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viewport\n   var size = void 0;\n   if (unit === 'vh') {\n   size = Math.max(document.documentElement.clientHeight, window.innerHeight || 0);\n   } else {\n   size = Math.max(document.documentElement.clientWidth, window.innerWidth || 0);\n   }\n   return size / 100 * value;\n } else {\n   // if is an explicit pixel unit, we get rid of the unit and keep the value\n   // if is an implicit unit, it's px, and we return just the value\n   return value;\n }\n}\n\n/**\n * Parse an `offset` string to extrapolate `x` and `y` numeric offsets.\n * @function\n * @memberof {modifiers~offset}\n * @private\n * @argument {String} offset\n * @argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @argument {String} basePlacement\n * @returns {Array} a two cells array with x and y offsets in numbers\n */\nfunction parseOffset(offset, popperOffsets, referenceOffsets, basePlacement) {\n var offsets = [0, 0];\n\n // Use height if placement is left or right and index is 0 otherwise use width\n // in this way the first offset will use an axis and the second one\n // will use the other one\n var useHeight = ['right', 'left'].indexOf(basePlacement) !== -1;\n\n // Split the offset string to obtain a list of values and operands\n // The regex addresses values with the plus or minus sign in front (+10, -20, etc)\n var fragments = offset.split(/(\\+|\\-)/).map(function (frag) {\n   return frag.trim();\n });\n\n // Detect if the offset string contains a pair of values or a single one\n // they could be separated by comma or space\n var divider = fragments.indexOf(find(fragments, function (frag) {\n   return frag.search(/,|\\s/) !== -1;\n }));\n\n if (fragments[divider] && fragments[divider].indexOf(',') === -1) {\n   console.warn('Offsets separated by white space(s) are deprecated, use a comma (,) instead.');\n }\n\n // If divider is found, we divide the list of values and operands to divide\n // them by ofset X and Y.\n var splitRegex = /\\s*,\\s*|\\s+/;\n var ops = divider !== -1 ? [fragments.slice(0, divider).concat([fragments[divider].split(splitRegex)[0]]), [fragments[divider].split(splitRegex)[1]].concat(fragments.slice(divider + 1))] : [fragments];\n\n // Convert the values with units to absolute pixels to allow our computations\n ops = ops.map(function (op, index) {\n   // Most of the units rely on the orientation of the popper\n   var measurement = (index === 1 ? !useHeight : useHeight) ? 'height' : 'width';\n   var mergeWithPrevious = false;\n   return op\n   // This aggregates any `+` or `-` sign that aren't considered operators\n   // e.g.: 10 + +5 => [10, +, +5]\n   .reduce(function (a, b) {\n   if (a[a.length - 1] === '' && ['+', '-'].indexOf(b) !== -1) {\n   a[a.length - 1] = b;\n   mergeWithPrevious = true;\n   return a;\n   } else if (mergeWithPrevious) {\n   a[a.length - 1] += b;\n   mergeWithPrevious = false;\n   return a;\n   } else {\n   return a.concat(b);\n   }\n   }, [])\n   // Here we convert the string values into number values (in px)\n   .map(function (str) {\n   return toValue(str, measurement, popperOffsets, referenceOffsets);\n   });\n });\n\n // Loop trough the offsets arrays and execute the operations\n ops.forEach(function (op, index) {\n   op.forEach(function (frag, index2) {\n   if (isNumeric(frag)) {\n   offsets[index] += frag * (op[index2 - 1] === '-' ? -1 : 1);\n   }\n   });\n });\n return offsets;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @argument {Number|String} options.offset=0\n * The offset value as described in the modifier description\n * @returns {Object} The data object, properly modified\n */\nfunction offset(data, _ref) {\n var offset = _ref.offset;\n var placement = data.placement,\n   _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var basePlacement = placement.split('-')[0];\n\n var offsets = void 0;\n if (isNumeric(+offset)) {\n   offsets = [+offset, 0];\n } else {\n   offsets = parseOffset(offset, popper, reference, basePlacement);\n }\n\n if (basePlacement === 'left') {\n   popper.top += offsets[0];\n   popper.left -= offsets[1];\n } else if (basePlacement === 'right') {\n   popper.top += offsets[0];\n   popper.left += offsets[1];\n } else if (basePlacement === 'top') {\n   popper.left += offsets[0];\n   popper.top -= offsets[1];\n } else if (basePlacement === 'bottom') {\n   popper.left += offsets[0];\n   popper.top += offsets[1];\n }\n\n data.popper = popper;\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction preventOverflow(data, options) {\n var boundariesElement = options.boundariesElement || getOffsetParent(data.instance.popper);\n\n // If offsetParent is the reference element, we really want to\n // go one step up and use the next offsetParent as reference to\n // avoid to make this modifier completely useless and look like broken\n if (data.instance.reference === boundariesElement) {\n   boundariesElement =

getOffsetParent(boundariesElement);\n }\n\n // NOTE: DOM access here\n // resets the popper's position so that the document size can be calculated excluding\n // the size of the popper element itself\n var transformProp = getSupportedPropertyName('transform');\n var popperStyles = data.instance.popper.style; // assignment to help minification\n var top = popperStyles.top,\n left = popperStyles.left,\n transform = popperStyles[transformProp];\n\n popperStyles.top = '';\n popperStyles.left = '';\n popperStyles[transformProp] = '';\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, boundariesElement, data.positionFixed);\n\n // NOTE: DOM access here\n // restores the original style properties after the offsets have been computed\n popperStyles.top = top;\n popperStyles.left = left;\n popperStyles[transformProp] = transform;\n\n options.boundaries = boundaries;\n\n var order = options.priority;\n var popper = data.offsets.popper;\n\n var check = {\n primary: function primary(placement) {\n var value = popper[placement];\n if (popper[placement] < boundaries[placement] && !options.escapeWithReference) {\n value = Math.max(popper[placement], boundaries[placement]);\n }\n return defineProperty({}, placement, value);\n },\n secondary: function secondary(placement) {\n var mainSide = placement === 'right' ? 'left' : 'top';\n var value = popper[mainSide];\n if (popper[placement] > boundaries[placement] && !options.escapeWithReference) {\n value = Math.min(popper[mainSide], boundaries[placement] - (placement === 'right' ? popper.width : popper.height));\n }\n return defineProperty({}, mainSide, value);\n }\n };\n order.forEach(function (placement) {\n var side = ['left', 'top'].indexOf(placement) !== -1 ? 'primary' : 'secondary';\n popper = _extends({}, popper, check[side](placement));\n });\n\n data.offsets.popper = popper;\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction shift(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var shiftvariation = placement.split('-')[1];\n\n // if shift shiftvariation is specified, run the modifier\n if (shiftvariation) {\n var _data$offsets = data.offsets,\n reference = _data$offsets.reference,\n popper = _data$offsets.popper;\n\n var isVertical = ['bottom', 'top'].indexOf(basePlacement) !== -1;\n var side = isVertical ? 'left' : 'top';\n var measurement = isVertical ? 'width' : 'height';\n\n var shiftOffsets = {\n start: defineProperty({}, side, reference[side]),\n end: defineProperty({}, side, reference[side] + reference[measurement] - popper[measurement])\n };\n\n data.offsets.popper = _extends({}, popper, shiftOffsets[shiftvariation]);\n }\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction hide(data) {\n if (!isModifierRequired(data.instance.modifiers, 'hide', 'preventOverflow')) {\n return data;\n }\n\n var refRect = data.offsets.reference;\n var bound = find(data.instance.modifiers, function (modifier) {\n return modifier.name === 'preventOverflow';\n }).boundaries;\n\n if (refRect.bottom < bound.top || refRect.left > bound.right || refRect.top > bound.bottom || refRect.right < bound.left) {\n // Avoid unnecessary DOM access if visibility hasn't changed\n if (data.hide === true) {\n return data;\n }\n\n data.hide = true;\n data.attributes['x-out-of-boundaries'] = '';\n } else {\n // Avoid unnecessary DOM access if visibility hasn't changed\n if (data.hide === false) {\n return data;\n }\n\n data.hide = false;\n data.attributes['x-out-of-boundaries'] = false;\n }\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction inner(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var _data$offsets = data.offsets,\n popper = _data$offsets.popper,\n reference = _data$offsets.reference;\n\n var isHoriz = ['left', 'right'].indexOf(basePlacement) !== -1;\n\n var subtractLength = ['top', 'left'].indexOf(basePlacement) === -1;\n\n popper[isHoriz ? 'left' : 'top'] = reference[basePlacement] - (subtractLength ? popper[isHoriz ? 'width' : 'height'] : 0);\n\n data.placement = getOppositePlacement(placement);\n data.offsets.popper = getClientRect(popper);\n\n return data;\n}\n\n/**\n * Modifier function, each modifier can have a function of this type assigned\n * to its `fn` property.
\n * These functions will be called on each update, this means that you must\n * make sure they are performant enough to avoid performance bottlenecks.\n *\n *

@function ModifierFn\n * @argument {dataObject} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {dataObject} The data object, properly modified\n */\n\n/**\n * Modifiers are plugins used to alter the behavior of your poppers.
\n * Popper.js uses a set of 9 modifiers to provide all the basic functionalities\n * needed by the library.\n *\n * Usually you don't want to override the `order`, `fn` and `onLoad` props.\n * All the other properties are configurations that could be tweaked.\n * @namespace modifiers\n */\nvar modifiers = {\n /**\n * Modifier used to shift the popper on the start or end of its reference\n * element.
\n * It will read the variation of the `placement` property.
\n * It can be one either `-end` or `-start`.\n * @memberof modifiers\n * @inner\n */\n shift: {\n /** @prop {number} order=100 - Index used to define the order of execution */\n   order: 100,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: shift\n },\n\n /**\n * The `offset` modifier can shift your popper on both its axis.\n *\n * It accepts the following units:\n * - `px` or unit-less, interpreted as pixels\n * - `%` or `%r`, percentage relative to the length of the reference element\n * - `%p`, percentage relative to the length of the popper element\n * - `vw`, CSS viewport width unit\n * - `vh`, CSS viewport height unit\n *\n * For length is intended the main axis relative to the placement of the popper.
\n * This means that if the placement is `top` or `bottom`, the length will be the\n * `width`. In case of `left` or `right`, it will be the `height`.\n *\n * You can provide a single value (as `Number` or `String`), or a pair of values\n * as `String` divided by a comma or one (or more) white spaces.
\n * The latter is a deprecated method because it leads to confusion and will be\n * removed in v2.
\n * Additionally, it accepts additions and subtractions between different units.\n * Note that multiplications and divisions aren't supported.\n *\n * Valid examples are:\n * ```\n * 10\n * '10%'\n * '10, 10'\n * '10%, 10'\n * '10 + 10%'\n * '10 - 5vh + 3%'\n * '-10px + 5vh, 5px - 6%'\n * ```\n * > **NB**: If you desire to apply offsets to your poppers in a way that may make them overlap\n * > with their reference element, unfortunately, you will have to disable the `flip` modifier.\n * > You can read more on this at this [issue](https://github.com/FezVrasta/popper.js/issues/373).\n *\n * @memberof modifiers\n * @inner\n */\n offset: {\n /** @prop {number} order=200 - Index used to define the order of execution */\n   order: 200,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: offset,\n   /** @prop {Number|String} offset=0\n   * The offset value as described in the modifier description\n   */\n   offset: 0\n },\n\n /**\n * Modifier used to prevent the popper from being positioned outside the boundary.\n *\n * A scenario exists where the reference itself is not within the boundaries.
\n * We can say it has \"escaped the boundaries\" — or just \"escaped\".
\n * In this case we need to decide whether the popper should either:\n *\n * - detach from the reference and remain \"trapped\" in the boundaries, or\n * - if it should ignore the boundary and \"escape with its reference\"\n *\n * When `escapeWithReference` is set to`true` and reference is completely\n * outside its boundaries, the popper will overflow (or completely leave)\n * the boundaries in order to remain attached to the edge of the reference.\n *\n * @memberof modifiers\n * @inner\n */\n preventOverflow: {\n /** @prop {number} order=300 - Index used to define the order of execution */\n   order: 300,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: preventOverflow,\n   /**\n   * @prop {Array} [priority=['left','right','top','bottom']]\n   * Popper will try to prevent overflow following these priorities by default,\n   * then, it could overflow on the left and on top of the `boundariesElement`\n   */\n   priority: ['left', 'right', 'top', 'bottom'],\n   /**\n   * @prop {number} padding=5\n   * Amount of pixel used to define a minimum distance between the boundaries\n   * and the popper. This makes sure the popper always has a little padding\n   * between the edges of its container\n   */\n   padding: 5,\n   /**\n   * @prop {String|HTMLElement} boundariesElement='scrollParent'\n   * Boundaries used by the modifier. Can be `scrollParent`, `window`,\n   * `viewport` or any DOM element.\n   */\n   boundariesElement: 'scrollParent'\n },\n\n /**\n * Modifier used to make sure the reference and its popper stay near each other\n * without leaving any gap between the two. Especially useful when the arrow is\n * enabled and you want to ensure that it points to its reference element.\n * It cares only about the first axis. You can still have poppers with margin\n * between the popper and its reference element.\n * @memberof modifiers\n * @inner\n */\n keepTogether: {\n /** @prop {number} order=400 -

Index used to define the order of execution */\n   order: 400,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: keepTogether\n },\n\n /**\n   * This modifier is used to move the `arrowElement` of the popper to make\n   * sure it is positioned between the reference element and its popper element.\n   * It will read the outer size of the `arrowElement` node to detect how many\n   * pixels of conjunction are needed.\n   *\n   * It has no effect if no `arrowElement` is provided.\n   * @memberof modifiers\n   * @inner\n   */\n arrow: {\n   /** @prop {number} order=500 - Index used to define the order of execution */\n   order: 500,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: arrow,\n   /** @prop {String|HTMLElement} element='[x-arrow]' - Selector or node used as arrow */\n   element: '[x-arrow]'\n },\n\n /**\n   * Modifier used to flip the popper's placement when it starts to overlap its\n   * reference element.\n   *\n   * Requires the `preventOverflow` modifier before it in order to work.\n   *\n   * **NOTE:** this modifier will interrupt the current update cycle and will\n   * restart it if it detects the need to flip the placement.\n   * @memberof modifiers\n   * @inner\n   */\n flip: {\n   /** @prop {number} order=600 - Index used to define the order of execution */\n   order: 600,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: flip,\n   /**\n   * @prop {String|Array} behavior='flip'\n   * The behavior used to change the popper's placement. It can be one of\n   * `flip`, `clockwise`, `counterclockwise` or an array with a list of valid\n   * placements (with optional variations)\n   */\n   behavior: 'flip',\n   /**\n   * @prop {number} padding=5\n   * The popper will flip if it hits the edges of the `boundariesElement`\n   */\n   padding: 5,\n   /**\n   * @prop {String|HTMLElement} boundariesElement='viewport'\n   * The element which will define the boundaries of the popper position.\n   * The popper will never be placed outside of the defined boundaries\n   * (except if `keepTogether` is enabled)\n   */\n   boundariesElement: 'viewport'\n },\n\n /**\n   * Modifier used to make the popper flow toward the inner of the reference element.\n   * By default, when this modifier is disabled, the popper will be placed outside\n   * the reference element.\n   * @memberof modifiers\n   * @inner\n   */\n inner: {\n   /** @prop {number} order=700 - Index used to define the order of execution */\n   order: 700,\n   /** @prop {Boolean} enabled=false - Whether the modifier is enabled or not */\n   enabled: false,\n   /** @prop {ModifierFn} */\n   fn: inner\n },\n\n /**\n   * Modifier used to hide the popper when its reference element is outside of the\n   * popper boundaries. It will set a `x-out-of-boundaries` attribute which can\n   * be used to hide with a CSS selector the popper when its reference is\n   * out of boundaries.\n   *\n   * Requires the `preventOverflow` modifier before it in order to work.\n   * @memberof modifiers\n   * @inner\n   */\n hide: {\n   /** @prop {number} order=800 - Index used to define the order of execution */\n   order: 800,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: hide\n },\n\n /**\n   * Computes the style that will be applied to the popper element to gets\n   * properly positioned.\n   *\n   * Note that this modifier will not touch the DOM, it just prepares the styles\n   * so that `applyStyle` modifier can apply it. This separation is useful\n   * in case you need to replace `applyStyle` with a custom implementation.\n   *\n   * This modifier has `850` as `order` value to maintain backward compatibility\n   * with previous versions of Popper.js. Expect the modifiers ordering method\n   * to change in future major versions of the library.\n   *\n   * @memberof modifiers\n   * @inner\n   */\n computeStyle: {\n   /** @prop {number} order=850 - Index used to define the order of execution */\n   order: 850,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: computeStyle,\n   /**\n   * @prop {Boolean} gpuAcceleration=true\n   * If true, it uses the CSS 3D transformation to position the popper.\n   * Otherwise, it will use the `top` and `left` properties\n   */\n   gpuAcceleration: true,\n   /**\n   * @prop {string} [x='bottom']\n   * Where to anchor the X axis (`bottom` or `top`). AKA X offset origin.\n   * Change this if your popper should grow in a direction different from `bottom`\n   */\n   x: 'bottom',\n   /**\n   * @prop {string} [x='left']\n   * Where to anchor the Y axis (`left` or `right`). AKA Y offset origin.\n   * Change this if your popper should grow in a direction different from `right`\n   */\n   y: 'right'\n },\n\n /**\n   * Applies the computed styles to the popper element.\n   *\n   * All the DOM manipulations are limited to this modifier. This is useful in case\n   * you want to integrate Popper.js inside a framework or view library and you\n   * want to delegate all the DOM manipulations to it.\n   *\n   * Note that if you disable this modifier, you must make sure the

popper element\n * has its position set to `absolute` before Popper.js can do its work!\n *\n * Just disable this modifier and define your own to achieve the desired effect.\n *\n * @memberof modifiers\n * @inner\n */\n applyStyle: {\n   /** @prop {number} order=900 - Index used to define the order of execution */\n   order: 900,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: applyStyle,\n   /** @prop {Function} */\n   onLoad: applyStyleOnLoad,\n   /**\n   * @deprecated since version 1.10.0, the property moved to `computeStyle` modifier\n   * @prop {Boolean} gpuAcceleration=true\n   * If true, it uses the CSS 3D transformation to position the popper.\n   * Otherwise, it will use the `top` and `left` properties\n   */\n   gpuAcceleration: undefined\n }};\n\n/**\n * The `dataObject` is an object containing all the information used by Popper.js.\n * This object is passed to modifiers and to the `onCreate` and `onUpdate` callbacks.\n * @name dataObject\n * @property {Object} data.instance The Popper.js instance\n * @property {String} data.placement Placement applied to popper\n * @property {String} data.originalPlacement Placement originally defined on init\n * @property {Boolean} data.flipped True if popper has been flipped by flip modifier\n * @property {Boolean} data.hide True if the reference element is out of boundaries, useful to know when to hide the popper\n * @property {HTMLElement} data.arrowElement Node used as arrow by arrow modifier\n * @property {Object} data.styles Any CSS property defined here will be applied to the popper. It expects the JavaScript nomenclature (eg. `marginBottom`)\n * @property {Object} data.arrowStyles Any CSS property defined here will be applied to the popper arrow. It expects the JavaScript nomenclature (eg. `marginBottom`)\n * @property {Object} data.boundaries Offsets of the popper boundaries\n * @property {Object} data.offsets The measurements of popper, reference and arrow elements\n * @property {Object} data.offsets.popper `top`, `left`, `width`, `height` values\n * @property {Object} data.offsets.reference `top`, `left`, `width`, `height` values\n * @property {Object} data.offsets.arrow] `top` and `left` offsets, only one of them will be different from 0\n */\n\n/**\n * Default options provided to Popper.js constructor.
\n * These can be overridden using the `options` argument of Popper.js.
\n * To override an option, simply pass an object with the same\n * structure of the `options` object, as the 3rd argument. For example:\n * ```\n * new Popper(ref, pop, {\n *   modifiers: {\n *   preventOverflow: { enabled: false }\n *   }\n * })\n * ```\n * @type {Object}\n * @static\n * @memberof Popper\n */\nvar Defaults = {\n /**\n   * Popper's placement.\n   * @prop {Popper.placements} placement='bottom'\n   */\n placement: 'bottom',\n\n /**\n   * Set this to true if you want popper to position it self in 'fixed' mode\n   * @prop {Boolean} positionFixed=false\n   */\n positionFixed: false,\n\n /**\n   * Whether events (resize, scroll) are initially enabled.\n   * @prop {Boolean} eventsEnabled=true\n   */\n eventsEnabled: true,\n\n /**\n   * Set to true if you want to automatically remove the popper when\n   * you call the `destroy` method.\n   * @prop {Boolean} removeOnDestroy=false\n   */\n removeOnDestroy: false,\n\n /**\n   * Callback called when the popper is created.
\n   * By default, it is set to no-op.
\n   * Access Popper.js instance with `data.instance`.\n   * @prop {onCreate}\n   */\n onCreate: function onCreate() {},\n\n /**\n   * Callback called when the popper is updated. This callback is not called\n   * on the initialization/creation of the popper, but only on subsequent\n   * updates.
\n   * By default, it is set to no-op.
\n   * Access Popper.js instance with `data.instance`.\n   * @prop {onUpdate}\n   */\n onUpdate: function onUpdate() {},\n\n /**\n   * List of modifiers used to modify the offsets before they are applied to the popper.\n   * They provide most of the functionalities of Popper.js.\n   * @prop {modifiers}\n   */\n modifiers: modifiers\n};\n\n/**\n * @callback onCreate\n * @param {dataObject} data\n */\n\n/**\n * @callback onUpdate\n * @param {dataObject} data\n */\n\n// Utils\n// Methods\nvar Popper = function () {\n /**\n   * Creates a new Popper.js instance.\n   * @class Popper\n   * @param {HTMLElement|referenceObject} reference - The reference element used to position the popper\n   * @param {HTMLElement} popper - The HTML element used as the popper\n   * @param {Object} options - Your custom options to override the ones defined in [Defaults](#defaults)\n   * @return {Object} instance - The generated Popper.js instance\n   */\n function Popper(reference, popper) {\n   var _this = this;\n\n   var options = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n   classCallCheck(this, Popper);\n\n   this.scheduleUpdate = function () {\n   return requestAnimationFrame(_this.update);\n   };\n\n   // make update() debounced, so that it only runs at most once-per-tick\n   this.update = debounce(this.update.bind(this));\n\n   // with {} we create a new object with the options inside it\n   this.options = _extends({}, Popper.Defaults, options);\n\n

// init state\n   this.state = {\n   isDestroyed: false,\n   isCreated: false,\n   scrollParents: []\n   };\n\n   // get reference and popper elements (allow jQuery wrappers)\n   this.reference = reference && reference.jquery ? reference[0] : reference;\n   this.popper = popper && popper.jquery ? popper[0] : popper;\n\n   // Deep merge modifiers options\n   this.options.modifiers = {};\n   Object.keys(_extends({}, Popper.Defaults.modifiers, options.modifiers)).forEach(function (name) {\n   _this.options.modifiers[name] = _extends({}, Popper.Defaults.modifiers[name] || {}, options.modifiers ? options.modifiers[name] : {});\n   });\n\n   // Refactoring modifiers' list (Object => Array)\n   this.modifiers = Object.keys(this.options.modifiers).map(function (name) {\n   return _extends({\n   name: name\n   }, _this.options.modifiers[name]);\n   })\n   // sort the modifiers by order\n   .sort(function (a, b) {\n   return a.order - b.order;\n   });\n\n   // modifiers have the ability to execute arbitrary code when Popper.js get inited\n   // such code is executed in the same order of its modifier\n   // they could add new properties to their options configuration\n   // BE AWARE: don't add options to `options.modifiers.name` but to `modifierOptions`!\n   this.modifiers.forEach(function (modifierOptions) {\n   if (modifierOptions.enabled && isFunction(modifierOptions.onLoad)) {\n   modifierOptions.onLoad(_this.reference, _this.popper, _this.options, modifierOptions, _this.state);\n   }\n   });\n\n   // fire the first update to position the popper in the right place\n   this.update();\n\n   var eventsEnabled = this.options.eventsEnabled;\n   if (eventsEnabled) {\n   // setup event listeners, they will take care of update the position in specific situations\n   this.enableEventListeners();\n   }\n\n   this.state.eventsEnabled = eventsEnabled;\n }\n\n // We can't use class properties because they don't get listed in the\n // class prototype and break stuff like Sinon stubs\n\n\n createClass(Popper, [{\n   key: 'update',\n   value: function update$$1() {\n   return update.call(this);\n   }\n }, {\n   key: 'destroy',\n   value: function destroy$$1() {\n   return destroy.call(this);\n   }\n }, {\n   key: 'enableEventListeners',\n   value: function enableEventListeners$$1() {\n   return enableEventListeners.call(this);\n   }\n }, {\n   key: 'disableEventListeners',\n   value: function disableEventListeners$$1() {\n   return disableEventListeners.call(this);\n\n   /**\n   * Schedules an update. It will run on the next UI update available.\n   * @method scheduleUpdate\n   * @memberof Popper\n   */\n\n   /**\n   * Collection of utilities useful when writing custom modifiers.\n   * Starting from version 1.7, this method is available only if you\n   * include `popper-utils.js` before `popper.js`.\n   *\n   * **DEPRECATION**: This way to access PopperUtils is deprecated\n   * and will be removed in v2! Use the PopperUtils module directly instead.\n   * Due to the high instability of the methods contained in Utils, we can't\n   * guarantee them to follow semver. Use them at your own risk!\n   * @static\n   * @private\n   * @type {Object}\n   * @deprecated since version 1.8\n   * @member Utils\n   * @memberof Popper\n   */\n }]);\n

  return Popper;\n}();\n\n/**\n * The `referenceObject` is an object that provides an interface compatible with Popper.js\n * and lets you use it as replacement of a real DOM node.
\n * You can use this method to position a popper relatively to a set of coordinates\n * in case you don't have a DOM node to use as reference.\n *\n * ```\n * new Popper(referenceObject, popperNode);\n * ```\n *\n * NB: This feature isn't supported in Internet Explorer 10.\n * @name referenceObject\n * @property {Function} data.getBoundingClientRect\n * A function that returns a set of coordinates compatible with the native `getBoundingClientRect` method.\n * @property {number} data.clientWidth\n * An ES6 getter that will return the width of the virtual reference element.\n * @property {number} data.clientHeight\n * An ES6 getter that will return the height of the virtual reference element.\n */\n\nPopper.Utils = (typeof window !== 'undefined' ? window : global).PopperUtils;\nPopper.placements = placements;\nPopper.Defaults = Defaults;\n\nexport default Popper;\n//# sourceMappingURL=popper.js.map\n","\"use strict\";\n\nvar isValue = require(\"./is-value\");\n\nvar forEach = Array.prototype.forEach, create = Object.create;\n\nvar process = function (src, obj) {\n\tvar key;\n\tfor (key in src) obj[key] = src[key];\n};\n\n// eslint-disable-next-line no-unused-vars\nmodule.exports = function (opts1 /*, …options*/) {\n\tvar result = create(null);\n\tforEach.call(arguments, function (options) {\n\t\tif (!isValue(options)) return;\n\t\tprocess(Object(options), result);\n\t});\n\treturn result;\n};\n","/** Used to detect hot functions by number of calls within a span of milliseconds. */\nvar HOT_COUNT = 800,\n   HOT_SPAN = 16;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeNow = Date.now;\n\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or

more times in `HOT_SPAN`\n * milliseconds.\n *\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\nfunction shortOut(func) {\n var count = 0,\n   lastCalled = 0;\n\n return function() {\n   var stamp = nativeNow(),\n   remaining = HOT_SPAN - (stamp - lastCalled);\n\n   lastCalled = stamp;\n   if (remaining > 0) {\n   if (++count >= HOT_COUNT) {\n   return arguments[0];\n   }\n   } else {\n   count = 0;\n   }\n   return func.apply(undefined, arguments);\n };\n}\n\nmodule.exports = shortOut;\n","var isSymbol = require('./isSymbol');\n\n/** Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/**\n * Converts `value` to a string key if it's not a string or symbol.\n *\n * @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol} Returns the key.\n */\nfunction toKey(value) {\n if (typeof value == 'string' || isSymbol(value)) {\n   return value;\n }\n var result = (value + '');\n return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;\n}\n\nmodule.exports = toKey;\n","'use strict';\n\nvar assign   = require('es5-ext/object/assign')\n , normalizeOpts = require('es5-ext/object/normalize-options')\n , isCallable   = require('es5-ext/object/is-callable')\n , contains   = require('es5-ext/string/#/contains')\n\n , d;\n\nd = module.exports = function (dscr, value/*, options*/) {\n\tvar c, e, w, options, desc;\n\tif ((arguments.length < 2) || (typeof dscr !== 'string')) {\n\t\toptions = value;\n\t\tvalue = dscr;\n\t\tdscr = null;\n\t} else {\n\t\toptions = arguments[2];\n\t}\n\tif (dscr == null) {\n\t\tc = w = true;\n\t\te = false;\n\t} else {\n\t\tc = contains.call(dscr, 'c');\n\t\te = contains.call(dscr, 'e');\n\t\tw = contains.call(dscr, 'w');\n\t}\n\n\tdesc = { value: value, configurable: c, enumerable: e, writable: w };\n\treturn !options ? desc : assign(normalizeOpts(options), desc);\n};\n\nd.gs = function (dscr, get, set/*, options*/) {\n\tvar c, e, options, desc;\n\tif (typeof dscr !== 'string') {\n\t\toptions = set;\n\t\tset = get;\n\t\tget = dscr;\n\t\tdscr = null;\n\t} else {\n\t\toptions = arguments[3];\n\t}\n\tif (get == null) {\n\t\tget = undefined;\n\t} else if (!isCallable(get)) {\n\t\toptions = get;\n\t\tget = set = undefined;\n\t} else if (set == null) {\n\t\tset = undefined;\n\t} else if (!isCallable(set)) {\n\t\toptions = set;\n\t\tset = undefined;\n\t}\n\tif (dscr == null) {\n\t\tc = true;\n\t\te = false;\n\t} else {\n\t\tc = contains.call(dscr, 'c');\n\t\te = contains.call(dscr, 'e');\n\t}\n\n\tdesc = { get: get, set: set, configurable: c, enumerable: e };\n\treturn !options ? desc : assign(normalizeOpts(options), desc);\n};\n","module.exports = function (it, Constructor, name, forbiddenField) {\n if (!(it instanceof Constructor) || (forbiddenField !== undefined && forbiddenField in it)) {\n   throw TypeError(name + ': incorrect invocation!');\n } return it;\n};\n","var isArray = require('./isArray'),\n   isSymbol = require('./isSymbol');\n\n/** Used to match property names within property paths. */\nvar reIsDeepProp = /\\.|\\[(?:[^[\\]]*|([\"'])(?:(?!\\1)[^\\\\]|\\\\.)*?\\1)\\]/,\n   reIsPlainProp = /^\\w*$/;\n\n/**\n * Checks if `value` is a property name and not a property path.\n *\n * @private\n * @param {*} value The value to check.\n * @param {Object} [object] The object to query keys on.\n * @returns {boolean} Returns `true` if `value` is a property name, else `false`.\n */\nfunction isKey(value, object) {\n if (isArray(value)) {\n   return false;\n }\n var type = typeof value;\n if (type == 'number' || type == 'symbol' || type == 'boolean' ||\n   value == null || isSymbol(value)) {\n   return true;\n }\n return reIsPlainProp.test(value) || !reIsDeepProp.test(value) ||\n   (object != null && value in Object(object));\n}\n\nmodule.exports = isKey;\n","\"use strict\";\n\nvar keys = require(\"../keys\")\n , value = require(\"../valid-value\")\n , max   = Math.max;\n\nmodule.exports = function (dest, src /*, …srcn*/) {\n\tvar error, i, length = max(arguments.length, 2), assign;\n\tdest = Object(value(dest));\n\tassign = function (key) {\n\t\ttry {\n\t\t\tdest[key] = src[key];\n\t\t} catch (e) {\n\t\t\tif (!error) error = e;\n\t\t}\n\t};\n\tfor (i = 1; i < length; ++i) {\n\t\tsrc = arguments[i];\n\t\tkeys(src).forEach(assign);\n\t}\n\tif (error !== undefined) throw error;\n\treturn dest;\n};\n","// 19.1.3.1 Object.assign(target, source)\nvar $export = require('./_export');\n\n$export($export.S + $export.F, 'Object', { assign: require('./_object-assign') });\n","\"use strict\";\n\nvar indexOf = String.prototype.indexOf;\n\nmodule.exports = function (searchString/*, position*/) {\n\treturn indexOf.call(this, searchString, arguments[1]) > -1;\n};\n","\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")()\n\t? String.prototype.contains\n\t: require(\"./shim\");\n","var baseProperty = require('./_baseProperty'),\n   basePropertyDeep = require('./_basePropertyDeep'),\n   isKey = require('./_isKey'),\n   toKey = require('./_toKey');\n\n/**\n * Creates a function that returns the value at `path` of a given object.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n * @example\n *\n * var objects = [\n *   { 'a': {

'b': 2 } },\n *   { 'a': { 'b': 1 } }\n *];\n *\n * _.map(objects, _.property('a.b'));\n * // => [2, 1]\n *\n * _.map(_.sortBy(objects, _.property(['a', 'b'])), 'a.b');\n * // => [1, 2]\n */\nfunction property(path) {\n return isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);\n}\n\nmodule.exports = property;\n","var document = require('./_global').document;\nmodule.exports = document && document.documentElement;\n","// This file is imported into lib/wc client bundles.\n\nif (typeof window !== 'undefined') {\n var i\n if ((i = window.document.currentScript) && (i = i.src.match(/(.+\/)[^/]+\\.js(\\?.*)?$/))) {\n   __webpack_public_path__ = i[1] // eslint-disable-line\n }\n}\n\n// Indicate to webpack that this file can be concatenated\nexport default null\n","/*!\n * vue-i18n v8.4.0 \n * (c) 2018 kazuya kawaguchi\n * Released under the MIT License.\n */\n/* */\n\n/**\n * utilities\n */\n\nfunction warn (msg, err) {\n if (typeof console !== 'undefined') {\n   console.warn('[vue-i18n] ' + msg);\n   /* istanbul ignore if */\n   if (err) {\n   console.warn(err.stack);\n   }\n }\n}\n\nfunction isObject (obj) {\n return obj !== null && typeof obj === 'object'\n}\n\nvar toString = Object.prototype.toString;\nvar OBJECT_STRING = '[object Object]';\nfunction isPlainObject (obj) {\n return toString.call(obj) === OBJECT_STRING\n}\n\nfunction isNull (val) {\n return val === null || val === undefined\n}\n\nfunction parseArgs () {\n var args = [], len = arguments.length;\n while (len--) args[len] = arguments[len];\n\n var locale = null;\n var params = null;\n if (args.length === 1) {\n   if (isObject(args[0]) || Array.isArray(args[0])) {\n   params = args[0];\n   } else if (typeof args[0] === 'string') {\n   locale = args[0];\n   }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   locale = args[0];\n   }\n   /* istanbul ignore if */\n   if (isObject(args[1]) || Array.isArray(args[1])) {\n   params = args[1];\n   }\n }\n\n return { locale: locale, params: params }\n}\n\nfunction looseClone (obj) {\n return JSON.parse(JSON.stringify(obj))\n}\n\nfunction remove (arr, item) {\n if (arr.length) {\n   var index = arr.indexOf(item);\n   if (index > -1) {\n   return arr.splice(index, 1)\n   }\n }\n}\n\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nfunction hasOwn (obj, key) {\n return hasOwnProperty.call(obj, key)\n}\n\nfunction merge (target) {\n var arguments$1 = arguments;\n\n var output = Object(target);\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments$1[i];\n   if (source !== undefined && source !== null) {\n   var key = (void 0);\n   for (key in source) {\n   if (hasOwn(source, key)) {\n   if (isObject(source[key])) {\n   output[key] = merge(output[key], source[key]);\n   } else {\n   output[key] = source[key];\n   }\n   }\n   }\n   }\n }\n return output\n}\n\nfunction looseEqual (a, b) {\n if (a === b) { return true }\n var isObjectA = isObject(a);\n var isObjectB = isObject(b);\n if (isObjectA && isObjectB) {\n   try {\n   var isArrayA = Array.isArray(a);\n   var isArrayB = Array.isArray(b);\n   if (isArrayA && isArrayB) {\n   return a.length === b.length && a.every(function (e, i) {\n   return looseEqual(e, b[i])\n   })\n   } else if (!isArrayA && !isArrayB) {\n   var keysA = Object.keys(a);\n   var keysB = Object.keys(b);\n   return keysA.length === keysB.length && keysA.every(function (key) {\n   return looseEqual(a[key], b[key])\n   })\n   } else {\n   /* istanbul ignore next */\n   return false\n   }\n   } catch (e) {\n   /* istanbul ignore next */\n   return false\n   }\n } else if (!isObjectA && !isObjectB) {\n   return String(a) === String(b)\n } else {\n   return false\n }\n}\n\nvar canUseDateTimeFormat =\n typeof Intl !== 'undefined' && typeof Intl.DateTimeFormat !== 'undefined';\n\nvar canUseNumberFormat =\n typeof Intl !== 'undefined' && typeof Intl.NumberFormat !== 'undefined';\n\n/* */\n\nfunction extend (Vue) {\n if (!Vue.prototype.hasOwnProperty('$i18n')) {\n   // $FlowFixMe\n   Object.defineProperty(Vue.prototype, '$i18n', {\n   get: function get () { return this._i18n }\n   });\n }\n\n Vue.prototype.$t = function (key) {\n   var values = [], len = arguments.length - 1;\n   while (len-- > 0) values[len] = arguments[len + 1];\n\n   var i18n = this.$i18n;\n   return i18n._t.apply(i18n, [key, i18n.locale, i18n._getMessages(), this].concat(values))\n };\n\n Vue.prototype.$tc = function (key, choice) {\n   var values = [], len = arguments.length - 2;\n   while (len-- > 0) values[len] = arguments[len + 2];\n\n   var i18n = this.$i18n;\n   return i18n._tc.apply(i18n, [key, i18n.locale, i18n._getMessages(), this, choice].concat(values))\n };\n\n Vue.prototype.$te = function (key, locale) {\n   var i18n = this.$i18n;\n   return i18n._te(key, i18n.locale, i18n._getMessages(), locale)\n };\n\n Vue.prototype.$d = function (value) {\n   var ref;\n\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n   return (ref = this.$i18n).d.apply(ref, [value].concat(args))\n };\n\n Vue.prototype.$n = function (value) {\n   var ref;\n\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] =

arguments[len + 1];\n   return (ref = this.$i18n).n.apply(ref, [value].concat(args))\n };\n}\n\n/* */\n\nvar mixin = {\n beforeCreate: function beforeCreate () {\n   var options = this.$options;\n   options.i18n = options.i18n || (options.__i18n ? {} : null);\n\n   if (options.i18n) {\n   if (options.i18n instanceof VueI18n) {\n   // init locale messages via custom blocks\n   if (options.__i18n) {\n   try {\n   var localeMessages = {};\n options.__i18n.forEach(function (resource) {\n   localeMessages = merge(localeMessages, JSON.parse(resource));\n   });\n   Object.keys(localeMessages).forEach(function (locale) {\n options.i18n.mergeLocaleMessage(locale, localeMessages[locale]);\n   });\n   } catch (e) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot parse locale messages via custom blocks.\", e);\n   }\n   }\n   }\n   this._i18n = options.i18n;\n   this._i18nWatcher = this._i18n.watchI18nData();\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   } else if (isPlainObject(options.i18n)) {\n   // component local i18n\n   if (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n   options.i18n.root = this.$root;\n   options.i18n.formatter = this.$root.$i18n.formatter;\n   options.i18n.fallbackLocale = this.$root.$i18n.fallbackLocale;\n options.i18n.silentTranslationWarn = this.$root.$i18n.silentTranslationWarn;\n   }\n\n   // init locale messages via custom blocks\n   if (options.__i18n) {\n   try {\n   var localeMessages$1 = {};\n options.__i18n.forEach(function (resource) {\n   localeMessages$1 = merge(localeMessages$1, JSON.parse(resource));\n   });\n   options.i18n.messages = localeMessages$1;\n   } catch (e) {\n if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot parse locale messages via custom blocks.\", e);\n   }\n   }\n   }\n\n   this._i18n = new VueI18n(options.i18n);\n   this._i18nWatcher = this._i18n.watchI18nData();\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n\nif (options.i18n.sync === undefined || !!options.i18n.sync) {\n   this._localeWatcher = this.$i18n.watchLocale();\n   }\n   } else {\n   if (process.env.NODE_ENV !== 'production') {\n warn(\"Cannot be interpreted 'i18n' option.\");\n   }\n   }\n   } else if (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n   // root i18n\n   this._i18n = this.$root.$i18n;\n this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   } else if (options.parent && options.parent.$i18n && options.parent.$i18n instanceof VueI18n) {\n   // parent i18n\n   this._i18n = options.parent.$i18n;\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   }\n },\n\n beforeDestroy: function beforeDestroy () {\n   if (!this._i18n) { return }\n\n   if (this._subscribing) {\n this._i18n.unsubscribeDataChanging(this);\n   delete this._subscribing;\n   }\n\n   if (this._i18nWatcher) {\n this._i18nWatcher();\n   delete this._i18nWatcher;\n   }\n\n   if (this._localeWatcher) {\n this._localeWatcher();\n   delete this._localeWatcher;\n   }\n\n   this._i18n = null;\n }\n};\n\n/* */\n\nvar component = {\n name: 'i18n',\n functional: true,\n props: {\n   tag: {\n   type: String,\n   default: 'span'\n   },\n   path: {\n   type: String,\n   required: true\n   },\n   locale: {\n   type: String\n   },\n   places: {\n   type: [Array, Object]\n   }\n },\n render: function render (h, ref) {\n   var props = ref.props;\n   var data = ref.data;\n   var children = ref.children;\n   var parent = ref.parent;\n\n   var i18n = parent.$i18n;\n\n   children = (children || []).filter(function (child) {\n   return child.tag || (child.text = child.text.trim())\n   });\n\n   if (!i18n) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn('Cannot find VueI18n instance!');\n   }\n   return children\n   }\n\n   var path = props.path;\n   var locale = props.locale;\n\n   var params = {};\n   var places = props.places || {};\n\n   var hasPlaces = Array.isArray(places)\n   ? places.length > 0\n   : Object.keys(places).length > 0;\n\n   var everyPlace = children.every(function (child) {\n   if (child.data && child.data.attrs) {\n   var place = child.data.attrs.place;\n   return (typeof place !== 'undefined') && place !== \"\n   }\n   });\n\n   if (process.env.NODE_ENV !== 'production' && hasPlaces && children.length > 0 && !everyPlace) {\n   warn('If places prop is set, all child elements must have place prop set.');\n   }\n\n   if (Array.isArray(places)) {\n   places.forEach(function (el, i) {\n   params[i] = el;\n   });\n   } else {\n   Object.keys(places).forEach(function (key) {\n   params[key] = places[key];\n   });\n   }\n\n   children.forEach(function (child, i) {\n   var key = everyPlace\n   ? (\"\" + (child.data.attrs.place))\n   : (\"\" + i);\n   params[key] = child;\n   });\n\n   return h(props.tag, data, i18n.i(path, locale, params))\n }\n};\n\n/* */\n\nfunction bind (el, binding, vnode) {\n if (!assert(el, vnode)) { return }\n\n t(el, binding,

vnode);\n}\n\nfunction update (el, binding, vnode, oldVNode) {\n if (!assert(el, vnode)) { return }\n\n var i18n = vnode.context.$i18n;\n if (localeEqual(el, vnode) &&\n (looseEqual(binding.value, binding.oldValue) &&\n looseEqual(el._localeMessage, i18n.getLocaleMessage(i18n.locale)))) { return }\n\n t(el, binding, vnode);\n}\n\nfunction unbind (el, binding, vnode, oldVNode) {\n var vm = vnode.context;\n if (!vm) {\n warn('Vue instance does not exists in VNode context');\n return\n }\n\n el.textContent = '';\n el._vt = undefined;\n delete el['_vt'];\n el._locale = undefined;\n delete el['_locale'];\n el._localeMessage = undefined;\n delete el['_localeMessage'];\n}\n\nfunction assert (el, vnode) {\n var vm = vnode.context;\n if (!vm) {\n warn('Vue instance doest not exists in VNode context');\n return false\n }\n\n if (!vm.$i18n) {\n warn('VueI18n instance does not exists in Vue instance');\n return false\n }\n\n return true\n}\n\nfunction localeEqual (el, vnode) {\n var vm = vnode.context;\n return el._locale === vm.$i18n.locale\n}\n\nfunction t (el, binding, vnode) {\n var ref$1, ref$2;\n\n var value = binding.value;\n\n var ref = parseValue(value);\n var path = ref.path;\n var locale = ref.locale;\n var args = ref.args;\n var choice = ref.choice;\n if (!path && !locale && !args) {\n warn('value type not supported');\n return\n }\n\n if (!path) {\n warn(`path` is required in v-t directive');\n return\n }\n\n var vm = vnode.context;\n if (choice) {\n el._vt = el.textContent = (ref$1 = vm.$i18n).tc.apply(ref$1, [path, choice].concat(makeParams(locale, args)));\n } else {\n el._vt = el.textContent = (ref$2 = vm.$i18n).t.apply(ref$2, [path].concat(makeParams(locale, args)));\n }\n el._locale = vm.$i18n.locale;\n el._localeMessage = vm.$i18n.getLocaleMessage(vm.$i18n.locale);\n}\n\nfunction parseValue (value) {\n var path;\n var locale;\n var args;\n var choice;\n\n if (typeof value === 'string') {\n path = value;\n } else if (isPlainObject(value)) {\n path = value.path;\n locale = value.locale;\n args = value.args;\n choice = value.choice;\n }\n\n return { path: path, locale: locale, args: args, choice: choice }\n}\n\nfunction makeParams (locale, args) {\n var params = [];\n\n locale && params.push(locale);\n if (args && (Array.isArray(args) || isPlainObject(args))) {\n params.push(args);\n }\n\n return params\n}\n\nvar Vue;\n\nfunction install (_Vue) {\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' && install.installed && _Vue === Vue) {\n warn('already installed.');\n return\n }\n install.installed = true;\n\n Vue = _Vue;\n\n var version = (Vue.version && Number(Vue.version.split('.')[0])) || -1;\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' && version < 2) {\n warn(("vue-i18n (" + (install.version) + ") need to use Vue 2.0 or later (Vue: " + (Vue.version) + ").")));\n return\n }\n\n extend(Vue);\n Vue.mixin(mixin);\n Vue.directive('t', { bind: bind, update: update, unbind: unbind });\n Vue.component(component.name, component);\n\n // use simple mergeStrategies to prevent i18n instance lose '__proto__'\n var strats = Vue.config.optionMergeStrategies;\n strats.i18n = function (parentVal, childVal) {\n return childVal === undefined\n ? parentVal\n : childVal\n };\n}\n\n/* */\n\nvar BaseFormatter = function BaseFormatter () {\n this._caches = Object.create(null);\n};\n\nBaseFormatter.prototype.interpolate = function interpolate (message, values) {\n if (!values) {\n return [message]\n }\n var tokens = this._caches[message];\n if (!tokens) {\n tokens = parse(message);\n this._caches[message] = tokens;\n }\n return compile(tokens, values)\n};\n\n\nvar RE_TOKEN_LIST_VALUE = /^(?:\d)+/;\nvar RE_TOKEN_NAMED_VALUE = /^(?:\w)+/;\nfunction parse (format) {\n var tokens = [];\n var position = 0;\n\n var text = '';\n while (position < format.length) {\n var char = format[position++];\n if (char === '{') {\n if (text) {\n tokens.push({ type: 'text', value: text });\n }\n\n text = '';\n var sub = '';\n char = format[position++];\n while (char !== undefined && char !== '}') {\n sub += char;\n char = format[position++];\n }\n var isClosed = char === '}';\n\n var type = RE_TOKEN_LIST_VALUE.test(sub)\n ? 'list'\n : isClosed && RE_TOKEN_NAMED_VALUE.test(sub)\n ? 'named'\n : 'unknown';\n tokens.push({ value: sub, type: type });\n } else if (char === '%') {\n // when found rails i18n syntax, skip text capture\n if (format[(position)] !== '{') {\n text += char;\n }\n } else {\n text += char;\n }\n }\n\n text && tokens.push({ type: 'text', value: text });\n\n return tokens\n}\n\nfunction compile (tokens, values) {\n var compiled = [];\n var index = 0;\n\n var mode = Array.isArray(values)\n ? 'list'\n : isObject(values)\n ? 'named'\n : 'unknown';\n if (mode === 'unknown') { return compiled }\n\n while (index < tokens.length) {\n var token = tokens[index];\n switch (token.type) {\n case 'text':\n compiled.push(token.value);\n break\n case 'list':\n compiled.push(values[parseInt(token.value, 10)]);\n break\n case 'named':\n if (mode ===

'named') {\n   compiled.push((values)[token.value]);\n   } else {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Type of token '\" + (token.type) + \"' and format of value '\" + mode + \"' don't match!\"));\n   }\n   }\n   break\n   case 'unknown':\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Detect 'unknown' type of token!\");\n   }\n   break\n }\n   index++;\n }\n\n return compiled\n}\n\n/* */\n\n/**\n * Path parser\n * - Inspired:\n *   Vue.js Path parser\n */\n\n// actions\nvar APPEND = 0;\nvar PUSH = 1;\nvar INC_SUB_PATH_DEPTH = 2;\nvar PUSH_SUB_PATH = 3;\n\n// states\nvar BEFORE_PATH = 0;\nvar IN_PATH = 1;\nvar BEFORE_IDENT = 2;\nvar IN_IDENT = 3;\nvar IN_SUB_PATH = 4;\nvar IN_SINGLE_QUOTE = 5;\nvar IN_DOUBLE_QUOTE = 6;\nvar AFTER_PATH = 7;\nvar ERROR = 8;\n\nvar pathStateMachine = [];\npathStateMachine[BEFORE_PATH] = {\n 'ws': [BEFORE_PATH],\n 'ident': [IN_IDENT, APPEND],\n '[': [IN_SUB_PATH],\n 'eof': [AFTER_PATH]\n};\npathStateMachine[IN_PATH] = {\n 'ws': [IN_PATH],\n '.': [BEFORE_IDENT],\n '[': [IN_SUB_PATH],\n 'eof': [AFTER_PATH]\n};\npathStateMachine[BEFORE_IDENT] = {\n 'ws': [BEFORE_IDENT],\n 'ident': [IN_IDENT, APPEND],\n '0': [IN_IDENT, APPEND],\n 'number': [IN_IDENT, APPEND]\n};\npathStateMachine[IN_IDENT] = {\n 'ident': [IN_IDENT, APPEND],\n '0': [IN_IDENT, APPEND],\n 'number': [IN_IDENT, APPEND],\n 'ws': [IN_PATH, PUSH],\n '.': [BEFORE_IDENT, PUSH],\n '[': [IN_SUB_PATH, PUSH],\n 'eof': [AFTER_PATH, PUSH]\n};\npathStateMachine[IN_SUB_PATH] = {\n \"'\": [IN_SINGLE_QUOTE, APPEND],\n '\"': [IN_DOUBLE_QUOTE, APPEND],\n '[': [IN_SUB_PATH, INC_SUB_PATH_DEPTH],\n ']': [IN_PATH, PUSH_SUB_PATH],\n 'eof': ERROR,\n 'else': [IN_SUB_PATH, APPEND]\n};\npathStateMachine[IN_SINGLE_QUOTE] = {\n \"'\": [IN_SUB_PATH, APPEND],\n 'eof': ERROR,\n 'else': [IN_SINGLE_QUOTE, APPEND]\n};\npathStateMachine[IN_DOUBLE_QUOTE] = {\n '\"': [IN_SUB_PATH, APPEND],\n 'eof': ERROR,\n 'else': [IN_DOUBLE_QUOTE, APPEND]\n};\n\n/**\n * Check if an expression is a literal value.\n */\n\nvar literalValueRE = /^\\s?(?:true|false|-?[\\d.]+|'[^']*'|\"[^\"]*\")\\s?$/;\nfunction isLiteral (exp) {\n return literalValueRE.test(exp)\n}\n\n/**\n * Strip quotes from a string\n */\n\nfunction stripQuotes (str) {\n var a = str.charCodeAt(0);\n var b = str.charCodeAt(str.length - 1);\n return a === b && (a === 0x22 || a === 0x27)\n   ? str.slice(1, -1)\n   : str\n}\n\n/**\n * Determine the type of a character in a keypath.\n */\n\nfunction getPathCharType (ch) {\n if (ch === undefined || ch === null) { return 'eof' }\n\n var code = ch.charCodeAt(0);\n\n switch (code) {\n   case 0x5B: // [\n   case 0x5D: //]\n   case 0x2E: // .\n   case 0x22: // \"\n   case 0x27: // '\n   return ch\n\n   case 0x5F: // _\n   case 0x24: // $\n   case 0x2D: // -\n   return 'ident'\n\n   case 0x20: // Space\n   case 0x09: // Tab\n   case 0x0A: // Newline\n   case 0x0D: // Return\n   case 0xA0: // No-break space\n   case 0xFEFF: // Byte Order Mark\n   case 0x2028: // Line Separator\n   case 0x2029: // Paragraph Separator\n   return 'ws'\n }\n\n return 'ident'\n}\n\n/**\n * Format a subPath, return its plain form if it is\n * a literal string or number. Otherwise prepend the\n * dynamic indicator (*).\n */\n\nfunction formatSubPath (path) {\n var trimmed = path.trim();\n // invalid leading 0\n if (path.charAt(0) === '0' && isNaN(path)) { return false }\n\n return isLiteral(trimmed) ? stripQuotes(trimmed) : '*' + trimmed\n}\n\n/**\n * Parse a string path into an array of segments\n */\n\nfunction parse$1 (path) {\n var keys = [];\n var index = -1;\n var mode = BEFORE_PATH;\n var subPathDepth = 0;\n var c;\n var key;\n var newChar;\n var type;\n var transition;\n var action;\n var typeMap;\n var actions = [];\n\n actions[PUSH] = function () {\n   if (key !== undefined) {\n   keys.push(key);\n   key = undefined;\n   }\n };\n\n actions[APPEND] = function () {\n   if (key === undefined) {\n   key = newChar;\n   } else {\n   key += newChar;\n   }\n };\n\n actions[INC_SUB_PATH_DEPTH] = function () {\n   actions[APPEND]();\n   subPathDepth++;\n };\n\n actions[PUSH_SUB_PATH] = function () {\n   if (subPathDepth > 0) {\n   subPathDepth--;\n   mode = IN_SUB_PATH;\n   actions[APPEND]();\n   } else {\n   subPathDepth = 0;\n   key = formatSubPath(key);\n   if (key === false) {\n   return false\n   } else {\n   actions[PUSH]();\n   }\n   }\n };\n\n function maybeUnescapeQuote () {\n   var nextChar = path[index + 1];\n   if ((mode === IN_SINGLE_QUOTE && nextChar === \"'\") ||\n   (mode === IN_DOUBLE_QUOTE && nextChar === '\"')) {\n   index++;\n   newChar = '\\' + nextChar;\n   actions[APPEND]();\n   return true\n   }\n }\n\n while (mode !== null) {\n   index++;\n   c = path[index];\n\n   if (c === '\\' && maybeUnescapeQuote()) {\n   continue\n   }\n\n   type = getPathCharType(c);\n   typeMap = pathStateMachine[mode];\n   transition =

typeMap[type] || typeMap['else'] || ERROR;\n\n   if (transition === ERROR) {\n   return // parse error\n   }\n\n
mode = transition[0];\n   action = actions[transition[1]];\n   if (action) {\n   newChar = transition[2];\n
newChar = newChar === undefined\n   ? c\n   : newChar;\n   if (action() === false) {\n   return\n   }\n
}\n\n   if (mode === AFTER_PATH) {\n   return keys\n   }\n }\n}\n\n\n\n\nvar I18nPath = function I18nPath
() {\n this._cache = Object.create(null);\n};\n\n/**\n * External parse that check for a cache hit first\n
*/\nI18nPath.prototype.parsePath = function parsePath (path) {\n var hit = this._cache[path];\n if (!hit) {\n   hit =
parse$1(path);\n   if (hit) {\n   this._cache[path] = hit;\n   }\n }\n return hit || []\n};\n\n/**\n * Get path value
from path string\n */\nI18nPath.prototype.getPathValue = function getPathValue (obj, path) {\n if (!isObject(obj)) {
return null }\n\n var paths = this.parsePath(path);\n if (paths.length === 0) {\n   return null\n } else {\n   var
length = paths.length;\n   var last = obj;\n   var i = 0;\n   while (i < length) {\n   var value = last[paths[i]];\n   if
(value === undefined) {\n   return null\n   }\n   last = value;\n   i++;\n   }\n\n   return last\n }\n};\n\n/*
*/\n\n\n\nvar numberFormatKeys = [\n 'style',\n 'currency',\n 'currencyDisplay',\n 'useGrouping',\n
'minimumIntegerDigits',\n 'minimumFractionDigits',\n 'maximumFractionDigits',\n 'minimumSignificantDigits',\n
'maximumSignificantDigits',\n 'localeMatcher',\n 'formatMatcher'\n];\nvar linkKeyMatcher = /(?:@(?:\\.[a-
z]+)?:(?:[\\w\\-_|.]+|\\(([\\w\\-_|.]+\\)))/g;\nvar linkKeyPrefixMatcher = /^@(?:\\.([a-z]+))?:/;\nvar bracketsMatcher =
/[()]/g;\nvar formatters = {\n 'upper': function (str) { return str.toLocaleUpperCase(); },\n 'lower': function (str) {
return str.toLocaleLowerCase(); }\n};\n\nvar VueI18n = function VueI18n (options) {\n var this$1 = this;\n if (
options === void 0) options = {};\n\n // Auto install if it is not done yet and `window` has `Vue`.\n // To allow
users to avoid auto-installation in some cases,\n // this code should be placed here. See #290\n /* istanbul ignore if
*/\n if (!Vue && typeof window !== 'undefined' && window.Vue) {\n   install(window.Vue);\n }\n\n var locale =
options.locale || 'en-US';\n var fallbackLocale = options.fallbackLocale || 'en-US';\n var messages =
options.messages || {};\n var dateTimeFormats = options.dateTimeFormats || {};\n var numberFormats =
options.numberFormats || {};\n\n this._vm = null;\n this._formatter = options.formatter || new BaseFormatter();\n
this._missing = options.missing || null;\n this._root = options.root || null;\n this._sync = options.sync === undefined
? true : !!options.sync;\n this._fallbackRoot = options.fallbackRoot === undefined\n   ? true\n   :
!!options.fallbackRoot;\n this._silentTranslationWarn = options.silentTranslationWarn === undefined\n   ? false\n
: !!options.silentTranslationWarn;\n this._dateTimeFormatters = {};\n this._numberFormatters = {};\n this._path =
new I18nPath();\n this._dataListeners = [];\n\n this._exist = function (message, key) {\n   if (!message || !key) {
return false }\n   return !isNull(this$1._path.getPathValue(message, key))\n };\n\n this._initVM({\n   locale:
locale,\n   fallbackLocale: fallbackLocale,\n   messages: messages,\n   dateTimeFormats: dateTimeFormats,\n
numberFormats: numberFormats\n });\n};\n\nvar prototypeAccessors = { vm: { configurable: true },messages: {
configurable: true },dateTimeFormats: { configurable: true },numberFormats: { configurable: true },locale: {
configurable: true },fallbackLocale: { configurable: true },missing: { configurable: true },formatter: { configurable:
true },silentTranslationWarn: { configurable: true } };\n\nVueI18n.prototype._initVM = function _initVM (data) {\n
var silent = Vue.config.silent;\n Vue.config.silent = true;\n this._vm = new Vue({ data: data });\n
Vue.config.silent = silent;\n};\n\nVueI18n.prototype.subscribeDataChanging = function subscribeDataChanging
(vm) {\n this._dataListeners.push(vm);\n};\n\nVueI18n.prototype.unsubscribeDataChanging = function
unsubscribeDataChanging (vm) {\n remove(this._dataListeners, vm);\n};\n\nVueI18n.prototype.watchI18nData =
function watchI18nData () {\n var self = this;\n return this._vm.$watch('$data', function () {\n   var i =
self._dataListeners.length;\n   while (i--) {\n   Vue.nextTick(function () {\n   self._dataListeners[i] &&
self._dataListeners[i].$forceUpdate();\n   });\n   }\n }, { deep: true })\n};\n\nVueI18n.prototype.watchLocale =
function watchLocale () {\n /* istanbul ignore if */\n if (!this._sync || !this._root) { return null }\n var target =
this._vm;\n return this._root.$i18n.vm.$watch('locale', function (val) {\n   target.$set(target, 'locale', val);\n
target.$forceUpdate();\n }, { immediate: true })\n};\n\nprototypeAccessors.vm.get = function () { return this._vm
};\n\nprototypeAccessors.messages.get = function () { return looseClone(this._getMessages())
};\nprototypeAccessors.dateTimeFormats.get = function () { return looseClone(this._getDateTimeFormats())
};\nprototypeAccessors.numberFormats.get = function () { return looseClone(this._getNumberFormats())
};\nprototypeAccessors.locale.get = function () { return this._vm.locale };\nprototypeAccessors.locale.set =

function (locale) {\n this._vm.$set(this._vm, 'locale', locale);\n};\n\nprototypeAccessors.fallbackLocale.get = function () { return this._vm.fallbackLocale };\nprototypeAccessors.fallbackLocale.set = function (locale) {\n this._vm.$set(this._vm, 'fallbackLocale', locale);\n};\n\nprototypeAccessors.missing.get = function () { return this._missing };\nprototypeAccessors.missing.set = function (handler) { this._missing = handler; };\n\nprototypeAccessors.formatter.get = function () { return this._formatter };\nprototypeAccessors.formatter.set = function (formatter) { this._formatter = formatter; };\n\nprototypeAccessors.silentTranslationWarn.get = function () { return this._silentTranslationWarn };\nprototypeAccessors.silentTranslationWarn.set = function (silent) { this._silentTranslationWarn = silent; };\n\nVueI18n.prototype._getMessages = function _getMessages () { return this._vm.messages };\nVueI18n.prototype._getDateTimeFormats = function _getDateTimeFormats () { return this._vm.dateTimeFormats };\nVueI18n.prototype._getNumberFormats = function _getNumberFormats () { return this._vm.numberFormats };\n\nVueI18n.prototype._warnDefault = function _warnDefault (locale, key, result, vm, values) {\n if (!isNull(result)) { return result }\n if (this._missing) {\n   var missingRet = this._missing.apply(null, [locale, key, vm, values]);\n   if (typeof missingRet === 'string') {\n   return missingRet\n   }\n } else {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn(\n   \"Cannot translate the value of keypath '\" + key + \"'. \" +\n   'Use the value of keypath as default.'\n   );\n   }\n }\n return key\n};\n\nVueI18n.prototype._isFallbackRoot = function _isFallbackRoot (val) {\n return !val && !isNull(this._root) && this._fallbackRoot\n};\n\nVueI18n.prototype._interpolate = function _interpolate (\n locale,\n message,\n key,\n host,\n interpolateMode,\n values,\n visitedLinkStack\n) {\n if (!message) { return null }\n\n var pathRet = this._path.getPathValue(message, key);\n if (Array.isArray(pathRet) || isPlainObject(pathRet)) { return pathRet }\n\n var ret;\n if (isNull(pathRet)) {\n   /* istanbul ignore else */\n   if (isPlainObject(message)) {\n   ret = message[key];\n   if (typeof ret !== 'string') {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Value of key '\" + key + \"' is not a string!\"));\n   }\n   return null\n   }\n   } else {\n   return null\n   }\n } else {\n   /* istanbul ignore else */\n   if (typeof pathRet === 'string') {\n   ret = pathRet;\n   } else {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Value of key '\" + key + \"' is not a string!\"));\n   }\n   return null\n   }\n }\n\n // Check for the existence of links within the translated string\n if (ret.indexOf('@:') >= 0 || ret.indexOf('@.') >= 0) {\n   ret = this._link(locale, message, ret, host, interpolateMode, values, visitedLinkStack);\n }\n\n return this._render(ret, interpolateMode, values)\n};\n\nVueI18n.prototype._link = function _link (\n locale,\n message,\n str,\n host,\n interpolateMode,\n values,\n visitedLinkStack\n) {\n var this$1 = this;\n\n var ret = str;\n\n // Match all the links within the local\n // We are going to replace each of\n // them with its translation\n var matches = ret.match(linkKeyMatcher);\n for (var idx in matches) {\n   // ie compatible: filter custom array\n   // prototype method\n   if (!matches.hasOwnProperty(idx)) {\n   continue\n   }\n   var link = matches[idx];\n   var linkKeyPrefixMatches = link.match(linkKeyPrefixMatcher);\n   var linkPrefix = linkKeyPrefixMatches[0];\n   var formatterName = linkKeyPrefixMatches[1];\n\n   // Remove the leading @:, @.case: and the brackets\n   var linkPlaceholder = link.replace(linkPrefix, '').replace(bracketsMatcher, '');\n\n   if (visitedLinkStack.includes(linkPlaceholder)) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Circular reference found. \\\"\" + link + \"\\\" is already visited in the chain of \" + (visitedLinkStack.reverse().join(' <- '))));\n   }\n   return ret\n   }\n   visitedLinkStack.push(linkPlaceholder);\n\n   // Translate the link\n   var translated = this$1._interpolate(\n   locale, message, linkPlaceholder, host,\n   interpolateMode === 'raw' ? 'string' : interpolateMode,\n   interpolateMode === 'raw' ? undefined : values,\n   visitedLinkStack\n   );\n\n   if (this$1._isFallbackRoot(translated)) {\n   if (process.env.NODE_ENV !== 'production' && !this$1._silentTranslationWarn) {\n   warn((\"Fall back to translate the link placeholder '\" + linkPlaceholder + \"' with root locale.\"));\n   }\n   /* istanbul ignore if */\n   if (!this$1._root) { throw Error('unexpected error') }\n   var root = this$1._root.$i18n;\n   translated = root._translate(\n   root._getMessages(), root.locale, root.fallbackLocale,\n   linkPlaceholder, host, interpolateMode, values\n   );\n   }\n   translated = this$1._warnDefault(\n   locale, linkPlaceholder, translated, host,\n   Array.isArray(values) ? values : [values]\n   );\n   if (formatters.hasOwnProperty(formatterName)) {\n   translated = formatters[formatterName](translated);\n

}\n\n   visitedLinkStack.pop();\n\n   // Replace the link with the translated\n   ret = !translated ? ret : ret.replace(link, translated);\n   }\n\n   return ret\n};\n\nVueI18n.prototype._render = function _render (message, interpolateMode, values) {\n   var ret = this._formatter.interpolate(message, values);\n   // if interpolateMode is **not** 'string' ('row'),\n   // return the compiled data (e.g. ['foo', VNode, 'bar']) with formatter\n   return interpolateMode === 'string' ? ret.join('') : ret\n};\n\nVueI18n.prototype._translate = function _translate (\n   messages,\n   locale,\n   fallback,\n   key,\n   host,\n   interpolateMode,\n   args\n) {\n   var res =\n   this._interpolate(locale, messages[locale], key, host, interpolateMode, args, [key]);\n   if (!isNull(res)) { return res }\n\n   res = this._interpolate(fallback, messages[fallback], key, host, interpolateMode, args, [key]);\n   if (!isNull(res)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Fall back to translate the keypath '\" + key + "'\" with \"" + fallback + "'\" locale.\"));\n   }\n   return res\n   } else {\n   return null\n   }\n};\n\nVueI18n.prototype._t = function _t (key, _locale, messages, host) {\n   var ref;\n\n   var values = [], len = arguments.length - 4;\n   while (len-- > 0) values[len] = arguments[len + 4];\n   if (!key) { return '' }\n\n   var parsedArgs = parseArgs.apply(void 0, values);\n   var locale = parsedArgs.locale || _locale;\n\n   var ret = this._translate(\n   messages, locale, this.fallbackLocale, key,\n   host, 'string', parsedArgs.params\n   );\n   if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Fall back to translate the keypath '\" + key + "'\" with root locale.\"));\n   }\n   /* istanbul ignore if */\n   if (!this._root) { throw Error('unexpected error') }\n   return (ref = this._root).$t.apply(ref, [key].concat(values))\n   } else {\n   return this._warnDefault(locale, key, ret, host, values)\n   }\n};\n\nVueI18n.prototype.t = function t (key) {\n   var ref;\n\n   var values = [], len = arguments.length - 1;\n   while (len-- > 0) values[len] = arguments[len + 1];\n   return (ref = this)._t.apply(ref, [key, this.locale, this._getMessages(), null].concat(values))\n};\n\nVueI18n.prototype._i = function _i (key, locale, messages, host, values) {\n   var ret =\n   this._translate(messages, locale, this.fallbackLocale, key, host, 'raw', values);\n   if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Fall back to interpolate the keypath '\" + key + "'\" with root locale.\"));\n   }\n   if (!this._root) { throw Error('unexpected error') }\n   return this._root.$i18n.i(key, locale, values)\n   } else {\n   return this._warnDefault(locale, key, ret, host, [values])\n   }\n};\n\nVueI18n.prototype.i = function i (key, locale, values) {\n   /* istanbul ignore if */\n   if (!key) { return '' }\n\n   if (typeof locale !== 'string') {\n   locale = this.locale;\n   }\n\n   return this._i(key, locale, this._getMessages(), null, values)\n};\n\nVueI18n.prototype._tc = function _tc (\n   key,\n   _locale,\n   messages,\n   host,\n   choice\n) {\n   var ref;\n\n   var values = [], len = arguments.length - 5;\n   while (len-- > 0) values[len] = arguments[len + 5];\n   if (!key) { return '' }\n   if (choice === undefined) {\n   choice = 1;\n   }\n\n   var predefined = { 'count': choice, 'n': choice };\n   var parsedArgs = parseArgs.apply(void 0, values);\n   parsedArgs.params = Object.assign(predefined, parsedArgs.params);\n   values = parsedArgs.locale === null ? [parsedArgs.params] : [parsedArgs.locale, parsedArgs.params];\n   return this.fetchChoice((ref = this)._t.apply(ref, [key, _locale, messages, host].concat(values)), choice)\n};\n\nVueI18n.prototype.fetchChoice = function fetchChoice (message, choice) {\n   /* istanbul ignore if */\n   if (!message && typeof message !== 'string') { return null }\n   var choices = message.split('|');\n\n   choice = this.getChoiceIndex(choice, choices.length);\n   if (!choices[choice]) { return message }\n   return choices[choice].trim()\n};\n\n/**\n * @param choice {number} a choice index given by the input to $tc:\n `$tc('path.to.rule', choiceIndex)`\n * @param choicesLength {number} an overall amount of available choices\n * @returns a final choice index\n*/\nVueI18n.prototype.getChoiceIndex = function getChoiceIndex (choice, choicesLength) {\n   choice = Math.abs(choice);\n\n   if (choicesLength === 2) {\n   return choice\n   ? choice > 1\n   ? 1\n   : 0\n   : 1\n   }\n\n   return choice ? Math.min(choice, 2) : 0\n};\n\nVueI18n.prototype.tc = function tc (key, choice) {\n   var ref;\n\n   var values = [], len = arguments.length - 2;\n   while (len-- > 0) values[len] = arguments[len + 2];\n   return (ref = this)._tc.apply(ref, [key, this.locale, this._getMessages(), null, choice].concat(values))\n};\n\nVueI18n.prototype._te = function _te (key, locale, messages) {\n   var args = [], len = arguments.length - 3;\n   while (len-- > 0) args[len] = arguments[len + 3];\n\n   var _locale = parseArgs.apply(void 0, args).locale || locale;\n   return this._exist(messages[_locale], key)\n};\n\nVueI18n.prototype.te = function te (key, locale) {\n   return this._te(key, this.locale, this._getMessages(), locale)\n};\n\nVueI18n.prototype.getLocaleMessage = function getLocaleMessage (locale) {\n   return

looseClone(this._vm.messages[locale] || { })\n};\n\nVueI18n.prototype.setLocaleMessage = function setLocaleMessage (locale, message) {\n this._vm.$set(this._vm.messages, locale, message);\n};\n\nVueI18n.prototype.mergeLocaleMessage = function mergeLocaleMessage (locale, message) {\n this._vm.$set(this._vm.messages, locale, merge(this._vm.messages[locale] || { }, message));\n};\n\nVueI18n.prototype.getDateTimeFormat = function getDateTimeFormat (locale) {\n return looseClone(this._vm.dateTimeFormats[locale] || { })\n};\n\nVueI18n.prototype.setDateTimeFormat = function setDateTimeFormat (locale, format) {\n this._vm.$set(this._vm.dateTimeFormats, locale, format);\n};\n\nVueI18n.prototype.mergeDateTimeFormat = function mergeDateTimeFormat (locale, format) {\n this._vm.$set(this._vm.dateTimeFormats, locale, merge(this._vm.dateTimeFormats[locale] || { }, format));\n};\n\nVueI18n.prototype._localizeDateTime = function _localizeDateTime (\n value,\n locale,\n fallback,\n dateTimeFormats,\n key)\n) {\n var _locale = locale;\n var formats = dateTimeFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to \'" + fallback + "\'' datetime formats from \'" + locale + "\' datetime formats.\"));\n   }\n   _locale = fallback;\n   formats = dateTimeFormats[_locale];\n }\n\n if (isNull(formats) || isNull(formats[key])) {\n   return null\n } else {\n   var format = formats[key];\n   var id = _locale + \"__\" + key;\n   var formatter = this._dateTimeFormatters[id];\n   if (!formatter) {\n   formatter = this._dateTimeFormatters[id] = new Intl.DateTimeFormat(_locale, format);\n   }\n   return formatter.format(value)\n }\n};\n\nVueI18n.prototype._d = function _d (value, locale, key) {\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' && !VueI18n.availabilities.dateTimeFormat) {\n   warn('Cannot format a Date value due to not supported Intl.DateTimeFormat.');\n   return "\n }\n\n if (!key) {\n   return new Intl.DateTimeFormat(locale).format(value)\n }\n\n var ret =\n   this._localizeDateTime(value, locale, this.fallbackLocale, this._getDateTimeFormats(), key);\n if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to datetime localization of root: key \'" + key + "\' .\"));\n   }\n   /* istanbul ignore if */\n   if (!this._root) { throw Error('unexpected error') }\n   return this._root.$i18n.d(value, key, locale)\n } else {\n   return ret || "\n }\n};\n\nVueI18n.prototype.d = function d (value) {\n var args = [], len = arguments.length - 1;\n while (len-- > 0) args[len] = arguments[len + 1];\n\n var locale = this.locale;\n var key = null;\n\n if (args.length === 1) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   } else if (isObject(args[0])) {\n   if (args[0].locale) {\n   locale = args[0].locale;\n   }\n   if (args[0].key) {\n   key = args[0].key;\n   }\n   }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   }\n   if (typeof args[1] === 'string') {\n   locale = args[1];\n   }\n }\n\n return this._d(value, locale, key)\n};\n\nVueI18n.prototype.getNumberFormat = function getNumberFormat (locale) {\n return looseClone(this._vm.numberFormats[locale] || { })\n};\n\nVueI18n.prototype.setNumberFormat = function setNumberFormat (locale, format) {\n this._vm.$set(this._vm.numberFormats, locale, format);\n};\n\nVueI18n.prototype.mergeNumberFormat = function mergeNumberFormat (locale, format) {\n this._vm.$set(this._vm.numberFormats, locale, merge(this._vm.numberFormats[locale] || { }, format));\n};\n\nVueI18n.prototype._localizeNumber = function _localizeNumber (\n value,\n locale,\n fallback,\n numberFormats,\n key,\n options\n) {\n var _locale = locale;\n var formats = numberFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to \'" + fallback + "\'' number formats from \'" + locale + "\' number formats.\"));\n   }\n   _locale = fallback;\n   formats = numberFormats[_locale];\n }\n\n if (isNull(formats) || isNull(formats[key])) {\n   return null\n } else {\n   var format = formats[key];\n\n   var formatter;\n   if (options) {\n   // If options specified - create one time number formatter\n   formatter = new Intl.NumberFormat(_locale, Object.assign({ }, format, options));\n   } else {\n   var id = _locale + \"__\" + key;\n   formatter = this._numberFormatters[id];\n   if (!formatter) {\n   formatter = this._numberFormatters[id] = new Intl.NumberFormat(_locale, format);\n   }\n   }\n   return formatter.format(value)\n }\n};\n\nVueI18n.prototype._n = function _n (value, locale, key, options) {\n /* istanbul ignore if */\n if (!VueI18n.availabilities.numberFormat) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn('Cannot format a Number value due to not supported Intl.NumberFormat.');\n   }\n   return "\n }\n\n if (!key) {\n   var nf = !options ? new Intl.NumberFormat(locale) : new Intl.NumberFormat(locale, options);\n   return nf.format(value)\n

}\n\n var ret =\n   this._localizeNumber(value, locale, this.fallbackLocale, this._getNumberFormats(), key, options);\n if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn((\"Fall back to number localization of root: key '\" + key + \"' .\"));\n   }\n   /* istanbul ignore if */\n   if (!this._root) {\n throw Error('unexpected error') }\n   return this._root.$i18n.n(value, Object.assign({}, { key: key, locale: locale }, options))\n } else {\n   return ret || \"\n }\n};\n\nVueI18n.prototype.n = function n (value) {\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n\n var locale = this.locale;\n var key = null;\n var options = null;\n\n if (args.length === 1) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   } else if (isObject(args[0])) {\n   if (args[0].locale) {\n   locale = args[0].locale;\n   }\n   if (args[0].key) {\n   key = args[0].key;\n   }\n\n   // Filter out number format options only\n   options = Object.keys(args[0]).reduce(function (acc, key) {\n   var obj;\n\n   if (numberFormatKeys.includes(key)) {\n   return Object.assign({}, acc, (obj = {}, obj[key] = args[0][key], obj))\n   }\n   return acc\n   }, null);\n   }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   }\n   if (typeof args[1] === 'string') {\n   locale = args[1];\n   }\n }\n\n return this._n(value, locale, key, options)\n};\n\nObject.defineProperties(VueI18n.prototype, prototypeAccessors);\n\nVueI18n.availabilities = {\n dateTimeFormat: canUseDateTimeFormat,\n numberFormat: canUseNumberFormat\n};\nVueI18n.install = install;\nVueI18n.version = '8.4.0';\n\nexport default VueI18n;\n","import Vue from 'vue'\nimport VueI18n from 'vue-i18n'\n\nVue.use(VueI18n)\n\nfunction loadLocaleMessages () {\n const locales = require.context('./locales', true, /[A-Za-z0-9-_,\\s]+\\.json$/i)\n const messages = {}\n locales.keys().forEach(key => {\n   const matched = key.match(/([A-Za-z0-9-_]+)\\./i)\n   if (matched && matched.length > 1) {\n   const locale = matched[1]\n   messages[locale] = locales(key)\n   }\n })\n return messages\n}\n\nexport default new VueI18n({\n locale: process.env.VUE_APP_I18N_LOCALE || 'en',\n fallbackLocale: process.env.VUE_APP_I18N_FALLBACK_LOCALE || 'en',\n messages: loadLocaleMessages()\n})\n","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _vm._m(0)}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"content-placeholder\"},[_c('div',{staticClass:\"content-placeholder__wrapper\",style:({ backgroundSize: _vm.size })},_vm._l((_vm.formattedRows),function(row,r){return _c('div',{key:r,staticClass:\"content-placeholder__wrapper__row\",style:({height: row.height})},_vm._l((row.boxes),function(box,b){return _c('div',{key:b,style:(box.style)},[(box.subClass)?_c('div',{class:box.subClass}):_vm._e()])}))}))])}]\n\nexport { render, staticRenderFns }","const DEFAULT_ROWS = [\n {\n   height: '1em',\n   boxes: [[0, '50%'], ['5%', '30%'], ['5%', '10%']]\n }]\n\nexport function isFlexBasis (str) {\n return Number(str).toString() === str.toString()\n}\n\nexport function isWidth (str) {\n const cssSuffix = ['px', '%', 'em', 'rem']\n let checkState = false\n cssSuffix.forEach(suffix => {\n   if (Number(str.split(suffix)[0]) &&\n   str.split(suffix)[1] === '' &&\n   str.split(suffix).length === 2) {\n   checkState = true\n   }\n })\n return checkState\n}\n\nexport function getBoxStyle (left, width, isLast, subClass = 'box') {\n const arr = []\n if (left !== 0) {\n   if (isFlexBasis(left)) {\n arr.push({style: `flex-grow: ${left}; flex-shrink: 0; flex-basis: 0;`, subClass})\n   } else if (isWidth(left)) {\n arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${left};`, subClass})\n   }\n }\n if (isFlexBasis(width)) {\n   arr.push({style: `flex-grow: ${width}; flex-shrink: 0; flex-basis: 0;`})\n } else if (isWidth(width)) {\n arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${width};`})\n }\n if (isLast) {\n   arr.push({style: 'flex-grow: 1; flex-shrink: 0; flex-basis: 0;', subClass})\n }\n return arr\n}\n\nexport function formatRows (rows = DEFAULT_ROWS, subClass = 'box') {\n const rowArr = []\n rows.forEach(row => {\n   let boxArr = []\n   const rowObj = {}\n   // Add height\n   rowObj.height = row.height\n   // Add style\n   row.boxes.forEach((box, index) => {\n   const isLast = index === row.boxes.length - 1\n   boxArr = boxArr.concat(getBoxStyle(box[0], box[1], isLast, subClass))\n   })\n   rowObj.boxes = boxArr\n   rowArr.push(rowObj)\n })\n\n return rowArr\n}\n\nexport default {\n isFlexBasis,\n isWidth,\n getBoxStyle,\n formatRows\n}\n","<template>\n <div class=\"content-placeholder\" v-once>\n   <div class=\"content-placeholder__wrapper\" :style=\"{ backgroundSize: size }\">\n   <div class=\"content-placeholder__wrapper__row\" :style=\"{height: row.height}\" v-for=\"(row, r) in formattedRows\" :key=\"r\">\n   <div :style=\"box.style\" v-for=\"(box, b) in row.boxes\" :key=\"b\">\n

<div v-if=\"box.subClass\" :class=\"box.subClass\"></div>\n   </div>\n   </div>\n   </div>\n </div>\n</template>\n\n<script>\nimport { formatRows } from '../utils/placeholder.js'\n\n/**\n * A component to fill empty spaces with animated placeholders until content is loaded.\n */\nexport default {\n name: 'ContentPlaceholder',\n props: {\n   /**\n   * An array of lines describing a series of cell sizes and margin sizes.\n   */\n   rows: {\n   type: Array\n   },\n   /**\n   * The size of the background gradient with the elapsing effect.\n   */\n   size: {\n   type: String,\n   default: '250%'\n   }\n },\n computed: {\n   formattedRows () {\n   return formatRows(this.rows, 'content-placeholder__wrapper__row__box')\n   }\n }\n}\n\n</script>\n\n<style scoped lang=\"scss\">\n@import '../styles/lib';\n\n@keyframes placeHolderShimmer{\n 0%{\n   background-position: 100% 0\n }\n 100%{\n   background-position: -100% 0\n }\n}\n\n.content-placeholder {\n overflow: hidden;\n\n &__wrapper {\n   animation-duration: 1s;\n   animation-fill-mode: forwards;\n   animation-iteration-count: infinite;\n   animation-name: placeHolderShimmer;\n   animation-timing-function: linear;\n   background: #f6f7f8;\n   background: linear-gradient(to right, #eeeeee 8%, #dddddd 18%, #eeeeee 33%);\n   position: relative;\n\n   &__row {\n   width: 100%;\n   box-sizing: border-box;\n   display: flex;\n   flex: 0 1 auto;\n   flex-direction: row;\n   flex-wrap: wrap;\n\n   &__box {\n   box-sizing: border-box;\n   position: relative;\n   height: 100%;\n   margin-bottom: 0;\n   background-color: white;\n   overflow: hidden;\n   }\n   }\n }\n}\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"","/* globals __VUE_SSR_CONTEXT__ */\n\n// IMPORTANT: Do NOT use ES2015 features in this file (except for modules).\n// This module is a runtime utility for cleaner component module output and will\n// be included in the final webpack user bundle.\n\nexport default function normalizeComponent (\n scriptExports,\n render,\n staticRenderFns,\n functionalTemplate,\n injectStyles,\n scopeId,\n moduleIdentifier, /* server only */\n shadowMode /* vue-cli only */) {\n // Vue.extend constructor export interop\n var options = typeof scriptExports === 'function'\n   ? scriptExports.options\n   : scriptExports\n\n // render functions\n if (render) {\n   options.render = render\n   options.staticRenderFns = staticRenderFns\n   options._compiled = true\n }\n\n // functional template\n if (functionalTemplate) {\n   options.functional = true\n }\n\n // scopedId\n if (scopeId) {\n   options._scopeId = 'data-v-' + scopeId\n }\n\n var hook\n if (moduleIdentifier) { // server build\n   hook = function (context) {\n   // 2.3 injection\n   context =\n   context || // cached call\n   (this.$vnode && this.$vnode.ssrContext) || // stateful\n   (this.parent && this.parent.$vnode && this.parent.$vnode.ssrContext) // functional\n   // 2.2 with runInNewContext: true\n   if (!context && typeof __VUE_SSR_CONTEXT__ !== 'undefined') {\n   context = __VUE_SSR_CONTEXT__\n   }\n   // inject component styles\n   if (injectStyles) {\n   injectStyles.call(this, context)\n   }\n   // register component module identifier for async chunk inferrence\n   if (context && context._registeredComponents) {\n   context._registeredComponents.add(moduleIdentifier)\n   }\n   }\n   // used by ssr in case component is cached and beforeCreate\n   // never gets called\n   options._ssrRegister = hook\n } else if (injectStyles) {\n   hook = shadowMode\n   ? function () {\n   injectStyles.call(this, this.$root.$options.shadowRoot)\n   }\n   : injectStyles\n }\n\n if (hook) {\n   if (options.functional) {\n   // for template-only hot-reload because in that case the render fn doesn't\n   // go through the normalizer\n   options._injectStyles = hook\n   // register for functioal component in vue file\n   var originalRender = options.render\n   options.render = function renderWithStyleInjection (h, context) {\n   hook.call(context)\n   return originalRender(h, context)\n   }\n   } else {\n   // inject component registration as beforeCreate hook\n   var existing = options.beforeCreate\n   options.beforeCreate = existing\n   ? [].concat(existing, hook)\n   : [hook]\n   }\n }\n\n return {\n   exports: scriptExports,\n   options: options\n }\n}\n","import { render, staticRenderFns } from

\"./ContentPlaceholder.vue?vue&type=template&id=40e3a912&scoped=true&\"\nimport script from \"./ContentPlaceholder.vue?vue&type=script&lang=js&\"\nexport * from \"./ContentPlaceholder.vue?vue&type=script&lang=js&\"\nimport style0 from \"./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"40e3a912\",\n null\n \n)\n\ncomponent.options.__file = \"ContentPlaceholder.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"donate-form container-fluid py-2\"},[(!_vm.noTitle)?_c('h2',{staticClass:\"text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.support'))+\"\\n \")]):_vm._e(),_vm._t(\"introduction\",[_c('p',{domProps:{\"innerHTML\":_vm._s(_vm.$t('donate-form.introduction'))}})]),_c('div',{staticClass:\"donate-form__payment mb-4\"},[_c('form',{staticClass:\"donate-form__payment__form bg-light p-4\",attrs:{\"action\":\"//checkout.fundjournalism.org/memberform\",\"method\":\"get\",\"target\":\"_blank\"}},[_c('h3',{staticClass:\"donate-form__payment__title h5 mb-4\"},[_c('strong',[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.join-heading'))+\"\\n   \")])]),_c('div',[_c('span',[_vm._v(_vm._s(_vm.$t('donate-form.label'))+\" \")]),_c('label',{staticClass:\"donate-form__payment__unit input-group input-group-sm d-inline-flex\"},[_vm._m(0),_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.amount),expression:\"amount\"}],staticClass:\"donate-form__payment__input form-control\",attrs:{\"name\":\"amount\",\"type\":\"number\",\"min\":\"0\"},domProps:{\"value\":(_vm.amount)},on:{\"change\":function($event){_vm.amountIsPristine = false},\"input\":function($event){if($event.target.composing){ return; }_vm.amount=$event.target.value}}})]),_c('span',{staticClass:\"donate-form__payment__buttons\"},[_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === 'monthly' },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = 'monthly'}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.frequency.monthly'))+\"\\n   \")]),_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === 'yearly' },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = 'yearly'}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.frequency.yearly'))+\"\\n   \")]),_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === null },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = null}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.frequency.onetime'))+\"\\n   \")])])]),(_vm.changeThe)?_c('p',{staticClass:\"mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.$t('donate-form.result.sentence', { target: _vm.changeThe }))}}):_vm._e(),_c('div',{staticClass:\"mt-4\"},[_c('input',{attrs:{\"name\":\"org_id\",\"value\":\"icij\",\"type\":\"hidden\"}}),_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.installmentPeriod),expression:\"installmentPeriod\"}],attrs:{\"name\":\"installmentPeriod\",\"type\":\"hidden\"},domProps:{\"value\":(_vm.installmentPeriod)},on:{\"input\":function($event){if($event.target.composing){ return; }_vm.installmentPeriod=$event.target.value}}}),_c('button',{staticClass:\"btn btn-primary rounded-pill text-uppercase font-weight-bold\",attrs:{\"type\":\"submit\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.submit'))+\"\\n   \")]),_c('a',{staticClass:\"donate-form__payment__image\",attrs:{\"target\":\"_blank\",\"href\":\"https://icij.org/donate\"}})])])]),_c('div',{staticClass:\"donate-form__insider\"},[_c('h2',{staticClass:\"donate-form__insider__title\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.heading'))+\"\\n \")]),_c('p',[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.introduction'))+\"\\n \")]),_c('div',{staticClass:\"donate-form__insider__modal__container row\"},[_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.heading'))+\"\\n

\")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.highlight'))+\"\\n   \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.conversation.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n   \"+_vm._s(t)+\"\\n   \")])})])])]),_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.heading'))+\"\\n   \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.highlight'))+\"\\n   \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.rules.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n   \"+_vm._s(t)+\"\\n   \")])})])])]),_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.heading'))+\"\\n   \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.highlight'))+\"\\n   \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.world.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n   \"+_vm._s(t)+\"\\n   \")])})])])])]),_c('hr',{staticClass:\"donate-form__insider__separator\"}),_c('div',{staticClass:\"donate-form__insider__more text-center\"},[_c('a',{staticClass:\"btn btn-primary rounded-pill text-uppercase font-weight-bold py-2\",attrs:{\"target\":\"_blank\",\"href\":\"https://icij.org/donate\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('donate-form.benefits.more'))+\"\\n   \")])])])],2)}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('span',{staticClass:\"input-group-prepend\"},[_c('span',{staticClass:\"input-group-text\"},[_vm._v(\"$\")])])}]\n\nexport { render, staticRenderFns }","<template>\n <div class=\"donate-form container-fluid py-2\">\n   <h2 class=\"text-uppercase font-weight-bold text-primary h5\" v-if=\"!noTitle\">\n   {{ $t('donate-form.support') }}\n   </h2>\n   <!-- @slot Description of the form (bellow the title). -->\n   <slot name=\"introduction\">\n   <p v-html=\"$t('donate-form.introduction')\"></p>\n   </slot>\n   <div class=\"donate-form__payment mb-4\">\n   <form action=\"//checkout.fundjournalism.org/memberform\" method=\"get\" target=\"_blank\" class=\"donate-form__payment__form bg-light p-4\">\n   <h3 class=\"donate-form__payment__title h5 mb-4\">\n\n   {{ $t('donate-form.join-heading') }}\n   \n   </h3>\n   <div>\n{{ $t('donate-form.label') }} \n   <label class=\"donate-form__payment__unit input-group input-group-sm d-inline-flex\">\n   \n $\n   \n   <input class=\"donate-form__payment__input form-control\" name=\"amount\" v-model=\"amount\" @change=\"amountIsPristine = false\" type=\"number\" min=\"0\">\n   </label>\n   \n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod === 'monthly' }\" @click=\"installmentPeriod = 'monthly'\">\n   {{ $t('donate-form.frequency.monthly') }}\n   </button>\n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod === 'yearly' }\" @click=\"installmentPeriod = 'yearly'\">\n   {{ $t('donate-form.frequency.yearly') }}\n   </button>\n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod === null }\" @click=\"installmentPeriod = null\">\n   {{ $t('donate-form.frequency.onetime') }}\n   </button>\n   \n   </div>\n   <p v-if=\"changeThe\" class=\"mt-2\" v-html=\"$t('donate-form.result.sentence', { target: changeThe })\"></p>\n   <div class=\"mt-4\">\n   <input name=\"org_id\" value=\"icij\" type=\"hidden\">\n   <input name=\"installmentPeriod\" v-model=\"installmentPeriod\"

type=\"hidden\">\n   <button type=\"submit\" class=\"btn btn-primary rounded-pill text-uppercase font-weight-bold\">\n   {{ $t('donate-form.submit') }}\n   </button>\n   \n   </div>\n   </form>\n   </div>\n   <div class=\"donate-form__insider\">\n   <h2 class=\"donate-form__insider__title\">\n   {{ $t('donate-form.benefits.heading') }}\n   </h2>\n   <p>\n   {{ $t('donate-form.benefits.introduction') }}\n   </p>\n   <div class=\"donate-form__insider__modal__container row\">\n   <div class=\"col\">\n   <h3 class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-form.benefits.impacts.conversation.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n   <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n{{ $t('donate-form.benefits.impacts.conversation.highlight') }}\n   </p>\n   <ul class=\"donate-form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-form.benefits.impacts.conversation.list')\">\n   {{ t }}\n   \n \n   </div>\n   </div>\n   </div>\n   <div class=\"col\">\n   <h3 class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-form.benefits.impacts.rules.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n   <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n   {{ $t('donate-form.benefits.impacts.rules.highlight') }}\n   </p>\n   <ul class=\"donate-form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-form.benefits.impacts.rules.list')\">\n   {{ t }}\n   \n   \n</div>\n   </div>\n   </div>\n   <div class=\"col\">\n   <h3 class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-form.benefits.impacts.world.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n   <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n   {{ $t('donate-form.benefits.impacts.world.highlight') }}\n   </p>\n   <ul class=\"donate-form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-form.benefits.impacts.world.list')\">\n   {{ t }}\n   \n   \n</div>\n   </div>\n   </div>\n   </div>\n   <hr class=\"donate-form__insider__separator\">\n   <div class=\"donate-form__insider__more text-center\">\n   \n   {{ $t('donate-form.benefits.more') }}\n   \n   </div>\n   </div>\n </div>\n</template>\n\n<script>\n import i18n from '@/i18n'\n import keys from 'lodash/keys'\n import map from 'lodash/map'\n import sortBy from 'lodash/sortBy'\n import forEach from 'lodash/forEach'\n import config from '../config'\n\n /**\n * A form to encourage donations. We usualy put this form inside a modal\n */\n export default {\n   i18n,\n   name: 'DonateForm',\n   props: {\n   /**\n   * Title of the form.\n   */\n   noTitle: {\n   type: Boolean\n   },\n   /**\n   * Description of the form (bellow the title).\n   */\n   introduction: {\n   type: String,\n   default: () => config.get('donate-form.introduction')\n   }\n   },\n   data() {\n   return {\n   amount: 15,\n   // True if the amount wasn't changed by the user yet\n   amountIsPristine: true,\n   installmentPeriod: 'monthly',\n   labelForChange: {\n   'monthly': {\n   3: this.$t('donate-form.result.conversation'),\n   15: this.$t('donate-form.result.rules'),\n   50: this.$t('donate-form.result.world')\n   },\n   'yearly': {\n   35: this.$t('donate-form.result.conversation'),\n   180: this.$t('donate-form.result.rules'),\n   600: this.$t('donate-form.result.world')\n   }\n   }\n   }\n   },\n   watch: {\n   installmentPeriod (installmentPeriod) {\n   if (!this.amountIsPristine) {\n   return\n   }\n   if (installmentPeriod === 'monthly') {\n   this.$set(this, 'amount', 15)\n   } else {\n   this.$set(this, 'amount', 100)\n   }\n   }\n   },\n   computed: {\n   changeThe () {\n   const ranges = this.labelForChange[this.installmentPeriod || 'yearly'];\n   // Final label\n   let label = null;\n   forEach(sortBy(map(keys(ranges), Number)), amount => {\n   label = this.amount >= amount ? ranges[amount] : label;\n   });\n   return label;\n   }\n   }\n }\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib.scss';\n\n .donate-form {\n   font-size: 0.9rem;\n\n   &__payment {\n\n   & &__unit {\n   width: 120px;\n   margin-right: $spacer;\n\n   @media screen and

(max-width: $modal-lg) {\n   width: 100%;\n   flex: 0 0 100%;\n   }\n   }\n   }\n\n &__insider {\n\n   &__list {\n   padding-left: 20px;\n\n   &-item {\n   position: relative;\n   margin: 3px 0;\n   list-style: none;\n\n   &:before {\n   content: \"\\2713\";\n   position: absolute;\n   left: -16px;\n   font-size: 14px;\n   font-weight: 700;\n   color: #333;\n   font-family: $font-family-sans-serif;\n   }\n   }\n   }\n\n &__modal__container .col {\n   @media screen and (max-width: $modal-lg) {\n width: 100%;\n   flex: 0 0 100%;\n   }\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./DonateForm.vue?vue&type=template&id=4fe5468d&\"\nimport script from \"./DonateForm.vue?vue&type=script&lang=js&\"\nexport * from \"./DonateForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./DonateForm.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"DonateForm.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"embeddable-footer p-2 text-nowrap\"},[_c('a',{staticClass:\"text-white embeddable-footer__brand\",attrs:{\"href\":_vm.homeUrl,\"target\":\"_blank\"}},[_c('img',{staticClass:\"mr-2\",attrs:{\"src\":require(\"../assets/images/icij-white@2x.png\"),\"height\":\"20\"}}),_vm._v(\"\\n \"+_vm._s(_vm.title)+\"\\n \")]),_c('div',{staticClass:\"embeddable-footer__lead small text-truncate\",domProps:{\"innerHTML\":_vm._s(_vm.lead)}}),_c('button',{staticClass:\"btn btn-link text-white btn-sm py-0 embeddable-footer__share-btn\",class:{ active: _vm.showShareOptions },on:{\"click\":function($event){_vm.showShareOptions = !_vm.showShareOptions}}},[_c('fa',{attrs:{\"icon\":\"share-alt\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(_vm._s(_vm.$t('embeddable-footer.share')))])]),1),(_vm.showShareOptions)?_c('sharing-options',{attrs:{\"values\":_vm.sharingOptionsValues,\"direction\":\"column-reverse\",\"iframe-min-height\":_vm.iframeMinHeight,\"iframe-min-width\":_vm.iframeMinWidth}}):_vm._e()],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","/**\n * @this {Promise}\n */\nfunction finallyConstructor(callback) {\n var constructor = this.constructor;\n return this.then(\n   function(value) {\n   return constructor.resolve(callback()).then(function() {\n   return value;\n   });\n   },\n   function(reason) {\n   return constructor.resolve(callback()).then(function() {\n   return constructor.reject(reason);\n   });\n   }\n);\n}\n\nexport default finallyConstructor;\n","import promiseFinally from './finally';\n\n// Store setTimeout reference so promise-polyfill will be unaffected by\n// other code modifying setTimeout (like sinon.useFakeTimers())\nvar setTimeoutFunc = setTimeout;\n\nfunction noop() {}\n\n// Polyfill for Function.prototype.bind\nfunction bind(fn, thisArg) {\n return function() {\n   fn.apply(thisArg, arguments);\n };\n}\n\n/**\n * @constructor\n * @param {Function} fn\n */\nfunction Promise(fn) {\n if (!(this instanceof Promise))\n   throw new TypeError('Promises must be constructed via new');\n if (typeof fn !== 'function') throw new TypeError('not a function');\n /** @type {!number} */\n this._state = 0;\n /** @type {!boolean} */\n this._handled = false;\n /** @type {Promise|undefined} */\n this._value = undefined;\n /** @type {!Array<!Function>} */\n this._deferreds = [];\n\n doResolve(fn, this);\n}\n\nfunction handle(self, deferred) {\n while (self._state === 3) {\n   self = self._value;\n }\n if (self._state === 0) {\n   self._deferreds.push(deferred);\n   return;\n }\n self._handled = true;\n Promise._immediateFn(function() {\n   var cb = self._state === 1 ? deferred.onFulfilled : deferred.onRejected;\n   if (cb === null) {\n   (self._state === 1 ? resolve :

reject)(deferred.promise, self._value);\n   return;\n }\n var ret;\n try {\n   ret = cb(self._value);\n } catch (e) {\n   reject(deferred.promise, e);\n   return;\n }\n resolve(deferred.promise, ret);\n });\n}\n\nfunction resolve(self, newValue) {\n try {\n   // Promise Resolution Procedure: https://github.com/promises-aplus/promises-spec#the-promise-resolution-procedure\n   if (newValue === self)\n   throw new TypeError('A promise cannot be resolved with itself.');\n   if (\n   newValue &&\n   (typeof newValue === 'object' || typeof newValue === 'function')\n   ) {\n   var then = newValue.then;\n   if (newValue instanceof Promise) {\n   self._state = 3;\n   self._value = newValue;\n   finale(self);\n   return;\n   } else if (typeof then === 'function') {\n   doResolve(bind(then, newValue), self);\n   return;\n   }\n   }\n   self._state = 1;\n   self._value = newValue;\n   finale(self);\n } catch (e) {\n   reject(self, e);\n }\n}\n\nfunction reject(self, newValue) {\n self._state = 2;\n self._value = newValue;\n finale(self);\n}\n\nfunction finale(self) {\n if (self._state === 2 && self._deferreds.length === 0) {\n   Promise._immediateFn(function() {\n   if (!self._handled) {\n   Promise._unhandledRejectionFn(self._value);\n   }\n   });\n }\n\n for (var i = 0, len = self._deferreds.length; i < len; i++) {\n   handle(self, self._deferreds[i]);\n }\n self._deferreds = null;\n}\n\n/**\n * @constructor\n */\nfunction Handler(onFulfilled, onRejected, promise) {\n this.onFulfilled = typeof onFulfilled === 'function' ? onFulfilled : null;\n this.onRejected = typeof onRejected === 'function' ? onRejected : null;\n this.promise = promise;\n}\n\n/**\n * Take a potentially misbehaving resolver function and make sure\n * onFulfilled and onRejected are only called once.\n *\n * Makes no guarantees about asynchrony.\n */\nfunction doResolve(fn, self) {\n var done = false;\n try {\n   fn(\n   function(value) {\n   if (done) return;\n   done = true;\n   resolve(self, value);\n   },\n   function(reason) {\n   if (done) return;\n   done = true;\n   reject(self, reason);\n   }\n   );\n } catch (ex) {\n   if (done) return;\n   done = true;\n   reject(self, ex);\n }\n}\n\nPromise.prototype['catch'] = function(onRejected) {\n return this.then(null, onRejected);\n};\n\nPromise.prototype.then = function(onFulfilled, onRejected) {\n // @ts-ignore\n var prom = new this.constructor(noop);\n\n handle(this, new Handler(onFulfilled, onRejected, prom));\n return prom;\n};\n\nPromise.prototype['finally'] = promiseFinally;\n\nPromise.all = function(arr) {\n return new Promise(function(resolve, reject) {\n   if (!arr || typeof arr.length === 'undefined')\n   throw new TypeError('Promise.all accepts an array');\n   var args = Array.prototype.slice.call(arr);\n   if (args.length === 0) return resolve([]);\n   var remaining = args.length;\n\n   function res(i, val) {\n   try {\n   if (val && (typeof val === 'object' || typeof val === 'function')) {\n   var then = val.then;\n   if (typeof then === 'function') {\n   then.call(\n   val,\n   function(val) {\n   res(i, val);\n   },\n   reject\n   );\n   return;\n   }\n   }\n   args[i] = val;\n   if (--remaining === 0) {\n   resolve(args);\n   }\n   } catch (ex) {\n   reject(ex);\n   }\n   }\n\n   for (var i = 0; i < args.length; i++) {\n   res(i, args[i]);\n   }\n });\n};\n\nPromise.resolve = function(value) {\n if (value && typeof value === 'object' && value.constructor === Promise) {\n   return value;\n }\n\n return new Promise(function(resolve) {\n   resolve(value);\n });\n};\n\nPromise.reject = function(value) {\n return new Promise(function(resolve, reject) {\n   reject(value);\n });\n};\n\nPromise.race = function(values) {\n return new Promise(function(resolve, reject) {\n   for (var i = 0, len = values.length; i < len; i++) {\n   values[i].then(resolve, reject);\n   }\n });\n};\n\n// Use polyfill for setImmediate for performance gains\nPromise._immediateFn =\n (typeof setImmediate === 'function' &&\n   function(fn) {\n   setImmediate(fn);\n   }) ||\n function(fn) {\n   setTimeoutFunc(fn, 0);\n };\n\nPromise._unhandledRejectionFn = function _unhandledRejectionFn(err) {\n if (typeof console !== 'undefined' && console) {\n   console.warn('Possible Unhandled Promise Rejection:', err); // eslint-disable-line no-console\n }\n};\n\nexport default Promise;\n","import memoize from 'lodash/memoize'\nimport flatten from 'lodash/flatten'\nimport Promise from 'promise-polyfill';\n\nexport const injectAsset = memoize(function(file) {\n return new Promise(resolve => {\n   const parent = document.querySelector(\"body\") ||\ndocument.querySelector(\"head\");\n   const parts = file.split(\".\");\n   const ext = parts[parts.length-1].toLowerCase();\n   switch(ext) {\n   case \"js\":\n   var script = document.createElement('script');\n   script.setAttribute(\"type\", \"text/javascript\");\n   script.onload = resolve\n   parent.appendChild(script);\n   script.setAttribute(\"src\", file);\n   break;\n   case \"css\":\n   var css = document.createElement('link');\n   css.setAttribute(\"rel\", \"stylesheet\");\n   css.setAttribute(\"type\", \"text/css\");\n   css.onload = resolve\n

parent.appendChild(css);\n   css.setAttribute(\"href\", file);\n   break;\n   }\n   })\n})\n\nexport const injectAssets = function() {\n const files = flatten(arguments)\n return new Promise(resolve => {\n   var filesLoaded = 0;\n   var allFilesLoaded = function() {\n   if(++filesLoaded == files.length) {\n   resolve();\n   }\n   }\n   for(var i=0; i < files.length ; i++) {\n   injectAsset(files[i]).then(allFilesLoaded)\n   }\n })\n}\n","import every from 'lodash/every'\nimport { injectAssets } from './assets'\n// Will hold the pym instance once\nvar pymChild = null\n// URL parameters generated by Pym\nconst pymParams = ['initialWidth', 'childId', 'parentUrl', 'parentTitle']\n\nexport default class IframeResizer {\n constructor () {\n   this.initializer = injectAssets('//pym.nprapps.org/pym.v1.min.js').then(() => {\n   pymChild = pymChild || new window.pym.Child({ polling: 300 })\n   return pymChild\n   })\n   return this.initializer\n }\n sendHeight () {\n   this.initializer.then(pymChild => pymChild.sendHeight())\n }\n static create () {\n   return new IframeResizer()\n }\n static template(url, id = 'icij-' + Date.now().toString(32)) {\n   return [\n   `<script type=\"text/javascript\" src=\"https://pym.nprapps.org/pym.v1.min.js\"></script>`,\n   `<div id=\"${id}\"></div>`,\n   `<script>`,\n   `var icijIframe = new pym.Parent(\"${id}\", \"${IframeResizer.deletePymParams(url)}\", {})`,\n   `</script>`,\n   ].join('\\n')\n }\n static deletePymParams(href = window.location.href) {\n   const url = new URL(href);\n   // Remove all unwanted param\n   for (let param of pymParams) url.searchParams.delete(param);\n   // Rebuild the URL\n   return url.href\n }\n static isEmbedded (href = window.location.href) {\n   const url = new URL(href);\n   return every(pymParams, param => url.searchParams.has(param))\n }\n}\n","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"sharing-options\",style:(_vm.style)},[_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"twitter\"}},[_c('fa',{attrs:{\"icon\":['fab', 'twitter']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Twitter\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('twitter'),false),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"facebook\"}},[_c('fa',{attrs:{\"icon\":['fab', 'facebook']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Facebook\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('facebook'),false),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"linkedin\"}},[_c('fa',{attrs:{\"icon\":['fab', 'linkedin']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Linkedin\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('linkedin'),false),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"email\"}},[_c('fa',{attrs:{\"icon\":\"envelope\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share by email\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('email'),false),_c('div',{directives:[{name:\"show\",rawName:\"v-show\",value:(!_vm.noEmbed),expression:\"!noEmbed\"}],staticClass:\"sharing-options__link\"},[_c('a',{on:{\"click\":_vm.showEmbedForm}},[_c('fa',{attrs:{\"icon\":\"code\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Embed\")])],1)]),_c('b-modal',{ref:\"embedForm\",staticClass:\"text-dark\",attrs:{\"hide-footer\":\"\",\"title\":\"Embed on your website\"}},[_c('embed-form',{attrs:{\"no-title\":\"\",\"no-preview\":\"\",\"min-height\":_vm.iframeMinHeight,\"min-width\":_vm.iframeMinWidth}})],1)],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","var __assign=function(){return(__assign=Object.assign||function(e){for(var a,s=1,t=arguments.length;s<t;s++)for(var r in a=arguments[s])Object.prototype.hasOwnProperty.call(a,r)&&(e[r]=a[r]);return e}).apply(this,arguments)};function mergeData(){for(var e,a,s={},t=arguments.length;t--;)for(var r=0,c=Object.keys(arguments[t]);r<c.length;r++)switch(e=c[r]){case\"class\":case\"style\":case\"directives\":Array.isArray(s[e])||(s[e]=[]),s[e]=s[e].concat(arguments[t][e]);break;case\"staticClass\":if(!arguments[t][e])break;void 0===s[e]&&(s[e]=\"\"),s[e]&&(s[e]+=\"

\"),s[e]+=arguments[t][e].trim();break;case\"on\":case\"nativeOn\":s[e]||(s[e]={});for(var n=0,o=Object.keys(arguments[t][e]||{});n<o.length;n++)a=o[n],s[e][a]?s[e][a]=[].concat(s[e][a],arguments[t][e][a]):s[e][a]=arguments[t][e][a];break;case\"attrs\":case\"props\":case\"domProps\":case\"scopedSlots\":case\"staticStyle\":case\"hook\":case\"transition\":s[e]||(s[e]={}),s[e]=__assign({},arguments[t][e],s[e]);break;case\"slot\":case\"key\":case\"ref\":case\"tag\":case\"show\":case\"keepAlive\":default:s[e]||(s[e]=arguments[t][e])}return s}export{mergeData};\n//# sourceMappingURL=lib.esm.js.map\n","/**\n * Aliasing Object[method] allows the minifier to shorten methods to a single character variable,\n * as well as giving BV a chance to inject polyfills.\n * As long as we avoid\n * - import * as Object from \"utils/object\"\n * all unused exports should be removed by tree-shaking.\n */\n\n// @link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/assign\nif (typeof Object.assign !== 'function') {\n Object.assign = function (target, varArgs) {\n   // .length of function is 2\n\n   if (target == null) {\n   // TypeError if undefined or null\n   throw new TypeError('Cannot convert undefined or null to object');\n   }\n\n   var to = Object(target);\n\n   for (var index = 1; index < arguments.length; index++) {\n   var nextSource = arguments[index];\n\n   if (nextSource != null) {\n   // Skip over if undefined or null\n   for (var nextKey in nextSource) {\n   // Avoid bugs when hasOwnProperty is shadowed\n   if (Object.prototype.hasOwnProperty.call(nextSource, nextKey)) {\n   to[nextKey] = nextSource[nextKey];\n   }\n   }\n   }\n   }\n   return to;\n };\n}\n\n// @link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is#Polyfill\nif (!Object.is) {\n Object.is = function (x, y) {\n   // SameValue algorithm\n   if (x === y) {\n   // Steps 1-5, 7-10\n   // Steps 6.b-6.e: +0 != -0\n   return x !== 0 || 1 / x === 1 / y;\n   } else {\n   // Step 6.a: NaN == NaN\n   // eslint-disable-next-line no-self-compare\n   return x !== x && y !== y;\n   }\n };\n}\n\nexport var assign = Object.assign;\nexport var getOwnPropertyNames = Object.getOwnPropertyNames;\nexport var keys = Object.keys;\nexport var defineProperties = Object.defineProperties;\nexport var defineProperty = Object.defineProperty;\nexport var freeze = Object.freeze;\nexport var getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nexport var getOwnPropertySymbols = Object.getOwnPropertySymbols;\nexport var getPrototypeOf = Object.getPrototypeOf;\nexport var create = Object.create;\nexport var isFrozen = Object.isFrozen;\nexport var is = Object.is;\n\nexport function readonlyDescriptor() {\n return { enumerable: true, configurable: false, writable: false };\n}","// Production steps of ECMA-262, Edition 6, 22.1.2.1\n// es6-ified by @alexsasharegan\nif (!Array.from) {\n Array.from = function () {\n   var toStr = Object.prototype.toString;\n   var isCallable = function isCallable(fn) {\n   return typeof fn === 'function' || toStr.call(fn) === '[object Function]';\n   };\n   var toInteger = function toInteger(value) {\n   var number = Number(value);\n   if (isNaN(number)) {\n   return 0;\n   }\n   if (number === 0 || !isFinite(number)) {\n   return number;\n   }\n   return (number > 0 ? 1 : -1) * Math.floor(Math.abs(number));\n   };\n   var maxSafeInteger = Math.pow(2, 53) - 1;\n   var toLength = function toLength(value) {\n   return Math.min(Math.max(toInteger(value), 0), maxSafeInteger);\n   };\n\n   // The length property of the from method is 1.\n   return function from(arrayLike /*, mapFn, thisArg */) {\n   // 1. Let C be the this value.\n   var C = this;\n\n   // 2. Let items be ToObject(arrayLike).\n   var items = Object(arrayLike);\n\n   // 3. ReturnIfAbrupt(items).\n   if (arrayLike == null) {\n   throw new TypeError('Array.from requires an array-like object - not null or undefined');\n   }\n\n   // 4. If mapfn is undefined, then let mapping be false.\n   var mapFn = arguments.length > 1 ? arguments[1] : void undefined;\n   var T = void 0;\n\n   if (typeof mapFn !== 'undefined') {\n   // 5. else\n   // 5. a If IsCallable(mapfn) is false, throw a TypeError exception.\n   if (!isCallable(mapFn)) {\n   throw new TypeError('Array.from: when provided, the second argument must be a function');\n   }\n\n   // 5. b. If thisArg was supplied, let T be thisArg; else let T be undefined.\n   if (arguments.length > 2) {\n   T = arguments[2];\n   }\n   }\n\n   // 10. Let lenValue be Get(items, \"length\").\n   // 11. Let len be ToLength(lenValue).\n   var len = toLength(items.length);\n\n   // 13. If IsConstructor(C) is true, then\n   // 13. a. Let A be the result of calling the [[Construct]] internal method\n   // of C with an argument list containing the single item len.\n   // 14. a. Else, Let A be ArrayCreate(len).\n   var A = isCallable(C) ? Object(new C(len)) : new Array(len);\n\n   // 16. Let k be 0.\n   var k = 0;\n   // 17. Repeat, while k < len… (also steps a - h)\n   var kValue = void 0;\n   while (k < len) {\n   kValue = items[k];\n   if

(mapFn) {\n   A[k] = typeof T === 'undefined' ? mapFn(kValue, k) : mapFn.call(T, kValue, k);\n   } else {\n   A[k] = kValue;\n   }\n   k += 1;\n   }\n   // 18. Let putStatus be Put(A, \"length\", len, true).\n A.length = len;\n   // 20. Return A.\n   return A;\n   }();\n}\n\n// https://tc39.github.io/ecma262/#sec-array.prototype.find\n// Needed for IE support\nif (!Array.prototype.find) {\n // eslint-disable-next-line no-extend-native\n Object.defineProperty(Array.prototype, 'find', {\n   value: function value(predicate) {\n   // 1. Let O be ? ToObject(this value).\n   if (this == null) {\n   throw new TypeError('\"this\" is null or not defined');\n   }\n\n   var o = Object(this);\n\n   // 2. Let len be ? ToLength(? Get(O, \"length\")).\n   var len = o.length >>> 0;\n\n   // 3. If IsCallable(predicate) is false, throw a TypeError exception.\n   if (typeof predicate !== 'function') {\n   throw new TypeError('predicate must be a function');\n   }\n\n   // 4. If thisArg was supplied, let T be thisArg; else let T be undefined.\n   var thisArg = arguments[1];\n\n   // 5. Let k be 0.\n   var k = 0;\n\n   // 6. Repeat, while k < len\n   while (k < len) {\n   // a. Let Pk be ! ToString(k).\n   // b. Let kValue be ? Get(O, Pk).\n   // c. Let testResult be ToBoolean(? Call(predicate, T, « kValue, k, O »)).\n   // d. If testResult is true, return kValue.\n   var kValue = o[k];\n   if (predicate.call(thisArg, kValue, k, o)) {\n   return kValue;\n   }\n   // e. Increase k by 1.\n   k++;\n   }\n\n   // 7. Return undefined.\n   return undefined;\n   }\n });\n}\n\nif (!Array.isArray) {\n Array.isArray = function (arg) {\n   return Object.prototype.toString.call(arg) === '[object Array]';\n };\n}\n\n// Static\nexport var from = Array.from;\nexport var isArray = Array.isArray;\n\n// Instance\nexport var arrayIncludes = function arrayIncludes(array, value) {\n return array.indexOf(value) !== -1;\n};\nexport var arrayFind = function arrayFind(array, fn, thisArg) {\n return array.find(fn, thisArg);\n};\nexport function concat() {\n return Array.prototype.concat.apply([], arguments);\n}","export default function identity(x) {\n return x;\n}","import { keys } from './object';\nimport { isArray } from './array';\nimport identity from './identity';\n\n/**\n * Given an array of properties or an object of property keys,\n * plucks all the values off the target object.\n * @param {{}|string[]} keysToPluck\n * @param {{}} objToPluck\n * @param {Function} transformFn\n * @return {{}}\n */\nexport default function pluckProps(keysToPluck, objToPluck) {\n var transformFn = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : identity;\n\n return (isArray(keysToPluck) ? keysToPluck.slice() : keys(keysToPluck)).reduce(function (memo, prop) {\n   // eslint-disable-next-line no-sequences\n   return memo[transformFn(prop)] = objToPluck[prop], memo;\n }, {});\n}","import { from as arrayFrom } from './array';\n\n// Determine if an element is an HTML Element\nexport var isElement = function isElement(el) {\n return el && el.nodeType === Node.ELEMENT_NODE;\n};\n\n// Determine if an HTML element is visible - Faster than CSS check\nexport var isVisible = function isVisible(el) {\n return isElement(el) && document.body.contains(el) && el.getBoundingClientRect().height > 0 && el.getBoundingClientRect().width > 0;\n};\n\n// Determine if an element is disabled\nexport var isDisabled = function isDisabled(el) {\n return !isElement(el) || el.disabled || el.classList.contains('disabled') || Boolean(el.getAttribute('disabled'));\n};\n\n// Cause/wait-for an element to reflow it's content (adjusting it's height/width)\nexport var reflow = function reflow(el) {\n // requsting an elements offsetHight will trigger a reflow of the element content\n return isElement(el) && el.offsetHeight;\n};\n\n// Select all elements matching selector. Returns [] if none found\nexport var selectAll = function selectAll(selector, root) {\n if (!isElement(root)) {\n   root = document;\n }\n return arrayFrom(root.querySelectorAll(selector));\n};\n\n// Select a single element, returns null if not found\nexport var select = function select(selector, root) {\n if (!isElement(root)) {\n   root = document;\n }\n return root.querySelector(selector) || null;\n};\n\n// Determine if an element matches a selector\nexport var matches = function matches(el, selector) {\n if (!isElement(el)) {\n   return false;\n }\n\n // https://developer.mozilla.org/en-US/docs/Web/API/Element/matches#Polyfill\n // Prefer native implementations over polyfill function\n var proto = Element.prototype;\n var Matches = proto.matches || proto.matchesSelector || proto.mozMatchesSelector || proto.msMatchesSelector || proto.oMatchesSelector || proto.webkitMatchesSelector ||\n /* istanbul ignore next */\n function (sel) {\n   var element = this;\n   var m = selectAll(sel, element.document || element.ownerDocument);\n   var i = m.length;\n   // eslint-disable-next-line no-empty\n   while (--i >= 0 && m.item(i) !== element) {}\n   return i > -1;\n };\n\n return Matches.call(el, selector);\n};\n\n// Finds closest element matching selector. Returns null if not found\nexport var closest = function closest(selector, root) {\n if (!isElement(root)) {\n   return null;\n }\n\n // https://developer.mozilla.org/en-

US/docs/Web/API/Element/closest\n // Since we dont support IE < 10, we can use the \"Matches\" version of the polyfill for speed\n // Prefer native implementation over polyfill function\n var Closest = Element.prototype.closest ||\n /* istanbul ignore next */\n function (sel) {\n var element = this;\n if (!document.documentElement.contains(element)) {\n return null;\n }\n do {\n // Use our \"patched\" matches function\n if (matches(element, sel)) {\n return element;\n }\n element = element.parentElement;\n } while (element !== null);\n return null;\n };\n\n var el = Closest.call(root, selector);\n // Emulate jQuery closest and return null if match is the passed in element (root)\n return el === root ? null : el;\n};\n\n// Get an element given an ID\nexport var getById = function getById(id) {\n return document.getElementById(/^#/.test(id) ? id.slice(1) : id) || null;\n};\n\n// Add a class to an element\nexport var addClass = function addClass(el, className) {\n if (className && isElement(el)) {\n el.classList.add(className);\n }\n};\n\n// Remove a class from an element\nexport var removeClass = function removeClass(el, className) {\n if (className && isElement(el)) {\n el.classList.remove(className);\n }\n};\n\n// Test if an element has a class\nexport var hasClass = function hasClass(el, className) {\n if (className && isElement(el)) {\n return el.classList.contains(className);\n }\n return false;\n};\n\n// Set an attribute on an element\nexport var setAttr = function setAttr(el, attr, value) {\n if (attr && isElement(el)) {\n el.setAttribute(attr, value);\n }\n};\n\n// Remove an attribute from an element\nexport var removeAttr = function removeAttr(el, attr) {\n if (attr && isElement(el)) {\n el.removeAttribute(attr);\n }\n};\n\n// Get an attribute value from an element (returns null if not found)\nexport var getAttr = function getAttr(el, attr) {\n if (attr && isElement(el)) {\n return el.getAttribute(attr);\n }\n return null;\n};\n\n// Determine if an attribute exists on an element (returns true or false, or null if element not found)\nexport var hasAttr = function hasAttr(el, attr) {\n if (attr && isElement(el)) {\n return el.hasAttribute(attr);\n }\n return null;\n};\n\n// Return the Bounding Client Rec of an element. Retruns null if not an element\nexport var getBCR = function getBCR(el) {\n return isElement(el) ? el.getBoundingClientRect() : null;\n};\n\n// Get computed style object for an element\nexport var getCS = function getCS(el) {\n return isElement(el) ? window.getComputedStyle(el) : {};\n};\n\n// Return an element's offset wrt document element\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.offset\nexport var offset = function offset(el) {\n if (isElement(el)) {\n if (!el.getClientRects().length) {\n return { top: 0, left: 0 };\n }\n var bcr = getBCR(el);\n var win = el.ownerDocument.defaultView;\n return {\n top: bcr.top + win.pageYOffset,\n left: bcr.left + win.pageXOffset\n };\n }\n};\n\n// Return an element's offset wrt to it's offsetParent\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.position\nexport var position = function position(el) {\n if (!isElement(el)) {\n return;\n }\n var parentOffset = { top: 0, left: 0 };\n var offsetSelf = void 0;\n var offsetParent = void 0;\n if (getCS(el).position === 'fixed') {\n offsetSelf = getBCR(el);\n } else {\n offsetSelf = offset(el);\n var doc = el.ownerDocument;\n offsetParent = el.offsetParent || doc.documentElement;\n while (offsetParent && (offsetParent === doc.body || offsetParent === doc.documentElement) && getCS(offsetParent).position === 'static') {\n offsetParent = offsetParent.parentNode;\n }\n if (offsetParent && offsetParent !== el && offsetParent.nodeType === Node.ELEMENT_NODE) {\n parentOffset = offset(offsetParent);\n parentOffset.top += parseFloat(getCS(offsetParent).borderTopWidth);\n parentOffset.left += parseFloat(getCS(offsetParent).borderLeftWidth);\n }\n }\n return {\n top: offsetSelf.top - parentOffset.top - parseFloat(getCS(el).marginTop),\n left: offsetSelf.left - parentOffset.left - parseFloat(getCS(el).marginLeft)\n };\n};\n\n// Attach an event listener to an element\nexport var eventOn = function eventOn(el, evtName, handler) {\n if (el && el.addEventListener) {\n el.addEventListener(evtName, handler);\n }\n};\n\n// Remove an event listener from an element\nexport var eventOff = function eventOff(el, evtName, handler) {\n if (el && el.removeEventListener) {\n el.removeEventListener(evtName, handler);\n }\n};","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nimport { assign, keys } from '../../utils/object';\nimport { arrayIncludes, concat } from '../../utils/array';\nimport { mergeData } from 'vue-functional-data-merge';\n\n/**\n * The Link component is used in many other BV components.\n * As such, sharing its props makes supporting all its features easier.\n * However, some components need to modify the defaults for

their own purpose.\n * Prefer sharing a fresh copy of the props to ensure mutations\n * do not affect other component references to the props.\n *\n * https://github.com/vuejs/vue-router/blob/dev/src/components/link.js\n * @return {{}}\n */\nexport function propsFactory() {\n return {\n href: {\n type: String,\n default: null\n },\n rel: {\n type: String,\n default: null\n },\n target: {\n type: String,\n default: '_self'\n },\n active: {\n type: Boolean,\n default: false\n },\n activeClass: {\n type: String,\n default: 'active'\n },\n append: {\n type: Boolean,\n default: false\n },\n disabled: {\n type: Boolean,\n default: false\n },\n event: {\n type: [String, Array],\n default: 'click'\n },\n exact: {\n type: Boolean,\n default: false\n },\n exactActiveClass: {\n type: String,\n default: 'active'\n },\n replace: {\n type: Boolean,\n default: false\n },\n routerTag: {\n type: String,\n default: 'a'\n },\n to: {\n type: [String, Object],\n default: null\n }\n };\n}\n\nexport var props = propsFactory();\n\nexport function pickLinkProps(propsToPick) {\n var freshLinkProps = propsFactory();\n // Normalize everything to array.\n propsToPick = concat(propsToPick);\n\n return keys(freshLinkProps).reduce(function (memo, prop) {\n if (arrayIncludes(propsToPick, prop)) {\n memo[prop] = freshLinkProps[prop];\n }\n\n return memo;\n }, {});\n}\n\nexport function omitLinkProps(propsToOmit) {\n var freshLinkProps = propsFactory();\n // Normalize everything to array.\n propsToOmit = concat(propsToOmit);\n\n return keys(props).reduce(function (memo, prop) {\n if (!arrayIncludes(propsToOmit, prop)) {\n memo[prop] = freshLinkProps[prop];\n }\n\n return memo;\n }, {});\n}\n\nexport var computed = {\n linkProps: function linkProps() {\n var linkProps = {};\n var propKeys = keys(props);\n\n for (var i = 0; i < propKeys.length; i++) {\n var prop = propKeys[i];\n // Computed Vue getters are bound to the instance.\n linkProps[prop] = this[prop];\n }\n\n return linkProps;\n }\n};\n\nfunction computeTag(props, parent) {\n return Boolean(parent.$router) && props.to && !props.disabled ? 'router-link' : 'a';\n}\n\nfunction computeHref(_ref, tag) {\n var disabled = _ref.disabled,\n href = _ref.href,\n to = _ref.to;\n\n // We've already checked the parent.$router in computeTag,\n // so router-link means live router.\n // When deferring to Vue Router's router-link,\n // don't use the href attr at all.\n // Must return undefined for router-link to populate href.\n if (tag === 'router-link') return void 0;\n // If href explicitly provided\n if (href) return href;\n // Reconstruct href when `to` used, but no router\n if (to) {\n // Fallback to `to` prop (if `to` is a string)\n if (typeof to === 'string') return to;\n // Fallback to `to.path` prop (if `to` is an object)\n if (((typeof to === 'undefined' ? 'undefined' : _typeof(to)) === 'object' && typeof to.path === 'string') return to.path;\n }\n // If nothing is provided use '#'\n return '#';\n}\n\nfunction computeRel(_ref2) {\n var target = _ref2.target,\n rel = _ref2.rel;\n\n if (target === '_blank' && rel === null) {\n return 'noopener';\n }\n return rel || null;\n}\n\nfunction clickHandlerFactory(_ref3) {\n var disabled = _ref3.disabled,\n tag = _ref3.tag,\n href = _ref3.href,\n suppliedHandler = _ref3.suppliedHandler,\n parent = _ref3.parent;\n\n var isRouterLink = tag === 'router-link';\n\n return function onClick(e) {\n if (disabled && e instanceof Event) {\n // Stop event from bubbling up.\n e.stopPropagation();\n // Kill the event loop attached to this specific EventTarget.\n e.stopImmediatePropagation();\n } else {\n parent.$root.$emit('clicked::link', e);\n\n if (isRouterLink && e.target.__vue__) {\n e.target.__vue__.$emit('click', e);\n }\n if (typeof suppliedHandler === 'function') {\n suppliedHandler.apply(undefined, arguments);\n }\n }\n\n if (!isRouterLink && href === '#' || disabled) {\n // Stop scroll-to-top behavior or navigation.\n e.preventDefault();\n }\n };\n}\n\nexport default {\n functional: true,\n props: propsFactory(),\n render: function render(h, _ref4) {\n var props = _ref4.props,\n data = _ref4.data,\n parent = _ref4.parent,\n children = _ref4.children;\n\n var tag = computeTag(props, parent);\n var rel = computeRel(props);\n var href = computeHref(props, tag);\n var eventType = tag === 'router-link' ? 'nativeOn' : 'on';\n var suppliedHandler = (data[eventType] || {}).click;\n var handlers = { click: clickHandlerFactory({ tag: tag, href: href, disabled: props.disabled, suppliedHandler: suppliedHandler, parent: parent }) };\n\n var componentData = mergeData(data, {\n class: [props.active ? props.exact ? props.exactActiveClass : props.activeClass : null, { disabled: props.disabled }],\n attrs: {\n rel: rel,\n href: href,\n target: props.target,\n tabindex: props.disabled ? '-1' : data.attrs ? data.attrs.tabindex : null,\n 'aria-disabled': tag === 'a' && props.disabled ? 'true' : null\n },\n props: assign(props, { tag: props.routerTag })\n });\n\n // If href prop exists on router-link (even undefined or null) it fails working on SSR\n if (!componentData.attrs.href) {\n delete componentData.attrs.href;\n }\n\n // We want to overwrite any click

handler since our callback\n   // will invoke the supplied handler if !props.disabled\n   componentData[eventType] = assign(componentData[eventType] || { }, handlers);\n\n   return h(tag, componentData, children);\n }\n};","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\nimport pluckProps from '../../utils/pluck-props';\nimport { concat } from '../../utils/array';\nimport { assign, keys } from '../../utils/object';\nimport { addClass, removeClass } from '../../utils/dom';\nimport Link, { propsFactory as linkPropsFactory } from '../link/link';\n\nvar btnProps = {\n block: {\n   type: Boolean,\n   default: false\n },\n disabled: {\n   type: Boolean,\n   default: false\n },\n size: {\n   type: String,\n   default: null\n },\n variant: {\n   type: String,\n   default: null\n },\n type: {\n   type: String,\n   default: 'button'\n },\n pressed: {\n   // tri-state prop: true, false or null\n   // => on, off, not a toggle\n   type: Boolean,\n   default: null\n }\n};\n\nvar linkProps = linkPropsFactory();\ndelete linkProps.href.default;\ndelete linkProps.to.default;\nvar linkPropKeys = keys(linkProps);\n\nexport var props = assign(linkProps, btnProps);\n\nfunction handleFocus(evt) {\n if (evt.type === 'focusin') {\n   addClass(evt.target, 'focus');\n } else if (evt.type === 'focusout') {\n   removeClass(evt.target, 'focus');\n }\n}\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n   var _ref2;\n\n   var props = _ref.props,\n   data = _ref.data,\n   listeners = _ref.listeners,\n   children = _ref.children;\n   var isLink = Boolean(props.href || props.to);\n   var isToggle = typeof props.pressed === 'boolean';\n   var on = {\n   click: function click(e) {\n   if (props.disabled && e instanceof Event) {\n   e.stopPropagation();\n   e.preventDefault();\n   } else if (isToggle) {\n   // Concat will normalize the value to an array\n   // without double wrapping an array value in an array.\n   concat(listeners['update:pressed']).forEach(function (fn) {\n   if (typeof fn === 'function') {\n   fn(!props.pressed);\n   }\n   });\n   }\n   }\n   };\n\n   if (isToggle) {\n   on.focusin = handleFocus;\n   on.focusout = handleFocus;\n   }\n\n   var componentData = {\n   staticClass: 'btn',\n   class: [props.variant ? 'btn-' + props.variant : 'btn-secondary', (_ref2 = {}, _defineProperty(_ref2, 'btn-' + props.size, Boolean(props.size)), _defineProperty(_ref2, 'btn-block', props.block), _defineProperty(_ref2, 'disabled', props.disabled), _defineProperty(_ref2, 'active', props.pressed), _ref2)],\n   props: isLink ? pluckProps(linkPropKeys, props) : null,\n   attrs: {\n   type: isLink ? null : props.type,\n   disabled: isLink ? null : props.disabled,\n   // Data attribute not used for js logic,\n   // but only for BS4 style selectors.\n   'data-toggle': isToggle ? 'button' : null,\n   'aria-pressed': isToggle ? String(props.pressed) : null,\n   // Tab index is used when the component becomes a link.\n   // Links are tabable, but don't allow disabled,\n   // so we mimic that functionality by disabling tabbing.\n   tabindex: props.disabled && isLink ? '-1' : data.attrs ? data.attrs['tabindex'] : null\n   },\n   on: on\n   };\n\n   return h(isLink ? Link : 'button', mergeData(data, componentData), children);\n }\n};","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\n\nvar props = {\n disabled: {\n   type: Boolean,\n   default: false\n },\n ariaLabel: {\n   type: String,\n   default: 'Close'\n },\n textVariant: {\n   type: String,\n   default: null\n }\n};\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n   var props = _ref.props,\n   data = _ref.data,\n   listeners = _ref.listeners,\n   slots = _ref.slots;\n\n   var componentData = {\n   staticClass: 'close',\n   class: _defineProperty({}, 'text-' + props.textVariant, props.textVariant),\n   attrs: {\n   type: 'button',\n   disabled: props.disabled,\n   'aria-label': props.ariaLabel ? String(props.ariaLabel) : null\n   },\n   on: {\n   click: function click(e) {\n   // Ensure click on button HTML content is also disabled\n   if (props.disabled && e instanceof Event) {\n   e.stopPropagation();\n   e.preventDefault();\n   }\n   }\n   } // Careful not to override the slot with innerHTML\n\n   };if (!slots().default) {\n   componentData.domProps = { innerHTML: '×' };\n   }\n   return h('button', mergeData(data, componentData), slots().default);\n }\n};","/*\n * SSR Safe Client Side ID attribute generation\n *\n */\n\nexport default {\n props: {\n   id: {\n   type: String,\n   default: null\n   }\n },\n methods: {\n   safeId: function safeId() {\n   var suffix = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';\n\n   var id = this.id || this.localId_ || null;\n   if (!id) {\n   return null;\n   }\n   suffix = String(suffix).replace(/\\s+/g, '_');\n   return suffix ? id +

'_' + suffix : id;\n   }\n },\n computed: {\n   localId_: function localId_() {\n   if (!this.$isServer && !this.id && typeof this._uid !== 'undefined') {\n   return '__BVID__' + this._uid;\n   }\n   }\n }\n};","function _toConsumableArray(arr) { if (Array.isArray(arr)) { for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) { arr2[i] = arr[i]; } return arr2; } else { return Array.from(arr); } }\n\nimport { isArray } from '../utils/array';\n/**\n * Issue #569: collapse::toggle::state triggered too many times\n * @link https://github.com/bootstrap-vue/bootstrap-vue/issues/569 */\n\nvar BVRL = '__BV_root_listeners__';\n\nexport default {\n methods: {\n   /**\n   * Safely register event listeners on the root Vue node.\n   * While Vue automatically removes listeners for individual components,\n   * when a component registers a listener on root and is destroyed,\n   * this orphans a callback because the node is gone,\n   * but the root does not clear the callback.\n   *\n   * This adds a non-reactive prop to a vm on the fly\n   * in order to avoid object observation and its performance costs\n   * to something that needs no reactivity.\n   * It should be highly unlikely there are any naming collisions.\n   * @param {string} event\n   * @param {function} callback\n   * @chainable\n   */\n   listenOnRoot: function listenOnRoot(event, callback) {\n   if (!this[BVRL] || !isArray(this[BVRL])) {\n   this[BVRL] = [];\n   }\n   this[BVRL].push({ event: event, callback: callback });\n   this.$root.$on(event, callback);\n   return this;\n   },\n\n\n   /**\n   * Convenience method for calling vm.$emit on vm.$root.\n   * @param {string} event\n   * @param {*} args\n   * @chainable\n   */\n   emitOnRoot: function emitOnRoot(event) {\n   var _$root;\n\n   for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n   args[_key - 1] = arguments[_key];\n   }\n\n   (_$root = this.$root).$emit.apply(_$root, [event].concat(_toConsumableArray(args)));\n   return this;\n   }\n },\n\n beforeDestroy: function beforeDestroy() {\n   if (this[BVRL] && isArray(this[BVRL])) {\n   while (this[BVRL].length > 0) {\n   // shift to process in order\n   var _BVRL$shift = this[BVRL].shift(),\n   event = _BVRL$shift.event,\n   callback = _BVRL$shift.callback;\n\n   this.$root.$off(event, callback);\n   }\n   }\n }\n};","import { assign } from './object';\nimport { isElement } from '../utils/dom';\n\n/**\n * Observe a DOM element changes, falls back to eventListener mode\n * @param {Element} el The DOM element to observe\n * @param {Function} callback callback to be called on change\n * @param {object} [opts={childList: true, subtree: true}] observe options\n * @see http://stackoverflow.com/questions/3219758 */\nexport default function observeDOM(el, callback, opts) {\n var MutationObserver = window.MutationObserver || window.WebKitMutationObserver || window.MozMutationObserver;\n var eventListenerSupported = window.addEventListener;\n\n // Handle case where we might be passed a vue instance\n el = el ? el.$el || el : null;\n /* istanbul ignore next: dificult to test in JSDOM */\n if (!isElement(el)) {\n   // We can't observe somthing that isn't an element\n   return null;\n }\n\n var obs = null;\n\n /* istanbul ignore next: dificult to test in JSDOM */\n if (MutationObserver) {\n   // Define a new observer\n   obs = new MutationObserver(function (mutations) {\n   var changed = false;\n   // A Mutation can contain several change records, so we loop through them to see what has changed.\n   // We break out of the loop early if any \"significant\" change has been detected\n   for (var i = 0; i < mutations.length && !changed; i++) {\n   // The muttion record\n   var mutation = mutations[i];\n   // Mutation Type\n   var type = mutation.type;\n   // DOM Node (could be any DOM Node type - HTMLElement, Text, comment, etc)\n   var target = mutation.target;\n   if (type === 'characterData' && target.nodeType === Node.TEXT_NODE) {\n   // We ignore nodes that are not TEXt (i.e. comments, etc) as they don't change layout\n   changed = true;\n   } else if (type === 'attributes') {\n   changed = true;\n   } else if (type === 'childList' && (mutation.addedNodes.length > 0 || mutation.removedNodes.length > 0)) {\n   // This includes HTMLElement and Text Nodes being added/removed/re-arranged\n   changed = true;\n   }\n   if (changed) {\n   // We only call the callback if a change that could affect layout/size truely happened.\n   callback();\n   }\n   }\n   });\n\n   // Have the observer observe foo for changes in children, etc\n   obs.observe(el, assign({ childList: true, subtree: true }, opts));\n } else if (eventListenerSupported) {\n   // Legacy interface. most likely not used in modern browsers\n   el.addEventListener('DOMNodeInserted', callback, false);\n   el.addEventListener('DOMNodeRemoved', callback, false);\n }\n\n // We return a reference to the observer so that obs.disconnect() can be called if necessary\n // To reduce overhead when the root element is hiiden\n return obs;\n}","/**\n * Log a warning message to the console with bootstrap-vue formatting sugar.\n * @param {string}

message\n */\n/* istanbul ignore next */\nfunction warn(message) {\n console.warn(\"[Bootstrap-Vue warn]: \" + message);\n}\n\nexport default warn;","/*\n * Key Codes (events)\n */\n\nexport default {\n SPACE: 32,\n ENTER: 13,\n ESC: 27,\n LEFT: 37,\n UP: 38,\n RIGHT: 39,\n DOWN: 40,\n PAGEUP: 33,\n PAGEDOWN: 34,\n HOME: 36,\n END: 35\n};","var _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nimport { assign, defineProperty, defineProperties, readonlyDescriptor } from '../utils/object';\n\nvar BvEvent = function () {\n function BvEvent(type) {\n var eventInit = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n\n _classCallCheck(this, BvEvent);\n\n // Start by emulating native Event constructor.\n if (!type) {\n throw new TypeError('Failed to construct \"' + this.constructor.name + '\". 1 argument required, ' + arguments.length + ' given.');\n }\n // Assign defaults first, the eventInit,\n // and the type last so it can't be overwritten.\n assign(this, BvEvent.defaults(), eventInit, { type: type });\n // Freeze some props as readonly, but leave them enumerable.\n defineProperties(this, {\n type: readonlyDescriptor(),\n cancelable: readonlyDescriptor(),\n nativeEvent: readonlyDescriptor(),\n target: readonlyDescriptor(),\n relatedTarget: readonlyDescriptor(),\n vueTarget: readonlyDescriptor()\n });\n // Create a private variable using closure scoping.\n var defaultPrevented = false;\n // Recreate preventDefault method. One way setter.\n this.preventDefault = function preventDefault() {\n if (this.cancelable) {\n defaultPrevented = true;\n }\n };\n // Create 'defaultPrevented' publicly accessible prop\n // that can only be altered by the preventDefault method.\n defineProperty(this, 'defaultPrevented', {\n enumerable: true,\n get: function get() {\n return defaultPrevented;\n }\n });\n }\n\n _createClass(BvEvent, null, [{\n key: 'defaults',\n value: function defaults() {\n return {\n type: '',\n cancelable: true,\n nativeEvent: null,\n target: null,\n relatedTarget: null,\n vueTarget: null\n };\n }\n }]);\n\n return BvEvent;\n}();\n\nexport default BvEvent;","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport bBtn from '../button/button';\nimport bBtnClose from '../button/button-close';\nimport idMixin from '../../mixins/id';\nimport listenOnRootMixin from '../../mixins/listen-on-root';\nimport observeDom from '../../utils/observe-dom';\nimport warn from '../../utils/warn';\nimport KeyCodes from '../../utils/key-codes';\nimport BvEvent from '../../utils/bv-event.class';\nimport { isVisible, selectAll, select, getBCR, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, hasAttr, eventOn, eventOff } from '../../utils/dom';\n\n// Selectors for padding/margin adjustments\nvar Selector = {\n FIXED_CONTENT: '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top',\n STICKY_CONTENT: '.sticky-top',\n NAVBAR_TOGGLER: '.navbar-toggler'\n\n // ObserveDom config\n};var OBSERVER_CONFIG = {\n subtree: true,\n childList: true,\n characterData: true,\n attributes: true,\n attributeFilter: ['style', 'class']\n};\n\nexport default {\n mixins: [idMixin, listenOnRootMixin],\n components: { bBtn: bBtn, bBtnClose: bBtnClose },\n render: function render(h) {\n var _this = this;\n\n var $slots = this.$slots;\n // Modal Header\n var header = h(false);\n if (!this.hideHeader) {\n var modalHeader = $slots['modal-header'];\n if (!modalHeader) {\n var closeButton = h(false);\n if (!this.hideHeaderClose) {\n closeButton = h('b-btn-close', {\n props: {\n disabled: this.is_transitioning,\n ariaLabel: this.headerCloseLabel,\n textVariant: this.headerTextVariant\n },\n on: {\n click: function click(evt) {\n _this.hide('header-close');\n }\n }\n }, [$slots['modal-header-close']]);\n }\n modalHeader = [h(this.titleTag, { class: ['modal-title'] }, [$slots['modal-title'] || this.title]), closeButton];\n }\n header = h('header', {\n ref: 'header',\n class: this.headerClasses,\n attrs: { id: this.safeId('__BV_modal_header_') }\n }, [modalHeader]);\n }\n // Modal Body\n var body = h('div', {\n ref: 'body',\n class: this.bodyClasses,\n attrs: { id: this.safeId('__BV_modal_body_') }\n }, [$slots.default]);\n // Modal Footer\n var footer = h(false);\n if

(!this.hideFooter) {\n   var modalFooter = $slots['modal-footer'];\n   if (!modalFooter) {\n   var cancelButton = h(false);\n   if (!this.okOnly) {\n   cancelButton = h('b-btn', {\n   props: {\n   variant: this.cancelVariant,\n   size: this.buttonSize,\n   disabled: this.cancelDisabled || this.busy || this.is_transitioning\n   },\n   on: {\n   click: function click(evt) {\n   _this.hide('cancel');\n   }\n   }, [$slots['modal-cancel'] || this.cancelTitle]);\n   }\n   var okButton = h('b-btn', {\n   props: {\n   variant: this.okVariant,\n   size: this.buttonSize,\n   disabled: this.okDisabled || this.busy || this.is_transitioning\n   },\n   on: {\n   click: function click(evt) {\n   _this.hide('ok');\n   }\n   }\n   }, [$slots['modal-ok'] || this.okTitle]);\n   modalFooter = [cancelButton, okButton];\n   }\n   footer = h('footer', {\n   ref: 'footer',\n   class: this.footerClasses,\n   attrs: { id: this.safeId('__BV_modal_footer_') }\n   }, [modalFooter]);\n   }\n   // Assemble Modal Content\n   var modalContent = h('div', {\n   ref: 'content',\n   class: ['modal-content'],\n   attrs: {\n   tabindex: '-1',\n   role: 'document',\n   'aria-labelledby': this.hideHeader ? null : this.safeId('__BV_modal_header_'),\n   'aria-describedby': this.safeId('__BV_modal_body_')\n   },\n   on: {\n   focusout: this.onFocusout,\n   click: function click(evt) {\n   evt.stopPropagation();\n   // https://github.com/bootstrap-vue/bootstrap-vue/issues/1528\n   _this.$root.$emit('bv::dropdown::shown');\n   }\n   }\n   }, [header, body, footer]);\n   // Modal Dialog wrapper\n   var modalDialog = h('div', { class: this.dialogClasses }, [modalContent]);\n   // Modal\n   var modal = h('div', {\n   ref: 'modal',\n   class: this.modalClasses,\n   directives: [{\n   name: 'show',\n   rawName: 'v-show',\n   value: this.is_visible,\n   expression: 'is_visible'\n   }],\n   attrs: {\n   id: this.safeId(),\n   role: 'dialog',\n   'aria-hidden': this.is_visible ? null : 'true'\n   },\n   on: {\n   click: this.onClickOut,\n   keydown: this.onEsc\n   }\n   }, [modalDialog]);\n   // Wrap modal in transition\n   modal = h('transition', {\n   props: {\n   enterClass: '',\n   enterToClass: '',\n   enterActiveClass: '',\n   leaveClass: '',\n   leaveActiveClass: '',\n   leaveToClass: ''\n   },\n   on: {\n   'before-enter': this.onBeforeEnter,\n   enter: this.onEnter,\n   'after-enter': this.onAfterEnter,\n   'before-leave': this.onBeforeLeave,\n   leave: this.onLeave,\n   'after-leave': this.onAfterLeave\n   }\n   }, [modal]);\n   // Modal Backdrop\n   var backdrop = h(false);\n   if (!this.hideBackdrop && (this.is_visible || this.is_transitioning)) {\n   backdrop = h('div', {\n   class: this.backdropClasses,\n   attrs: { id: this.safeId('__BV_modal_backdrop_') }\n   });\n   }\n   // Assemble modal and backdrop\n   var outer = h(false);\n   if (!this.is_hidden) {\n   outer = h('div', { attrs: { id: this.safeId('__BV_modal_outer_') } }, [modal, backdrop]);\n   }\n   // Wrap in DIV to maintain thi.$el reference for hide/show method aceess\n   return h('div', {}, [outer]);\n   },\n   data: function data() {\n   return {\n   is_hidden: this.lazy || false,\n   is_visible: false,\n   is_transitioning: false,\n   is_show: false,\n   is_block: false,\n   scrollbarWidth: 0,\n   isBodyOverflowing: false,\n   return_focus: this.returnFocus || null\n   };\n   },\n\n   model: {\n   prop: 'visible',\n   event: 'change'\n   },\n   props: {\n   title: {\n   type: String,\n   default: ''\n   },\n   titleTag: {\n   type: String,\n   default: 'h5'\n   },\n   size: {\n   type: String,\n   default: 'md'\n   },\n   centered: {\n   type: Boolean,\n   default: false\n   },\n   buttonSize: {\n   type: String,\n   default: ''\n   },\n   noFade: {\n   type: Boolean,\n   default: false\n   },\n   noCloseOnBackdrop: {\n   type: Boolean,\n   default: false\n   },\n   noCloseOnEsc: {\n   type: Boolean,\n   default: false\n   },\n   noEnforceFocus: {\n   type: Boolean,\n   default: false\n   },\n   headerBgVariant: {\n   type: String,\n   default: null\n   },\n   headerBorderVariant: {\n   type: String,\n   default: null\n   },\n   headerTextVariant: {\n   type: String,\n   default: null\n   },\n   headerClass: {\n   type: [String, Array],\n   default: null\n   },\n   bodyBgVariant: {\n   type: String,\n   default: null\n   },\n   bodyTextVariant: {\n   type: String,\n   default: null\n   },\n   modalClass: {\n   type: [String, Array],\n   default: null\n   },\n   bodyClass: {\n   type: [String, Array],\n   default: null\n   },\n   footerBgVariant: {\n   type: String,\n   default: null\n   },\n   footerBorderVariant: {\n   type: String,\n   default: null\n   },\n   footerTextVariant: {\n   type: String,\n   default: null\n   },\n   footerClass: {\n   type: [String, Array],\n   default: null\n   },\n   hideHeader: {\n   type: Boolean,\n   default: false\n   },\n   hideFooter: {\n   type: Boolean,\n   default: false\n   },\n   hideHeaderClose: {\n   type: Boolean,\n   default: false\n   },\n   hideBackdrop: {\n   type: Boolean,\n   default: false\n   },\n   okOnly: {\n   type: Boolean,\n   default: false\n   },\n   okDisabled: {\n   type: Boolean,\n   default: false\n   },\n   cancelDisabled: {\n   type:

Boolean,\n   default: false\n },\n visible: {\n   type: Boolean,\n   default: false\n },\n returnFocus: {\n   default: null\n },\n headerCloseLabel: {\n   type: String,\n   default: 'Close'\n },\n cancelTitle: {\n   type: String,\n   default: 'Cancel'\n },\n okTitle: {\n   type: String,\n   default: 'OK'\n },\n cancelVariant: {\n   type: String,\n   default: 'secondary'\n },\n okVariant: {\n   type: String,\n   default: 'primary'\n },\n lazy: {\n   type: Boolean,\n   default: false\n },\n busy: {\n   type: Boolean,\n   default: false\n }\n },\n computed: {\n modalClasses: function modalClasses() {\n   return ['modal', {\n   fade: !this.noFade,\n   show: this.is_show,\n   'd-block': this.is_block\n   }, this.modalClass];\n },\n dialogClasses: function dialogClasses() {\n   var _ref;\n\n   return ['modal-dialog', (_ref = {}, _defineProperty(_ref, 'modal-' + this.size, Boolean(this.size)), _defineProperty(_ref, 'modal-dialog-centered', this.centered), _ref)];\n },\n backdropClasses: function backdropClasses() {\n   return ['modal-backdrop', {\n   fade: !this.noFade,\n   show: this.is_show || this.noFade\n   }];\n },\n headerClasses: function headerClasses() {\n   var _ref2;\n\n   return ['modal-header', (_ref2 = {}, _defineProperty(_ref2, 'bg-' + this.headerBgVariant, Boolean(this.headerBgVariant)), _defineProperty(_ref2, 'text-' + this.headerTextVariant, Boolean(this.headerTextVariant)), _defineProperty(_ref2, 'border-' + this.headerBorderVariant, Boolean(this.headerBorderVariant)), _ref2), this.headerClass];\n },\n bodyClasses: function bodyClasses() {\n   var _ref3;\n\n   return ['modal-body', (_ref3 = {}, _defineProperty(_ref3, 'bg-' + this.bodyBgVariant, Boolean(this.bodyBgVariant)), _defineProperty(_ref3, 'text-' + this.bodyTextVariant, Boolean(this.bodyTextVariant)), _ref3), this.bodyClass];\n },\n footerClasses: function footerClasses() {\n   var _ref4;\n\n   return ['modal-footer', (_ref4 = {}, _defineProperty(_ref4, 'bg-' + this.footerBgVariant, Boolean(this.footerBgVariant)), _defineProperty(_ref4, 'text-' + this.footerTextVariant, Boolean(this.footerTextVariant)), _defineProperty(_ref4, 'border-' + this.footerBorderVariant, Boolean(this.footerBorderVariant)), _ref4), this.footerClass];\n }\n },\n watch: {\n visible: function visible(newVal, oldVal) {\n   if (newVal === oldVal) {\n   return;\n   }\n   this[newVal ? 'show' : 'hide']();\n }\n },\n methods: {\n // Public Methods\n show: function show() {\n   if (this.is_visible) {\n   return;\n   }\n   var showEvt = new BvEvent('show', {\n   cancelable: true,\n   vueTarget: this,\n   target: this.$refs.modal,\n   relatedTarget: null\n   });\n   this.emitEvent(showEvt);\n   if (showEvt.defaultPrevented || this.is_visible) {\n   // Don't show if canceled\n   return;\n   }\n   if (hasClass(document.body, 'modal-open')) {\n   // If another modal is already open, wait for it to close\n   this.$root.$once('bv::modal::hidden', this.doShow);\n   } else {\n   // Show the modal\n   this.doShow();\n   }\n },\n hide: function hide(trigger) {\n   if (!this.is_visible) {\n   return;\n   }\n   var hideEvt = new BvEvent('hide', {\n   cancelable: true,\n   vueTarget: this,\n   target: this.$refs.modal,\n   // this could be the trigger element/component reference\n   relatedTarget: null,\n   isOK: trigger || null,\n   trigger: trigger || null,\n   cancel: function cancel() {\n   // Backwards compatibility\n   warn('b-modal: evt.cancel() is deprecated. Please use evt.preventDefault().');\n   this.preventDefault();\n   }\n   });\n   if (trigger === 'ok') {\n   this.$emit('ok', hideEvt);\n   } else if (trigger === 'cancel') {\n   this.$emit('cancel', hideEvt);\n   }\n   this.emitEvent(hideEvt);\n   // Hide if not canceled\n   if (hideEvt.defaultPrevented || !this.is_visible) {\n   return;\n   }\n   // stop observing for content changes\n   if (this._observer) {\n   this._observer.disconnect();\n   this._observer = null;\n   }\n   this.is_visible = false;\n   this.$emit('change', false);\n },\n\n // Private method to finish showing modal\n doShow: function doShow() {\n   var _this2 = this;\n\n   // Plce modal in DOM if lazy\n   this.is_hidden = false;\n   this.$nextTick(function () {\n   // We do this in nextTick to ensure the modal is in DOM first before we show it\n   _this2.is_visible = true;\n   _this2.$emit('change', true);\n   // Observe changes in modal content and adjust if necessary\n   _this2._observer = observeDom(_this2.$refs.content, _this2.adjustDialog.bind(_this2), OBSERVER_CONFIG);\n   });\n },\n\n // Transition Handlers\n onBeforeEnter: function onBeforeEnter() {\n   this.is_transitioning = true;\n   this.checkScrollbar();\n   this.setScrollbar();\n   this.adjustDialog();\n   addClass(document.body, 'modal-open');\n   this.setResizeEvent(true);\n },\n onEnter: function onEnter() {\n   this.is_block = true;\n   this.$refs.modal.scrollTop = 0;\n },\n onAfterEnter: function onAfterEnter() {\n   var _this3 = this;\n\n   this.is_show = true;\n   this.is_transitioning = false;\n   this.$nextTick(function () {\n   _this3.focusFirst();\n   var shownEvt = new BvEvent('shown', {\n   cancelable: false,\n   vueTarget: _this3,\n   target:

_this3.$refs.modal,\n   relatedTarget: null\n   });\n   _this3.emitEvent(shownEvt);\n   });\n   },\n
onBeforeLeave: function onBeforeLeave() {\n   this.is_transitioning = true;\n   this.setResizeEvent(false);\n
},\n   onLeave: function onLeave() {\n   // Remove the 'show' class\n   this.is_show = false;\n   },\n
onAfterLeave: function onAfterLeave() {\n   var _this4 = this;\n\n   this.is_block = false;\n
this.resetAdjustments();\n   this.resetScrollbar();\n   this.is_transitioning = false;\n
removeClass(document.body, 'modal-open');\n   this.$nextTick(function () {\n   _this4.is_hidden = _this4.lazy ||
false;\n   _this4.returnFocusTo();\n   var hiddenEvt = new BvEvent('hidden', {\n   cancelable: false,\n
vueTarget: _this4,\n   target: _this4.lazy ? null : _this4.$refs.modal,\n   relatedTarget: null\n   });\n
_this4.emitEvent(hiddenEvt);\n   });\n   },\n\n   // Event emitter\n   emitEvent: function emitEvent(bvEvt) {\n
var type = bvEvt.type;\n   this.$emit(type, bvEvt);\n   this.$root.$emit('bv::modal::' + type, bvEvt);\n   },\n\n   //
UI Event Handlers\n   onClickOut: function onClickOut(evt) {\n   // If backdrop clicked, hide modal\n   if
(this.is_visible && !this.noCloseOnBackdrop) {\n   this.hide('backdrop');\n   }\n   },\n   onEsc: function
onEsc(evt) {\n   // If ESC pressed, hide modal\n   if (evt.keyCode === KeyCodes.ESC && this.is_visible &&
!this.noCloseOnEsc) {\n   this.hide('esc');\n   }\n   },\n   onFocusout: function onFocusout(evt) {\n   // If
focus leaves modal, bring it back\n   // 'focusout' Event Listener bound on content\n   var content =
this.$refs.content;\n   if (!this.noEnforceFocus && this.is_visible && content &&
!content.contains(evt.relatedTarget)) {\n   content.focus();\n   }\n   },\n\n   // Resize Listener\n
setResizeEvent: function setResizeEvent(on) {\n   var _this5 = this;\n\n   ;['resize',
'orientationchange'].forEach(function (evtName) {\n   if (on) {\n   eventOn(window, evtName,
_this5.adjustDialog);\n   } else {\n   eventOff(window, evtName, _this5.adjustDialog);\n   }\n   });\n
},\n\n   // Root Listener handlers\n   showHandler: function showHandler(id, triggerEl) {\n   if (id === this.id) {\n
this.return_focus = triggerEl || null;\n   this.show();\n   }\n   },\n   hideHandler: function hideHandler(id)
{\n   if (id === this.id) {\n   this.hide();\n   }\n   },\n   modalListener: function modalListener(bvEvt) {\n
// If another modal opens, close this one\n   if (bvEvt.vueTarget !== this) {\n   this.hide();\n   }\n   },\n\n   //
Focus control handlers\n   focusFirst: function focusFirst() {\n   // Don't try and focus if we are SSR\n   if
(typeof document === 'undefined') {\n   return;\n   }\n   var content = this.$refs.content;\n   var modal =
this.$refs.modal;\n   var activeElement = document.activeElement;\n   if (activeElement && content &&
content.contains(activeElement)) {\n   // If activeElement is child of content, no need to change focus\n   } else
if (content) {\n   if (modal) {\n   modal.scrollTop = 0;\n   }\n   // Focus the modal content wrapper\n
content.focus();\n   }\n   },\n   returnFocusTo: function returnFocusTo() {\n   // Prefer returnFocus prop over
event specified return_focus value\n   var el = this.returnFocus || this.return_focus || null;\n   if (typeof el ===
'string') {\n   // CSS Selector\n   el = select(el);\n   }\n   if (el) {\n   el = el.$el || el;\n   if
(isVisible(el)) {\n   el.focus();\n   }\n   }\n   },\n\n   // Utility methods\n   getScrollbarWidth: function
getScrollbarWidth() {\n   var scrollDiv = document.createElement('div');\n   scrollDiv.className = 'modal-
scrollbar-measure';\n   document.body.appendChild(scrollDiv);\n   this.scrollbarWidth =
scrollDiv.getBoundingClientRect().width - scrollDiv.clientWidth;\n   document.body.removeChild(scrollDiv);\n
},\n   adjustDialog: function adjustDialog() {\n   if (!this.is_visible) {\n   return;\n   }\n   var modal =
this.$refs.modal;\n   var isModalOverflowing = modal.scrollHeight > document.documentElement.clientHeight;\n
if (!this.isBodyOverflowing && isModalOverflowing) {\n   modal.style.paddingLeft = this.scrollbarWidth +
'px';\n   }\n   if (this.isBodyOverflowing && !isModalOverflowing) {\n   modal.style.paddingRight =
this.scrollbarWidth + 'px';\n   }\n   },\n   resetAdjustments: function resetAdjustments() {\n   var modal =
this.$refs.modal;\n   if (modal) {\n   modal.style.paddingLeft = '';\n   modal.style.paddingRight = '';\n   }\n
},\n   checkScrollbar: function checkScrollbar() {\n   var rect = getBCR(document.body);\n
this.isBodyOverflowing = rect.left + rect.right < window.innerWidth;\n   },\n   setScrollbar: function setScrollbar()
{\n   if (this.isBodyOverflowing) {\n   // Note: DOMNode.style.paddingRight returns the actual value or '' if not
set\n   // while $(DOMNode).css('padding-right') returns the calculated value or 0 if not set\n   var
computedStyle = window.getComputedStyle;\n   var body = document.body;\n   var scrollbarWidth =
this.scrollbarWidth;\n   // Adjust fixed content padding\n

selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n   var actualPadding = el.style.paddingRight;\n   var calculatedPadding = computedStyle(el).paddingRight || 0;\n   setAttr(el, 'data-padding-right', actualPadding);\n   el.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n   });\n   // Adjust sticky content margin\n   selectAll(Selector.STICKY_CONTENT).forEach(function (el) {\n   var actualMargin = el.style.marginRight;\n   var calculatedMargin = computedStyle(el).marginRight || 0;\n   setAttr(el, 'data-margin-right', actualMargin);\n   el.style.marginRight = parseFloat(calculatedMargin) - scrollbarWidth + 'px';\n   });\n   // Adjust navbar-toggler margin\n   selectAll(Selector.NAVBAR_TOGGLER).forEach(function (el) {\n   var actualMargin = el.style.marginRight;\n   var calculatedMargin = computedStyle(el).marginRight || 0;\n   setAttr(el, 'data-margin-right', actualMargin);\n   el.style.marginRight = parseFloat(calculatedMargin) + scrollbarWidth + 'px';\n   });\n   // Adjust body padding\n   var actualPadding = body.style.paddingRight;\n   var calculatedPadding = computedStyle(body).paddingRight;\n   setAttr(body, 'data-padding-right', actualPadding);\n   body.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n   }\n },\n resetScrollbar: function resetScrollbar() {\n   // Restore fixed content padding\n   selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n   if (hasAttr(el, 'data-padding-right')) {\n   el.style.paddingRight = getAttr(el, 'data-padding-right') || '';\n   removeAttr(el, 'data-padding-right');\n   }\n   });\n   // Restore sticky content and navbar-toggler margin\n   selectAll(Selector.STICKY_CONTENT + ', ' + Selector.NAVBAR_TOGGLER).forEach(function (el) {\n   if (hasAttr(el, 'data-margin-right')) {\n   el.style.marginRight = getAttr(el, 'data-margin-right') || '';\n   removeAttr(el, 'data-margin-right');\n   }\n   });\n   // Restore body padding\n   var body = document.body;\n   if (hasAttr(body, 'data-padding-right')) {\n   body.style.paddingRight = getAttr(body, 'data-padding-right') || '';\n   removeAttr(body, 'data-padding-right');\n   }\n }\n },\n created: function created() {\n   // create non-reactive property\n   this._observer = null;\n },\n mounted: function mounted() {\n   // Measure scrollbar\n   this.getScrollbarWidth();\n   // Listen for events from others to either open or close ourselves\n   this.listenOnRoot('bv::show::modal', this.showHandler);\n   this.listenOnRoot('bv::hide::modal', this.hideHandler);\n   // Listen for bv:modal::show events, and close ourselves if the opening modal not us\n   this.listenOnRoot('bv::modal::show', this.modalListener);\n   // Initially show modal?\n   if (this.visible === true) {\n   this.show();\n   }\n },\n beforeDestroy: function beforeDestroy() {\n   // Ensure everything is back to normal\n   if (this._observer) {\n   this._observer.disconnect();\n   this._observer = null;\n   }\n   this.setResizeEvent(false);\n   // Re-adjust body/navbar/fixed padding/margins (if needed)\n   removeClass(document.body, 'modal-open');\n   this.resetAdjustments();\n   this.resetScrollbar();\n }\n};","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"embed-form\"},[_c('div',{staticClass:\"container-fluid\"},[(!_vm.noTitle)?_c('h4',{staticClass:\"embed-form__heading\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('embed-form.heading'))+\"\\n   \")]):_vm._e(),_c('div',{staticClass:\"row\"},[_c('div',{staticClass:\"col\"},[_c('p',[_vm._v(\"\\n   \"+_vm._s(_vm.$t('embed-form.introduction'))+\"\\n   \")]),_c('textarea',{staticClass:\"form-control embed-form__code mb-2\",attrs:{\"readonly\":\"\"},domProps:{\"value\":_vm.embedCode()},on:{\"click\":_vm.selectCode}}),_c('label',{staticClass:\"custom-control custom-checkbox btn btn-sm float-left\"},[_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.responsiveCheck),expression:\"responsiveCheck\"}],staticClass:\"custom-control-input\",attrs:{\"type\":\"checkbox\"},domProps:{\"checked\":Array.isArray(_vm.responsiveCheck)?_vm._i(_vm.responsiveCheck,null)>-1:(_vm.responsiveCheck)},on:{\"change\":function($event){var $$a=_vm.responsiveCheck,$$el=$event.target,$$c=$$el.checked?(true):(false);if(Array.isArray($$a)){var $$v=null,$$i=_vm._i($$a,$$v);if($$el.checked){$$i<0&&(_vm.responsiveCheck=$$a.concat([$$v]))}else{$$i>-1&&(_vm.responsiveCheck=$$a.slice(0,$$i).concat($$a.slice($$i+1)))}}else{_vm.responsiveCheck=$$c}}}}),_c('span',{staticClass:\"custom-control-label font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('embed-form.responsive-optin'))+\"\\n   \")])]),_c('div',{staticClass:\"text-right\"},[_c('button',{staticClass:\"btn btn-link

btn-sm text-uppercase font-weight-bold\",on:{\"click\":_vm.copyEmbedCode}},[_c('fa',{attrs:{\"icon\":\"clipboard\"}}),_vm._v(\"\\n \"+_vm._s(_vm.$t('embed-form.copy'))+\"\\n \")],1)])])]),(!_vm.noPreview)?_c('div',{staticClass:\"col-7 d-none d-lg-block embed-form__preview\"},[_c('span',{domProps:{\"innerHTML\":_vm._s(_vm.embedCode(false))}})]):_vm._e()])])])}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","function _typeof2(obj) { if (typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\") { _typeof2 = function _typeof2(obj) { return typeof obj; }; } else { _typeof2 = function _typeof2(obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; }; } return _typeof2(obj); }\n\nexport default function _typeof(obj) {\n if (typeof Symbol === \"function\" && _typeof2(Symbol.iterator) === \"symbol\") {\n _typeof = function _typeof(obj) {\n return _typeof2(obj);\n };\n } else {\n _typeof = function _typeof(obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : _typeof2(obj);\n };\n }\n\n return _typeof(obj);\n}","import Clipboard from 'clipboard'\n\nexport function copyText (text, container) {\n return new Promise(function (resolve, reject) {\n var fakeElement = document.createElement('button')\n\n var clipboard = new Clipboard(fakeElement, {\n text: () => (text),\n action: () => ('copy'),\n container: typeof container === 'object' ? container : document.body\n })\n\n clipboard.on('success', error => {\n clipboard.destroy()\n resolve(error)\n })\n\n clipboard.on('error', error => {\n clipboard.destroy()\n reject(error)\n })\n\n fakeElement.click()\n })\n}\n","<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .embed-form {\n font-size: 0.9rem;\n overflow: auto;\n\n .custom-control.btn {\n .custom-control-label:before, .custom-control-label:after {\n top: 50%;\n transform: translateY(-50%);\n }\n }\n\n &__heading {\n font-size: 1.1em;\n text-transform: uppercase;\n }\n\n &__code {\n height: 80px;\n }\n\n &__preview {\n border-left: 1px $gray-400 dashed;\n }\n }\n</style>\n\n<template>\n <div class=\"embed-form\">\n <div class=\"container-fluid\">\n <h4 class=\"embed-form__heading\" v-if=\"!noTitle\">\n {{ $t('embed-form.heading') }}\n </h4>\n <div class=\"row\">\n <div class=\"col\">\n <p>\n {{ $t('embed-form.introduction') }}\n </p>\n <textarea class=\"form-control embed-form__code mb-2\" readonly @click=\"selectCode\" :value=\"embedCode()\"></textarea>\n\n <label class=\"custom-control custom-checkbox btn btn-sm float-left\">\n <input type=\"checkbox\" class=\"custom-control-input\" v-model=\"responsiveCheck\">\n \n {{ $t('embed-form.responsive-optin') }}\n \n </label>\n\n <div class=\"text-right\">\n <button class=\"btn btn-link btn-sm text-uppercase font-weight-bold\" @click=\"copyEmbedCode\">\n <fa icon=\"clipboard\" />\n {{ $t('embed-form.copy') }}\n </button>\n </div>\n </div>\n <div class=\"col-7 d-none d-lg-block embed-form__preview\" v-if=\"!noPreview\">\n \n </div>\n </div>\n </div>\n </div>\n</template>\n\n<script>\n import { faClipboard } from '@fortawesome/free-solid-svg-icons/faClipboard'\n import Vue from 'vue'\n\n import i18n from '@/i18n'\n import IframeResizer from '@/utils/iframe-resizer'\n import { copyText } from '@/utils/clipboard'\n import { library } from './Fa'\n\n /**\n * Embed Form\n */\n export default {\n i18n,\n name: 'EmbedForm',\n data () {\n return {\n responsiveCheck: false\n }\n },\n beforeMount() {\n library.add(faClipboard)\n },\n components: {\n /** Prevent a bug with vue-docgen-api\n * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n */\n Fa: require('./Fa').default\n },\n props: {\n /**\n * Hide the form title\n */\n noTitle: {\n type: Boolean\n },\n /**\n * Hide the preview panel\n */\n noPreview: {\n type: Boolean\n },\n /**\n * Default width of the iframe code\n */\n width: {\n type: [Number, String],\n default: '100%'\n },\n /**\n * Default height of the iframe code\n */\n height: {\n type: Number,\n default: () => (window.innerHeight)\n },\n /**\n * Default minimal width of the iframe code (if extract from window\\'s size)\n */\n minWidth: {\n type: Number,\n default: 0\n },\n /**\n * Default minimal height of the iframe code (if extract from window\\'s size)\n */\n minHeight: {\n type: Number,\n default: 0\n },\n /**\n * URL of the iframe code\n */\n url: {\n type: String\n }\n },\n methods: {\n iframeCodeFor (url, width, height) {\n return

`` `<iframe width=\"${width}\" height=\"${height}\" src=\"${IframeResizer.deletePymParams(url)}\" frameborder=\"0\" allowfullscreen></iframe>`\n   },\n   pymCodeFor (url) {\n   return IframeResizer.template(url)\n   },\n   copyEmbedCode () {\n   return copyText(this.embedCode(), this.$el).then(() => {\n   this.selectCode()\n   })\n   },\n   selectCode () {\n   this.$el.querySelector('.embed-form__code').select()\n   },\n   embedCode (withPym = this.responsiveCheck) {\n   const width = isNaN(this.width) ? this.width : Math.max(this.width, this.minWidth)\n   const height = Math.max(this.height, this.minHeight)\n   return withPym ? this.pymCodeFor(this.currentUrl) : this.iframeCodeFor(this.currentUrl, width, height)\n   }\n },\n computed: {\n   currentUrl () {\n   return this.url || window.location.href\n   }\n }\n}\n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./EmbedForm.vue?vue&type=template&id=502aea85&scoped=true&\"\nimport script from \"./EmbedForm.vue?vue&type=script&lang=js&\"\nexport * from \"./EmbedForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"502aea85\",\n null\n\n)\n\ncomponent.options.__file = \"EmbedForm.vue\"\nexport default component.exports","<template>\n <div class=\"sharing-options\" :style=\"style\">\n   <social-sharing v-bind=\"valuesFor('twitter')\" inline-template>\n   <network network=\"twitter\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab', 'twitter']\" />\n   Share on Twitter\n   </network>\n   </social-sharing>\n   <social-sharing v-bind=\"valuesFor('facebook')\" inline-template>\n   <network network=\"facebook\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab', 'facebook']\" />\n   Share on Facebook\n   </network>\n   </social-sharing>\n   <social-sharing v-bind=\"valuesFor('linkedin')\" inline-template>\n   <network network=\"linkedin\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab', 'linkedin']\" />\n   Share on Linkedin\n   </network>\n   </social-sharing>\n   <social-sharing v-bind=\"valuesFor('email')\" inline-template>\n   <network network=\"email\" class=\"sharing-options__link\">\n   <fa icon=\"envelope\" />\n   Share by email\n   </network>\n   </social-sharing>\n   <div class=\"sharing-options__link\" v-show=\"!noEmbed\">\n   <a @click=\"showEmbedForm\">\n   <fa icon=\"code\" />\n   Embed\n   \n   </div>\n   <b-modal hide-footer ref=\"embedForm\" title=\"Embed on your website\" class=\"text-dark\">\n   <embed-form no-title no-preview :min-height=\"iframeMinHeight\" :min-width=\"iframeMinWidth\"></embed-form>\n   </b-modal>\n </div>\n</template>\n\n<script>\n import bModal from 'bootstrap-vue/es/components/modal/modal'\n import SocialSharing from 'vue-social-sharing';\n import get from 'lodash/get'\n import reduce from 'lodash/reduce'\n\n import i18n from '@/i18n'\n import { faCode } from '@fortawesome/free-solid-svg-icons/faCode'\n import { faEnvelope } from '@fortawesome/free-solid-svg-icons/faEnvelope'\n import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import { faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import EmbedForm from './EmbedForm.vue'\n import config from '../config'\n import IframeResizer from '../utils/iframe-resizer'\n\n import { library } from './Fa'\n\n /**\n   * SharingOptions\n   */\n export default {\n   i18n,\n   name: 'SharingOptions',\n   components: {\n   bModal,\n   EmbedForm,\n   SocialSharing,\n   /** Prevent a bug with vue-docgen-api\n   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default\n   },\n

beforeMount () {\n   library.add(faCode, faEnvelope, faTwitter, faFacebook, faLinkedin)\n   // Inject Fa components in child component\n   SocialSharing.components.Fa = require('./Fa').default\n },\n props: {\n   /**\n   * URL to be shared.\n   */\n   url: {\n   type: String,\n   default: () => config.get('sharing-options.url', null) || IframeResizer.deletePymParams()\n   },\n   /**\n   * Direction of the sharing options. Can be: row, row-reverse,\n   * column or column-reverse.\n   */\n   direction: {\n   default: 'row',\n   validator (value) {\n   return ['row', 'row-reverse', 'column', 'column-reverse'].indexOf(value) !== -1\n   }\n   },\n   /**\n   * Sharing contents wich can be genereic (title, description, etc)\n   * or specific to a network (twitter_title, facebook_description, etc).\n   */\n   values: {\n   type: Object,\n   default: () => ({})\n   },\n   /**\n   * The list of all the keys to automatlcy inject in each social button.\n   */\n   valuesKeys: {\n   default: () => ['url', 'title', 'description', 'media', 'twitter-user'],\n   type: Array\n   },\n   /**\n   * Disable embed button.\n   */\n   noEmbed: {\n   type: Boolean\n   },\n   /**\n   * Minimum height of the iframe in the embed form.\n   */\n   iframeMinHeight: {\n   type: Number\n   },\n   /**\n   * Minimum width of the iframe in the embed form.\n   */\n   iframeMinWidth: {\n   type: Number\n   },\n   /**\n   * Prevent from reading default value from the <code>meta</code>.\n   */\n   noMeta: {\n   type: Boolean\n   }\n },\n methods: {\n   showEmbedForm () {\n   this.showShareOptions = false\n   return this.$refs.embedForm.show()\n   },\n   valuesFor (network) {\n   const values = Object.assign(this.metaValues, this.values)\n   return reduce(this.valuesKeys, (res, key) => {\n   res[key] = get(values, `${network}_${key}`, values[key])\n   return res\n   }, {})\n   },\n   defaultValueFor(key, metaSelector = null) {\n   if (this.noMeta || !metaSelector) {\n   return config.get(key)\n   }\n   return get(document.head.querySelector(metaSelector), 'content', config.get(key))\n   }\n },\n computed: {\n   style () {\n   return {\n   'flex-direction': this.direction\n   }\n   },\n   metaValues () {\n   return {\n   'url': this.url,\n   'title': this.defaultValueFor('sharing-options.title'),\n   'description': this.defaultValueFor('sharing-options.description', 'meta[name=\"description]'),\n   'facebook_title': this.defaultValueFor('sharing-options.facebook_title', 'meta[property=\"og:title\"]'),\n   'facebook_description': this.defaultValueFor('sharing-options.description', 'meta[property=\"og:description\"]'),\n   'facebook_media': this.defaultValueFor('sharing-options.media', 'meta[property=\"og:image\"]'),\n   'facebook_url': this.defaultValueFor('app.home', 'meta[property=\"og:url\"]'),\n   'twitter_media': this.defaultValueFor('sharing-options.media', 'meta[name=\"twitter:image\"]'),\n   'twitter_twitter-user': this.defaultValueFor('sharing-options.twitter-user', 'meta[name=\"twitter:site\"]')\n   }\n   }\n }\n}\n</script>\n\n<style lang=\"scss\">\n@import '../styles/lib';\n@import '../styles/mixins';\n\n.sharing-options {\n display: flex;\n\n &__link {\n   display: block;\n   margin: $spacer / 4;\n   background: black;\n   height: 2.5em;\n   line-height: 2.5em;\n   width: 2.5em;\n   text-align: center;\n   font-size: 80%;\n   border-radius: 50%;\n   cursor: pointer;\n   color: white;\n   position: relative;\n\n   i {\n   position: absolute;\n   top: 50%;\n   left: 50%;\n   transform: translate(-50%, -50%);\n   }\n\n   & > a, & > button {\n   width: 100%;\n   height: 100%;\n   display: block;\n   }\n }\n}\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./SharingOptions.vue?vue&type=template&id=4e36ddf6&\"\nimport script from \"./SharingOptions.vue?vue&type=script&lang=js&\"\nexport * from \"./SharingOptions.vue?vue&type=script&lang=js&\"\nimport style0 from \"./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component =

normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\n\ncomponent.options.__file = \"SharingOptions.vue\"\nexport default component.exports","<template>\n <div class=\"embeddable-footer p-2 text-nowrap\">\n <a :href=\"homeUrl\" target=\"_blank\" class=\"text-white embeddable-footer__brand\">\n \n {{ title }}\n \n <div class=\"embeddable-footer__lead small text-truncate\" v-html=\"lead\"></div>\n <button class=\"btn btn-link text-white btn-sm py-0 embeddable-footer__share-btn\" @click=\"showShareOptions = !showShareOptions\" :class=\"{ active: showShareOptions }\">\n <fa icon=\"share-alt\" />\n {{ $t('embeddable-footer.share') }}\n </button>\n <sharing-options :values=\"sharingOptionsValues\" v-if=\"showShareOptions\" direction=\"column-reverse\" :iframe-min-height=\"iframeMinHeight\" :iframe-min-width=\"iframeMinWidth\"></sharing-options>\n </div>\n</template>\n\n<script>\n import { faShareAlt } from '@fortawesome/free-solid-svg-icons/faShareAlt'\n\n import i18n from '@/i18n'\n import IframeResizer from '@/utils/iframe-resizer'\n import SharingOptions from './SharingOptions'\n import config from '@/config'\n\n /**\n * EmbeddableFooter\n */\n export default {\n i18n,\n name: 'EmbeddableFooter',\n beforeMount() {\n library.add(faShareAlt)\n },\n components: {\n /** Prevent a bug with vue-docgen-api\n * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n */\n Fa: require('./Fa').default,\n SharingOptions\n },\n props: {\n /**\n * Title to display next to ICIJ logo.\n */\n title: {\n type: String,\n default: () => config.get('project.name')\n },\n /**\n * Lead sentence to display next to the title.\n */\n lead: {\n type: String,\n default: ''\n },\n /**\n * Minimum height for the iframe generated in the embed form.\n */\n iframeMinHeight: {\n type: Number\n },\n /**\n * Minimum width for the iframe generated in the embed form.\n */\n iframeMinWidth: {\n type: Number\n },\n /**\n * Target of the ICIJ logo and title links.\n */\n homeUrl: {\n type: String,\n default: () => config.get('app.home')\n },\n /**\n * Sharing option values to bind to the sharing-options component on the bottom-right corner.\n */\n sharingOptionsValues: {\n type: Object,\n default: () => ({})\n }\n },\n data () {\n return {\n showShareOptions: false\n }\n },\n mounted () {\n IframeResizer.create();\n }\n }\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n @import '../styles/mixins';\n\n @include keyframes(slideup) {\n 0% {\n transform: translateY(100%);\n opacity:0;\n }\n\n 100% {\n transform: translateY(0%);\n opacity:1;\n }\n }\n\n .embeddable-footer {\n display: flex;\n flex-direction: row;\n align-items: center;\n\n z-index: $zindex-sticky;\n position: fixed;\n bottom: 0;\n left: 0;\n width: 100%;\n background: black;\n color: white;\n // Magic technique to have a minimum font-size (10px-ish)\n font-size: calc(10px + 1.5vh);\n\n @media screen and (min-height: 800px) {\n font-size: 1rem;\n }\n\n &__brand {\n padding-right: $spacer;\n margin-right: $spacer;\n border-right: 2px solid white;\n font-family: $headings-font-family;\n font-size: 1.1em;\n }\n\n &__lead {\n flex-grow: 1;\n min-width: 0;\n font-size: 0.9em;\n }\n\n &__share-btn {\n border:1px solid transparent;\n height: 2.5em;\n line-height: 2.5em;\n width: 2.5em;\n font-size: 80%;\n text-align: center;\n border-radius: 50%;\n\n &.active {\n border-color: white;\n }\n\n &:hover {\n background: rgba(white, .1);\n }\n }\n\n & /deep/ .sharing-options {\n position: absolute;\n bottom: 100%;\n right: 0;\n margin: $spacer * 0.25;\n\n &__link {\n opacity: 0;\n animation:slideup 200ms forwards;\n @include animation-delay-loop(0, 10, 50ms);\n }\n }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./EmbeddableFooter.vue?vue&type=template&id=36cb84e2&scoped=true&\"\nimport script from

\"./EmbeddableFooter.vue?vue&type=script&lang=js&\"\nexport * from \"./EmbeddableFooter.vue?vue&type=script&lang=js&\"\nimport style0 from \"./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"36cb84e2\",\n null\n \n)\n\ncomponent.options.__file = \"EmbeddableFooter.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"follow-us\"},[_c('button',{staticClass:\"btn btn-link text-light follow-us__close\",on:{\"click\":_vm.closeSignupPopover}},[_c('fa',{attrs:{\"icon\":\"times\"}})],1),_c('sign-up-form',{staticClass:\"p-3\"}),_c('div',{staticClass:\"px-3 pb-1 text-uppercase text-muted font-weight-bold\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('follow-us-popover.heading'))+\"\\n \")]),_c('div',{staticClass:\"p-3 bg-light container-fluid text-center\"},[_c('div',{staticClass:\"row\"},[_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://twitter.com/icijorg\",\"target\":\"_blank\",\"title\":\"Twitter\"}},[_c('fa',{attrs:{\"icon\":['fab', 'twitter'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Twitter\")])],1)]),_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://www.facebook.com/ICIJ.org\",\"target\":\"_blank\",\"title\":\"Facebook\"}},[_c('fa',{attrs:{\"icon\":['fab', 'facebook'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Facebook\")])],1)]),_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://www.linkedin.com/company/1732242/\",\"target\":\"_blank\",\"title\":\"Linkedin\"}},[_c('fa',{attrs:{\"icon\":['fab', 'linkedin'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Linkedin\")])],1)])])])],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('form',{staticClass:\"sign-up-form\",class:{ 'sign-up-form--horizontal': _vm.horizontal },on:{\"submit\":function($event){$event.preventDefault();_vm.subscribe($event)}}},[_c('fieldset',{attrs:{\"disabled\":_vm.frozen}},[(!_vm.noLabel)?_c('label',{staticClass:\"text-uppercase text-muted font-weight-bold\",attrs:{\"for\":\"input-email\"}},[_vm._v(\"\\n \"+_vm._s(_vm.$t(\"sign-up-form.label\"))+\"\\n \")]):_vm._e(),_c('div',{staticClass:\"sign-up-form__fieldset__group\",class:{ 'input-group': _vm.horizontal }},[_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.email),expression:\"email\"}],staticClass:\"form-control\",attrs:{\"name\":\"EMAIL\",\"type\":\"text\",\"placeholder\":_vm.$t('sign-up-form.placeholder'),\"id\":\"input-email\"},domProps:{\"value\":(_vm.email)},on:{\"input\":function($event){if($event.target.composing){ return; }_vm.email=$event.target.value}}}),_c('div',{staticClass:\"sign-up-form__fieldset__group__addon\",class:{ 'input-group-append': _vm.horizontal }},[_c('button',{staticClass:\"btn btn-primary text-uppercase font-weight-bold\",attrs:{\"type\":\"submit\"}},[_vm._v(\"\\n \"+_vm._s(_vm.$t(\"sign-up-form.submit\"))+\"\\n \")])])]),_c('input',{attrs:{\"type\":\"hidden\",\"name\":\"group[9][1]\",\"value\":\"1\"}}),_c('input',{attrs:{\"type\":\"hidden\",\"name\":\"SIGNUP\"},domProps:{\"value\":_vm.tracker}}),(_vm.errorMessage)?_c('p',{staticClass:\"alert alert-danger p-2 m-0 mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.errorMessage)}}):_vm._e(),(_vm.successMessage)?_c('p',{staticClass:\"alert alert-success p-2 m-0 mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.successMessage)}}):_vm._e()])}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","<template>\n <form @submit.prevent=\"subscribe($event)\" class=\"sign-up-form\" :class=\"{ 'sign-up-form--horizontal': horizontal }\">\n <fieldset :disabled=\"frozen\">\n <label class=\"text-uppercase text-muted font-weight-bold\" for=\"input-email\" v-if=\"!noLabel\">\n {{ $t(\"sign-up-form.label\") }}\n </label>\n <div class=\"sign-

up-form__fieldset__group\" :class=\"{ 'input-group': horizontal }\">\n   <input v-model=\"email\" name=\"EMAIL\" type=\"text\" class=\"form-control\" :placeholder=\"$t('sign-up-form.placeholder')\" id=\"input-email\" />\n   <div class=\"sign-up-form__fieldset__group__addon\" :class=\"{ 'input-group-append': horizontal }\">\n   <button class=\"btn btn-primary text-uppercase font-weight-bold\" type=\"submit\">\n   {{ $t(\"sign-up-form.submit\") }}\n   </button>\n   </div>\n   </div>\n </fieldset>\n <input type=\"hidden\" name=\"group[9][1]\" value=\"1\" />\n   <input type=\"hidden\" name=\"SIGNUP\" :value=\"tracker\" />\n   <p v-if=\"errorMessage\" class=\"alert alert-danger p-2 m-0 mt-2\" v-html=\"errorMessage\"></p>\n   <p v-if=\"successMessage\" class=\"alert alert-success p-2 m-0 mt-2\" v-html=\"successMessage\"></p>\n </form>\n</template>\n\n<script>\nimport $ from 'jquery'\nimport last from 'lodash/last'\nimport config from '../config'\nimport i18n from '@/i18n'\n\n/**\n * SignUpForm\n */\nexport default {\n i18n,\n name: \"SignUpForm\",\n props: {\n   /**\n   * Mailchimp URL to send the data to.\n   */\n   action: {\n   type: String,\n   default: () => config.get('signup-form.action')\n   },\n   /**\n   * Disable the main label.\n   */\n   noLabel: {\n   type: Boolean\n   },\n   /**\n   * Horizontal layout of the form.\n   */\n   horizontal: {\n   type: Boolean\n   },\n   /**\n   * Mailchimp tracker tag to identify the origin.\n   */\n   tracker: {\n   type: String,\n   default: () => config.get('signup-form.tracker')\n   }\n },\n data () {\n   return {\n   email: '',\n   frozen: false,\n   response: {},\n   errorMessage: null,\n   successMessage: null\n   };\n },\n computed: {\n   actionJsonp () {\n   return this.action.replace('/post?', '/post-json?').concat('&c=?')\n   }\n },\n methods: {\n   subscribe () {\n   this.resetMessages()\n   this.freeze()\n   // Send the data, catch the result no matter what and unfreeze the form\n   this.send().always(this.done).always(this.unfreeze)\n   },\n   send () {\n   return $.ajax({\n   type: 'POST',\n   url: this.actionJsonp,\n   data: $(this.$el).serialize(),\n   dataType: 'jsonp'\n   })\n   },\n   done (res) {\n   if (res.result === 'success') {\n   this.email = ''\n   this.successMessage = res.msg;\n   } else {\n   // Mailchimp formats errors in list\n   this.errorMessage = last((res.msg || \"Something's wrong\").split('0 -'))\n   }\n   },\n   resetMessages () {\n   this.errorMessage = null\n   this.successMessage = null\n   },\n   freeze () {\n   this.frozen = true\n   },\n   unfreeze () {\n   this.frozen = false\n   }\n }\n};\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib.scss';\n\n .sign-up-form {\n\n   .sign-up-form__fieldset__group__addon .btn {\n   font-size: 0.9em;\n   }\n\n   &:not(&--horizontal) {\n\n   .sign-up-form__fieldset__group__addon .btn {\n   display: block;\n   width: 100%;\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./SignUpForm.vue?vue&type=template&id=3a583f00&\"\nimport script from \"./SignUpForm.vue?vue&type=script&lang=js&\"\nexport * from \"./SignUpForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n\n)\n\ncomponent.options.__file = \"SignUpForm.vue\"\nexport default component.exports","<template>\n <div class=\"follow-us\">\n   <button class=\"btn btn-link text-light follow-us__close\" @click=\"closeSignupPopover\">\n   <fa icon=\"times\" />\n   </button>\n   <sign-up-form class=\"p-3\"></sign-up-form>\n   <div class=\"px-3 pb-1 text-uppercase text-muted font-weight-bold\">\n   {{ $t('follow-us-popover.heading') }}\n   </div>\n   <div class=\"p-3 bg-light container-fluid text-center\">\n   <div class=\"row\">\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'twitter']\" size=\"lg\"

/>\n   Twitter\n   \n   </div>\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'facebook']\" size=\"lg\" />\n   Facebook\n   \n   </div>\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'linkedin']\" size=\"lg\" />\n   Linkedin\n   \n </div>\n   </div>\n   </div>\n </div>\n</template>\n\n<script>\n import { faTimes } from '@fortawesome/free-solid-svg-icons/faTimes'\n import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import { faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import i18n from '@/i18n'\n import SignUpForm from './SignUpForm.vue'\n import { library } from './Fa'\n\n /**\n * FollowUsPopover\n */\n export default {\n i18n,\n name: 'FollowUsPopover',\n components: {\n   /** Prevent a bug with vue-docgen-api\n   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default,\n   SignUpForm\n },\n beforeMount () {\n   library.add(faTimes, faTwitter, faFacebook, faLinkedin)\n },\n methods: {\n   closeSignupPopover() {\n   /**\n   * Fired when user click on the `close` button\n   *\n   * @event update:show\n   * @type {boolean}\n   */\n   this.$emit('update:show', false)\n   }\n }\n}\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .follow-us {\n position: relative;\n width: 300px;\n\n &__social-btn {\n   height: 46px;\n   width: 46px;\n   line-height: 46px;\n\n   i.fab {\n   line-height: inherit;\n   font-size: 1.5em;\n   }\n }\n\n &__close {\n   position: absolute;\n   right: $spacer / 2;\n   top: $spacer / 2;\n }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./FollowUsPopover.vue?vue&type=template&id=440d5984&scoped=true&\"\nimport script from \"./FollowUsPopover.vue?vue&type=script&lang=js&\"\nexport * from \"./FollowUsPopover.vue?vue&type=script&lang=js&\"\nimport style0 from \"./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"440d5984\",\n null\n \n)\n\ncomponent.options.__file = \"FollowUsPopover.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('footer',{staticClass:\"generic-footer\"},[_c('div',{staticClass:\"container\"},[_c('div',{staticClass:\"row\"},[_vm._m(0),_c('div',{staticClass:\"col-md-7\"},[_c('div',{staticClass:\"row justify-content-end\"},[_c('div',{staticClass:\"col-md-5\"},[_c('h5',{staticClass:\"text-selective-yellow text-uppercase mb-3\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('generic-footer.investigations'))+\"\\n   \")]),_vm._t(\"investigations\",[_vm._m(1)])],2),_c('div',{staticClass:\"col-md-4\"},[_c('h5',{staticClass:\"text-selective-yellow text-uppercase mb-3\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('generic-footer.follow-us'))+\"\\n   \")]),_vm._m(2)])])])]),_c('p',{staticClass:\"text-white text-md-right small mt-5\"},[_c('strong',[_vm._v(\"©\\n \"+_vm._s(_vm.year)+\" — The International Consortium of Investigative Journalists.\")]),_vm._v(\"\\n \"+_vm._s(_vm.$t('generic-footer.all-rights'))+\"\\n   \"),_c('br'),(_vm.version)?_c('span',{staticClass:\"text-muted\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('generic-footer.version', { version: _vm.version }))+\"\\n   \")]):_vm._e()])])])}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var

```
_c=_vm._self._c||_h;return _c('div',{staticClass:\"col-md-5\"},[_c('h5',{staticClass:\"text-uppercase text-white
clearfix generic-footer__icij mb-3\"},[_c('a',{staticClass:\"generic-
footer__icij__logo\",attrs:{\"href\":\"https://icij.org\",\"target\":\"_blank\"}},[_c('img',{staticClass:\"mw-
100\",attrs:{\"src\":require(\"../assets/images/icij@2x.png\")}})]),_c('a',{staticClass:\"text-
nowrap\",attrs:{\"href\":\"https://icij.org\",\"target\":\"_blank\"}},[_vm._v(\"\\n          International Consortium
of\"),_c('br'),_vm._v(\"\\n          Investigative Journalists\\n          \")])]),_c('p',{},[_vm._v(\"\\n          1710 Rhode
Island Ave NW | 11th floor \"),_c('br'),_vm._v(\"\\n          Washington DC 20006 USA\\n
\")]),_c('p',[_c('strong',[_c('a',{staticClass:\"text-selective-
yellow\",attrs:{\"href\":\"mailto:contact@icij.org\"}},[_vm._v(\"contact@icij.org\")])])])])])},function () {var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('ul',{staticClass:\"list-
unstyled\"},[_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/paradise-
papers/\",\"target\":\"_blank\"}},[_vm._v(\"\\n          Paradise Papers\\n
\")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/panama-
papers/\",\"target\":\"_blank\"}},[_vm._v(\"\\n          Panama Papers\\n
\")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/world-
bank\",\"target\":\"_blank\"}},[_vm._v(\"\\n          Evicted and Abandoned\\n
\")])]),_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/offshore/\",\"target\":\"_blank\"}},[_vm._v(\"\\n
          Secrecy for Sale\\n          \")])])])},function () {var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('ul',{staticClass:\"list-unstyled\"},[_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.facebook.com/ICIJ.org\",\"target\":\"_blank\"}},[_vm._v(\"\\n
Facebook\\n          \")])]),_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.linkedin.com/company/1732242/\",\"target\":\"_blank\"}},[_vm._v(\"\\
n          LinkedIn\\n          \")])]),_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://twitter.com/icijorg\",\"target\":\"_blank\"}},[_vm._v(\"\\n
Twitter\\n          \")])])])}]\n\nexport { render, staticRenderFns }","<template>\n  <footer class=\"generic-
footer\">\n    <div class=\"container\">\n      <div class=\"row\">\n        <div class=\"col-md-5\">\n          <h5
class=\"text-uppercase text-white clearfix generic-footer__icij mb-3\">\n            <a href=\"https://icij.org\"
target=\"_blank\" class=\"generic-footer__icij__logo\">\n              <img src=\"../assets/images/icij@2x.png\"
class=\"mw-100\" />\n            </a>\n            <a class=\"text-nowrap\" href=\"https://icij.org\" target=\"_blank\">\n
          International Consortium of<br />\n              Investigative Journalists\n            </a>\n          </h5>\n          <p
class=\"\">\n            1710 Rhode Island Ave NW | 11th floor <br />\n            Washington DC 20006 USA\n
</p>\n          <p>\n            <strong>\n              <a href=\"mailto:contact@icij.org\" class=\"text-selective-
yellow\">contact@icij.org</a>\n            </strong>\n          </p>\n        </div>\n        <div class=\"col-md-7\">\n
<div class=\"row justify-content-end\">\n          <div class=\"col-md-5\">\n            <h5 class=\"text-selective-
yellow text-uppercase mb-3\">\n              {{ $t('generic-footer.investigations') }}\n            </h5>\n            <!--
@slot List of investigations -->\n            <slot name=\"investigations\">\n              <ul class=\"list-unstyled\">\n
      <li class=\"list-unstyled-item\">\n                <a href=\"https://www.icij.org/investigations/paradise-
papers/\" target=\"_blank\">\n                  Paradise Papers\n                </a>\n              </li>\n              <li
class=\"list-unstyled-item\">\n                <a href=\"https://www.icij.org/investigations/panama-papers/\"
target=\"_blank\">\n                  Panama Papers\n                </a>\n              </li>\n              <li class=\"list-
unstyled-item\">\n                <a href=\"https://www.icij.org/investigations/world-bank\" target=\"_blank\">\n
      Evicted and Abandoned\n                </a>\n              </li>\n              <li class=\"list-unstyled-item\">\n
       <a href=\"https://www.icij.org/investigations/offshore/\" target=\"_blank\">\n                  Secrecy for
Sale\n                </a>\n              </li>\n            </ul>\n            </slot>\n          </div>\n          <div
class=\"col-md-4\">\n            <h5 class=\"text-selective-yellow text-uppercase mb-3\">\n              {{ $t('generic-
footer.follow-us') }}\n            </h5>\n            <ul class=\"list-unstyled\">\n              <li class=\"list-unstyled-
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item\">\n   \n   Facebook\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   LinkedIn\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   Twitter\n   \n   \n   \n   </div>\n   </div>\n   </div>\n   </div>\n   <p class=\"text-white text-md-right small mt-5\">\n   © {{ year }} — The International Consortium of Investigative Journalists.\n   {{ $t('generic-footer.all-rights') }}\n
\n   \n   {{ $t('generic-footer.version', { version }) }}\n   \n   </p>\n   </div>\n </footer>\n</template>\n\n<script>\nimport i18n from '@/i18n'\n\n/**\n * GenericFooter\n */\nexport default {\n i18n,\n name: 'GenericFooter',\n props: {\n   /**\n   * Version of the app to display in the bottom-right corner of the footer\n   */\n   version: {\n   type: String\n   }\n },\n computed: {\n   year () {\n   return (new Date()).getFullYear()\n   }\n }\n}\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .generic-footer {\n   background: black;\n   color: #999;\n   padding:$spacer * 4 0;\n\n   @include media-breakpoint-down(md) {\n   padding: $spacer;\n   }\n\n   a {\n   color: inherit;\n   }\n\n   h5 {\n   font-family: $font-family-sans-serif;\n   font-size: 1rem;\n   }\n\n   &__icij {\n   display: flex;\n   justify-content: start;\n   align-items: center;\n\n   @include media-breakpoint-down(xs) {\n   display: block;\n   }\n\n   &__logo {\n   display: block;\n   width: 54px;\n   flex: 0 0 54px;\n   margin-right: 8px;\n\n   @include media-breakpoint-down(xs) {\n   margin-bottom: $spacer;\n   }\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./GenericFooter.vue?vue&type=template&id=203025b4&scoped=true&\"\nimport script from \"./GenericFooter.vue?vue&type=script&lang=js&\"\nexport * from \"./GenericFooter.vue?vue&type=script&lang=js&\"\nimport style0 from \"./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"203025b4\",\n null\n \n)\n\ncomponent.options.__file = \"GenericFooter.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',[_c(_vm.rootElement,{tag:\"component\",staticClass:\"navbar navbar-expand-lg navbar-light imddb-header\",class:{ 'headroom--frozen': !_vm.collapseNavbar },style:({ position: _vm.position }),attrs:{\"id\":\"imddb-header\",\"data-turbolinks-permanent\":\"\",\"offset\":100,\"z-index\":1020,\"on-unpin\":_vm.closeFollowUsPopover}},[_vm._t(\"brand\",[_c('a',{staticClass:\"navbar-brand imddb-header__brand\",attrs:{\"href\":_vm.homeUrl}},[_c('img',{staticClass:\"mr-3\",attrs:{\"src\":require(\"../assets/images/icij-black@2x.png\"),\"height\":\"25\"}}),_vm._v(\"\\n \"+_vm._s(_vm.project)+\"\\n   \")])]),_c('button',{staticClass:\"navbar-toggler\",attrs:{\"type\":\"button\",\"aria-label\":\"Toggle navigation\"},on:{\"click\":_vm.toggleNavbar}},[_c('span',{staticClass:\"navbar-toggler-icon\"})]),_c('div',{staticClass:\"navbar-collapse\",class:{ collapse: _vm.collapseNavbar }},[_vm._t(\"navbar\",[_c('ul',{staticClass:\"navbar-nav mr-auto\"},[_c('b-nav-dropdown',{on:{\"show\":function($event){_vm.$root.$emit('bv::hide::popover')}}},[_c('template',{slot:\"button-content\"},[_vm._v(\"\\n   \"+_vm._s(_vm.title)+\"\\n   \")]),_vm._l((_vm.dropdownItems),function(item,$index){return _c('b-dropdown-item',_vm._b({key:$index,attrs:{\"href\":item.href}},'b-dropdown-item',{ active: !!item.active },false),[_vm._v(\"\\n

\"+_vm._s(item.label)+\"\\n   \")])})]],2)],1)]),_c('ul',{staticClass:\"navbar-nav\"},[_c('li',{staticClass:\"nav-item\"},[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":\"https://www.icij.org/leak/\",\"target\":\"_blank\"}},[_vm._v(\"\\n \"+_vm._s(_vm.$t('imddb-header.navbar.leak'))+\"\\n   \")])]),_c('li',{staticClass:\"nav-item mr-lg-3\"},[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":\"#\"},on:{\"click\":function($event){$event.preventDefault();_vm.$refs.donateFormModal.show()}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n \")])]),_c('li',{staticClass:\"nav-item\"},[_c('button',{staticClass:\"btn btn-saddle-red btn-block font-weight-bold\",attrs:{\"id\":\"follow-icij\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.follow'))+\"\\n \")]),_c('b-popover',{attrs:{\"container\":\"imddb-header\",\"target\":\"follow-icij\",\"placement\":\"bottomleft\",\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}},[_c('follow-us-popover',{attrs:{\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}})],1)],1)])]],2)],2),_c('b-modal',{ref:\"donateFormModal\",attrs:{\"hide-footer\":\"\",\"lazy\":\"\",\"size\":\"lg\"}},[_c('span',{staticClass:\"text-uppercase font-weight-bold text-primary\",attrs:{\"slot\":\"modal-title\"},slot:\"modal-title\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n   \")]),_c('donate-form',{attrs:{\"no-title\":\"\"}})],1)],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","import { mergeData } from 'vue-functional-data-merge';\nimport Link, { propsFactory as linkPropsFactory } from '../link/link';\nexport var props = linkPropsFactory();\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n   var props = _ref.props,\n   data = _ref.data,\n   children = _ref.children;\n\n   return h(Link, mergeData(data, {\n   props: props,\n   staticClass: 'dropdown-item',\n   attrs: { role: 'menuitem' }\n   }), children);\n }\n};","export default {\n mounted: function mounted() {\n   if (typeof document !== 'undefined') {\n   document.documentElement.addEventListener('click', this._clickOutListener);\n   }\n },\n beforeDestroy: function beforeDestroy() {\n   if (typeof document !== 'undefined') {\n   document.documentElement.removeEventListener('click', this._clickOutListener);\n   }\n },\n\n methods: {\n   _clickOutListener: function _clickOutListener(e) {\n   if (!this.$el.contains(e.target)) {\n   if (this.clickOutListener) {\n   this.clickOutListener();\n   }\n   }\n   }\n};","import Popper from 'popper.js';\nimport clickoutMixin from './clickout';\nimport listenOnRootMixin from './listen-on-root';\nimport { from as arrayFrom } from '../utils/array';\nimport { assign } from '../utils/object';\nimport KeyCodes from '../utils/key-codes';\nimport BvEvent from '../utils/bv-event.class';\nimport warn from '../utils/warn';\nimport { isVisible, closest, selectAll, getAttr, eventOn, eventOff } from '../utils/dom';\n\n// Return an Array of visible items\nfunction filterVisible(els) {\n return (els || []).filter(isVisible);\n}\n\n// Dropdown item CSS selectors\n// TODO: .dropdown-form handling\nvar ITEM_SELECTOR = '.dropdown-item:not(.disabled):not([disabled])';\n\n// Popper attachment positions\nvar AttachmentMap = {\n // DropUp Left Align\n TOP: 'top-start',\n // DropUp Right Align\n TOPEND: 'top-end',\n // Dropdown left Align\n BOTTOM: 'bottom-start',\n // Dropdown Right Align\n BOTTOMEND: 'bottom-end'\n};\n\nexport default {\n mixins: [clickoutMixin, listenOnRootMixin],\n props: {\n   disabled: {\n   type: Boolean,\n   default: false\n   },\n   text: {\n   // Button label\n   type: String,\n   default: ''\n   },\n   dropup: {\n   // place on top if possible\n   type: Boolean,\n   default: false\n   },\n   right: {\n   // Right align menu (default is left align)\n   type: Boolean,\n   default: false\n   },\n   offset: {\n   // Number of pixels to offset menu, or a CSS unit value (i.e. 1px, 1rem, etc)\n   type: [Number, String],\n   default: 0\n   },\n   noFlip: {\n   // Disable auto-flipping of menu from bottom<=>top\n   type: Boolean,\n   default: false\n   },\n   popperOpts: {\n   type: Object,\n   default: function _default() {}\n   }\n },\n data:\nfunction data() {\n   return {\n   visible: false,\n   inNavbar: null,\n   visibleChangePrevented: false\n   };\n },\n created: function created() {\n   // Create non-reactive property\n   this._popper = null;\n },\n mounted:\nfunction mounted() {\n   // To keep one dropdown opened on page\n   this.listenOnRoot('bv::dropdown::shown', this.rootCloseListener);\n   // Hide when clicked on links\n   this.listenOnRoot('clicked::link', this.rootCloseListener);\n   // Use new namespaced events\n   this.listenOnRoot('bv::link::clicked', this.rootCloseListener);\n },\n\n /* istanbul ignore next: not easy to test */\n deactivated: function deactivated() {\n

// In case we are inside a `<keep-alive>`\n   this.visible = false;\n   this.setTouchStart(false);\n this.removePopper();\n   },\n\n   /* istanbul ignore next: not easy to test */\n   beforeDestroy: function beforeDestroy() {\n   this.visible = false;\n   this.setTouchStart(false);\n   this.removePopper();\n   },\n\n   watch: {\n   visible: function visible(newValue, oldValue) {\n   if (this.visibleChangePrevented) {\n   this.visibleChangePrevented = false;\n   return;\n   }\n\n   if (newValue !== oldValue) {\n   var evtName = newValue ? 'show' : 'hide';\n   var bvEvt = new BvEvent(evtName, {\n   cancelable: true,\n   vueTarget: this,\n   target: this.$refs.menu,\n   relatedTarget: null\n   });\n   this.emitEvent(bvEvt);\n   if (bvEvt.defaultPrevented) {\n   // Reset value and exit if canceled\n   this.visibleChangePrevented = true;\n   this.visible = oldValue;\n   return;\n   }\n   if (evtName === 'show') {\n   this.showMenu();\n   } else {\n this.hideMenu();\n   }\n   }\n   },\n   disabled: function disabled(newValue, oldValue) {\n   if (newValue !== oldValue && newValue && this.visible) {\n   // Hide dropdown if disabled changes to true\n   this.visible = false;\n   }\n   }\n   },\n   computed: {\n   toggler: function toggler() {\n   return this.$refs.toggle.$el || this.$refs.toggle;\n   }\n   },\n   methods: {\n   // Event emitter\n   emitEvent: function emitEvent(bvEvt) {\n   var type = bvEvt.type;\n   this.$emit(type, bvEvt);\n   this.emitOnRoot('bv::dropdown:' + type, bvEvt);\n   },\n showMenu: function showMenu() {\n   if (this.disabled) {\n   return;\n   }\n   // Ensure other menus are closed\n   this.emitOnRoot('bv::dropdown::shown', this);\n\n   // Are we in a navbar ?\n   if (this.inNavbar === null && this.isNav) {\n   this.inNavbar = Boolean(closest('.navbar', this.$el));\n   }\n\n   // Disable totally Popper.js for Dropdown in Navbar\n   /* istnbul ignore next: can't test popper in JSDOM */\n   if (!this.inNavbar) {\n   if (typeof Popper === 'undefined') {\n   warn('b-dropdown: Popper.js not found. Falling back to CSS positioning.');\n   } else {\n   // for dropup with alignment we use the parent element as popper container\n   var element = this.dropup && this.right || this.split ? this.$el : this.$refs.toggle;\n   // Make sure we have a reference to an element, not a component!\n   element = element.$el || element;\n   // Instantiate popper.js\n   this.createPopper(element);\n   }\n   }\n\n   this.setTouchStart(true);\n this.$emit('shown');\n\n   // Focus on the first item on show\n   this.$nextTick(this.focusFirstItem);\n   },\n hideMenu: function hideMenu() {\n   this.setTouchStart(false);\n   this.emitOnRoot('bv::dropdown::hidden', this);\n   this.$emit('hidden');\n   this.removePopper();\n   },\n   createPopper: function createPopper(element) {\n   this.removePopper();\n   this._popper = new Popper(element, this.$refs.menu, this.getPopperConfig());\n   },\n   removePopper: function removePopper() {\n   if (this._popper) {\n   // Ensure popper event listeners are removed cleanly\n   this._popper.destroy();\n   }\n   this._popper = null;\n   },\n   getPopperConfig /* istanbul ignore next: can't test popper in JSDOM */: function getPopperConfig() {\n   var placement = AttachmentMap.BOTTOM;\n   if (this.dropup && this.right) {\n   // dropup + right\n   placement = AttachmentMap.TOPEND;\n   } else if (this.dropup) {\n   // dropup + left\n   placement = AttachmentMap.TOP;\n   } else if (this.right) {\n   // dropdown + right\n   placement = AttachmentMap.BOTTOMEND;\n   }\n   var popperConfig = {\n   placement: placement,\n   modifiers: {\n   offset: {\n   offset: this.offset || 0\n   },\n   flip: {\n   enabled: !this.noFlip\n   }\n   }\n   };\n   if (this.boundary) {\n   popperConfig.modifiers.preventOverflow = {\n   boundariesElement: this.boundary\n   };\n   }\n   return assign(popperConfig, this.popperOpts || {});\n   },\n   setTouchStart: function setTouchStart(on) {\n   var _this = this;\n\n   /*\n   * If this is a touch-enabled device we add extra\n   * empty mouseover listeners to the body's immediate children;\n   * only needed because of broken event delegation on iOS\n   * https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n   */\n if ('ontouchstart' in document.documentElement) {\n   var children = arrayFrom(document.body.children);\n children.forEach(function (el) {\n   if (on) {\n   eventOn('mouseover', _this._noop);\n   } else {\n eventOff('mouseover', _this._noop);\n   }\n   });\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   _noop: function _noop() {\n   // Do nothing event handler (used in touchstart event handler)\n   },\n   rootCloseListener: function rootCloseListener(vm) {\n   if (vm !== this) {\n   this.visible = false;\n   }\n   },\n clickOutListener: function clickOutListener() {\n   this.visible = false;\n   },\n   show: function show() {\n   // Public method to show dropdown\n   if (this.disabled) {\n   return;\n   }\n   this.visible = true;\n   },\n hide: function hide() {\n   // Public method to hide dropdown\n   if (this.disabled) {\n   return;\n   }\n

this.visible = false;\n   },\n   toggle: function toggle(evt) {\n   // Called only by a button that toggles the menu\n   evt = evt || { };\n   var type = evt.type;\n   var key = evt.keyCode;\n   if (type !== 'click' && !(type === 'keydown' && (key === KeyCodes.ENTER || key === KeyCodes.SPACE || key === KeyCodes.DOWN))) {\n   // We only toggle on Click, Enter, Space, and Arrow Down\n   return;\n   }\n   if (this.disabled) {\n   this.visible = false;\n   return;\n   }\n   this.$emit('toggle', evt);\n   if (evt.defaultPrevented) {\n   // Exit if canceled\n   return;\n   }\n   evt.preventDefault();\n   evt.stopPropagation();\n   // Toggle visibility\n   this.visible = !this.visible;\n   },\n   click: function click(evt) {\n   // Calle only in split button mode, for the split button\n   if (this.disabled) {\n   this.visible = false;\n   return;\n   }\n   this.$emit('click', evt);\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onKeydown: function onKeydown(evt) {\n   // Called from dropdown menu context\n   var key = evt.keyCode;\n   if (key === KeyCodes.ESC) {\n   // Close on ESC\n   this.onEsc(evt);\n   } else if (key === KeyCodes.TAB) {\n   // Close on tab out\n   this.onTab(evt);\n   } else if (key === KeyCodes.DOWN) {\n   // Down Arrow\n   this.focusNext(evt, false);\n   } else if (key === KeyCodes.UP) {\n   // Up Arrow\n   this.focusNext(evt, true);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onEsc: function onEsc(evt) {\n   if (this.visible) {\n   this.visible = false;\n   evt.preventDefault();\n   evt.stopPropagation();\n   // Return focus to original trigger button\n   this.$nextTick(this.focusToggler);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onTab: function onTab(evt) {\n   if (this.visible) {\n   // TODO: Need special handler for dealing with form inputs\n   // Tab, if in a text-like input, we should just focus next item in the dropdown\n   // Note: Inputs are in a special .dropdown-form container\n   this.visible = false;\n   }\n   },\n   onFocusOut: function onFocusOut(evt) {\n   if (this.$refs.menu.contains(evt.relatedTarget)) {\n   return;\n   }\n   this.visible = false;\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onMouseOver: function onMouseOver(evt) {\n   // Focus the item on hover\n   // TODO: Special handling for inputs? Inputs are in a special .dropdown-form container\n   var item = evt.target;\n   if (item.classList.contains('dropdown-item') && !item.disabled && !item.classList.contains('disabled') && item.focus) {\n   item.focus();\n   }\n   },\n   focusNext: function focusNext(evt, up) {\n   var _this2 = this;\n\n   if (!this.visible) {\n   return;\n   }\n   evt.preventDefault();\n   evt.stopPropagation();\n   this.$nextTick(function () {\n   var items = _this2.getItems();\n   if (items.length < 1) {\n   return;\n   }\n   var index = items.indexOf(evt.target);\n   if (up && index > 0) {\n   index--;\n   } else if (!up && index < items.length - 1) {\n   index++;\n   }\n   if (index < 0) {\n   index = 0;\n   }\n   _this2.focusItem(index, items);\n   });\n   },\n   focusItem: function focusItem(idx, items) {\n   var el = items.find(function (el, i) {\n   return i === idx;\n   });\n   if (el && getAttr(el, 'tabindex') !== '-1') {\n   el.focus();\n   }\n   },\n   getItems: function getItems() {\n   // Get all items\n   return filterVisible(selectAll(ITEM_SELECTOR, this.$refs.menu));\n   },\n   getFirstItem: function getFirstItem() {\n   // Get the first non-disabled item\n   var item = this.getItems()[0];\n   return item || null;\n   },\n   focusFirstItem: function focusFirstItem() {\n   var item = this.getFirstItem();\n   if (item) {\n   this.focusItem(0, [item]);\n   }\n   },\n   focusToggler: function focusToggler() {\n   var toggler = this.toggler;\n   if (toggler && toggler.focus) {\n   toggler.focus();\n   }\n   }\n};","import idMixin from '../../mixins/id';\nimport dropdownMixin from '../../mixins/dropdown';\n\nexport default {\n mixins: [idMixin, dropdownMixin],\n render: function render(h) {\n   var button = h('a', {\n   class: this.toggleClasses,\n   ref: 'toggle',\n   attrs: {\n   href: '#',\n   id: this.safeId('_BV_button_'),\n   disabled: this.disabled,\n   'aria-haspopup': 'true',\n   'aria-expanded': this.visible ? 'true' : 'false'\n   },\n   on: {\n   click: this.toggle,\n   keydown: this.toggle // space, enter, down\n   }\n   }, [this.$slots['button-content'] || this.$slots.text || h('span', {\n   domProps: { innerHTML: this.text } })]);\n   var menu = h('div', {\n   class: this.menuClasses,\n   ref: 'menu',\n   attrs: { 'aria-labelledby': this.safeId('_BV_button_') },\n   on: {\n   mouseover: this.onMouseOver,\n   keydown: this.onKeydown // tab, up, down, esc\n   }\n   }, [this.$slots.default]);\n   return h('li', { attrs: { id: this.safeId() }, class: this.dropdownClasses }, [button, menu]);\n },\n\n computed: {\n   isNav: function isNav() {\n   // Signal to dropdown mixin that we are in a navbar\n   return true;\n   },\n   dropdownClasses: function dropdownClasses() {\n   return ['nav-item', 'b-nav-dropdown', 'dropdown', this.dropup ? 'dropup' : '', this.visible ? 'show' : ''];\n   },\n   toggleClasses: function toggleClasses() {\n   return ['nav-link', this.noCaret ? '' : 'dropdown-

toggle', this.disabled ? 'disabled' : '', this.extraToggleClasses ? this.extraToggleClasses : ''];\n   },\n   menuClasses: function menuClasses() {\n   return ['dropdown-menu', this.right ? 'dropdown-menu-right' : 'dropdown-menu-left', this.visible ? 'show' : '', this.extraMenuClasses ? this.extraMenuClasses : ''];\n   }\n },\n props: {\n   noCaret: {\n   type: Boolean,\n   default: false\n   },\n   extraToggleClasses: {\n   // Extra Toggle classes\n   type: String,\n   default: ''\n   },\n   extraMenuClasses: {\n   // Extra Menu classes\n   type: String,\n   default: ''\n   },\n   role: {\n   type: String,\n   default: 'menu'\n   }\n }\n};","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nimport Popper from 'popper.js';\nimport BvEvent from './bv-event.class';\nimport { assign } from './object';\nimport { from as arrayFrom } from './array';\nimport { closest, select, isVisible, isDisabled, getCS, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, eventOn, eventOff } from './dom';\n\nvar NAME = 'tooltip';\nvar CLASS_PREFIX = 'bs-tooltip';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\b' + CLASS_PREFIX + '\\\\S+', 'g');\n\nvar TRANSITION_DURATION = 150;\n\n// Modal $root hidden event\nvar MODAL_CLOSE_EVENT = 'bv::modal::hidden';\n// Modal container for appending tip/popover\nvar MODAL_CLASS = '.modal-content';\n\nvar AttachmentMap = {\n   AUTO: 'auto',\n   TOP: 'top',\n   RIGHT: 'right',\n   BOTTOM: 'bottom',\n   LEFT: 'left',\n   TOPLEFT: 'top',\n   TOPRIGHT: 'top',\n   RIGHTTOP: 'right',\n   RIGHTBOTTOM: 'right',\n   BOTTOMLEFT: 'bottom',\n   BOTTOMRIGHT: 'bottom',\n   LEFTTOP: 'left',\n   LEFTBOTTOM: 'left'\n};\n\nvar OffsetMap = {\n   AUTO: 0,\n   TOPLEFT: -1,\n   TOP: 0,\n   TOPRIGHT: +1,\n   RIGHTTOP: -1,\n   RIGHT: 0,\n   RIGHTBOTTOM: +1,\n   BOTTOMLEFT: -1,\n   BOTTOM: 0,\n   BOTTOMRIGHT: +1,\n   LEFTTOP: -1,\n   LEFT: 0,\n   LEFTBOTTOM: +1\n};\n\nvar HoverState = {\n   SHOW: 'show',\n   OUT: 'out'\n};\n\nvar ClassName = {\n   FADE: 'fade',\n   SHOW: 'show'\n};\n\nvar Selector = {\n   TOOLTIP: '.tooltip',\n   TOOLTIP_INNER: '.tooltip-inner',\n   ARROW: '.arrow'\n\n   // ESLINT: Not used\n   // const Trigger = {\n   //   HOVER: 'hover',\n   //   FOCUS: 'focus',\n   //   CLICK: 'click',\n   //   BLUR: 'blur',\n   //   MANUAL: 'manual'\n   // }\n};var Defaults = {\n   animation: true,\n   template: '<div class=\"tooltip\" role=\"tooltip\">' + '<div class=\"arrow\"></div>' + '<div class=\"tooltip-inner\"></div>' + '</div>',\n   trigger: 'hover focus',\n   title: '',\n   delay: 0,\n   html: false,\n   placement: 'top',\n   offset: 0,\n   arrowPadding: 6,\n   container: false,\n   fallbackPlacement: 'flip',\n   callbacks: {},\n   boundary: 'scrollParent'\n\n   // Transition Event names\n};var TransitionEndEvents = {\n   WebkitTransition: ['webkitTransitionEnd'],\n   MozTransition: ['transitionend'],\n   OTransition: ['otransitionend', 'oTransitionEnd'],\n   transition: ['transitionend']\n\n   // Client Side Tip ID counter for aria-describedby attribute\n   // Could use Alex's uid generator util\n   // Each tooltip requires a unique client side ID\n};var NEXTID = 1;\n/* istanbul ignore next */\nfunction generateId(name) {\n   return '__BV_' + name + '_' + NEXTID++ + '__';\n}\n\n/*\n * ToolTip Class definition\n */\n/* istanbul ignore next: difficult to test in Jest/JSDOM environment */\nvar ToolTip = function () {\n   // Main constructor\n   function ToolTip(element, config, $root) {\n   _classCallCheck(this, ToolTip);\n\n   // New tooltip object\n   this.$isEnabled = true;\n   this.$fadeTimeout = null;\n   this.$hoverTimeout = null;\n   this.$visibleInterval = null;\n   this.$hoverState = '';\n   this.$activeTrigger = {};\n   this.$popper = null;\n   this.$element = element;\n   this.$tip = null;\n   this.$id = generateId(this.constructor.NAME);\n   this.$root = $root || null;\n   this.$routeWatcher = null;\n   // We use a bound version of the following handlers for root/modal listeners to maintain the 'this' context\n   this.$forceHide = this.forceHide.bind(this);\n   this.$doHide = this.doHide.bind(this);\n   this.$doShow = this.doShow.bind(this);\n   this.$doDisable = this.doDisable.bind(this);\n   this.$doEnable = this.doEnable.bind(this);\n   // Set the configuration\n   this.updateConfig(config);\n   }\n\n   // NOTE: Overridden by PopOver class\n\n\n   _createClass(ToolTip, [{\n   key: 'updateConfig',\n\n\n   // Update config\n   value: function updateConfig(config)

{\n   // Merge config into defaults. We use \"this\" here because PopOver overrides Default\n   var updatedConfig = assign({}, this.constructor.Default, config);\n\n   // Sanitize delay\n   if (config.delay && typeof config.delay === 'number') {\n   updatedConfig.delay = {\n   show: config.delay,\n   hide: config.delay\n   };\n   }\n\n   // Title for tooltip and popover\n   if (config.title && typeof config.title === 'number') {\n   updatedConfig.title = config.title.toString();\n   }\n\n   // Content only for popover\n   if (config.content && typeof config.content === 'number') {\n   updatedConfig.content = config.content.toString();\n   }\n\n   // Hide element original title if needed\n   this.fixTitle();\n   // Update the config\n   this.$config = updatedConfig;\n   // Stop/Restart listening\n   this.unListen();\n   this.listen();\n }\n\n // Destroy this instance\n\n }, {\n   key: 'destroy',\n   value: function destroy() {\n   // Stop listening to trigger events\n   this.unListen();\n   // Disable while open listeners/watchers\n   this.setWhileOpenListeners(false);\n   // Clear any timeouts\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverTimeout = null;\n   clearTimeout(this.$fadeTimeout);\n   this.$fadeTimeout = null;\n   // Remove popper\n   if (this.$popper) {\n   this.$popper.destroy();\n   }\n   this.$popper = null;\n   // Remove tip from document\n   if (this.$tip && this.$tip.parentElement) {\n   this.$tip.parentElement.removeChild(this.$tip);\n   }\n   this.$tip = null;\n   // Null out other properties\n   this.$id = null;\n   this.$isEnabled = null;\n   this.$root = null;\n   this.$element = null;\n   this.$config = null;\n   this.$hoverState = null;\n   this.$activeTrigger = null;\n   this.$forceHide = null;\n   this.$doHide = null;\n   this.$doShow = null;\n   this.$doDisable = null;\n   this.$doEnable = null;\n   }\n }, {\n   key: 'enable',\n   value: function enable() {\n   // Create a non-cancelable BvEvent\n   var enabledEvt = new BvEvent('enabled', {\n   cancelable: false,\n   target: this.$element,\n   relatedTarget: null\n   });\n   this.$isEnabled = true;\n   this.emitEvent(enabledEvt);\n   }\n }, {\n   key: 'disable',\n   value: function disable() {\n   // Create a non-cancelable BvEvent\n   var disabledEvt = new BvEvent('disabled', {\n   cancelable: false,\n   target: this.$element,\n   relatedTarget: null\n   });\n   this.$isEnabled = false;\n   this.emitEvent(disabledEvt);\n   }\n\n // Click toggler\n\n }, {\n   key: 'toggle',\n   value: function toggle(event) {\n   if (!this.$isEnabled) {\n   return;\n   }\n   if (event) {\n   this.$activeTrigger.click = !this.$activeTrigger.click;\n\n   if (this.isWithActiveTrigger()) {\n   this.enter(null);\n   } else {\n   this.leave(null);\n   }\n   } else {\n   if (hasClass(this.getTipElement(), ClassName.SHOW)) {\n   this.leave(null);\n   } else {\n   this.enter(null);\n   }\n   }\n   }\n\n // Show tooltip\n\n }, {\n   key: 'show',\n   value: function show() {\n   var _this = this;\n\n   if (!document.body.contains(this.$element) || !isVisible(this.$element)) {\n   // If trigger element isn't in the DOM or is not visible\n   return;\n   }\n   // Build tooltip element (also sets this.$tip)\n   var tip = this.getTipElement();\n   this.fixTitle();\n   this.setContent(tip);\n   if (!this.isWithContent(tip)) {\n   // if No content, don't bother showing\n   this.$tip = null;\n   return;\n   }\n\n   // Set ID on tip and aria-describedby on element\n   setAttr(tip, 'id', this.$id);\n   this.addAriaDescribedby();\n\n   // Set animation on or off\n   if (this.$config.animation) {\n   addClass(tip, ClassName.FADE);\n   } else {\n   removeClass(tip, ClassName.FADE);\n   }\n\n   var placement = this.getPlacement();\n   var attachment = this.constructor.getAttachment(placement);\n   this.addAttachmentClass(attachment);\n\n   // Create a cancelable BvEvent\n   var showEvt = new BvEvent('show', {\n   cancelable: true,\n   target: this.$element,\n   relatedTarget: tip\n   });\n   this.emitEvent(showEvt);\n   if (showEvt.defaultPrevented) {\n   // Don't show if event cancelled\n   this.$tip = null;\n   return;\n   }\n\n   // Insert tooltip if needed\n   var container = this.getContainer();\n   if (!document.body.contains(tip)) {\n   container.appendChild(tip);\n   }\n\n   // Refresh popper\n   this.removePopper();\n   this.$popper = new Popper(this.$element, tip, this.getPopperConfig(placement, tip));\n\n   // Transitionend Callback\n   var complete = function complete() {\n   if (_this.$config.animation) {\n   _this.fixTransition(tip);\n   }\n   var prevHoverState = _this.$hoverState;\n   _this.$hoverState = null;\n   if (prevHoverState === HoverState.OUT) {\n   _this.leave(null);\n   }\n   // Create a non-cancelable BvEvent\n   var shownEvt = new BvEvent('shown', {\n   cancelable: false,\n   target: _this.$element,\n   relatedTarget: tip\n   });\n   _this.emitEvent(shownEvt);\n   };\n\n   // Enable while open listeners/watchers\n   this.setWhileOpenListeners(true);\n\n   // Show tip\n   addClass(tip,

ClassName.SHOW);\n\n   // Start the transition/animation\n   this.transitionOnce(tip, complete);\n   }\n\n   // handler for periodic visibility check\n\n }, {\n   key: 'visibleCheck',\n   value: function visibleCheck(on) {\n   var _this2 = this;\n\n   clearInterval(this.$visibleInterval);\n   this.$visibleInterval = null;\n   if (on) {\n   this.$visibleInterval = setInterval(function () {\n   var tip = _this2.getTipElement();\n   if (tip && !isVisible(_this2.$element) && hasClass(tip, ClassName.SHOW)) {\n   // Element is no longer visible, so force-hide the tooltip\n   _this2.forceHide();\n   }\n   }, 100);\n   }\n   }\n }, {\n   key: 'setWhileOpenListeners',\n   value: function setWhileOpenListeners(on) {\n   // Modal close events\n   this.setModalListener(on);\n   // Periodic $element visibility check\n   // For handling when tip is in <keepalive>, tabs, carousel, etc\n   this.visibleCheck(on);\n   // Route change events\n   this.setRouteWatcher(on);\n   // Ontouch start listeners\n   this.setOnTouchStartListener(on);\n   if (on && /(focus|blur)/.test(this.$config.trigger)) {\n   // If focus moves between trigger element and tip container, dont close\n   eventOn(this.$tip, 'focusout', this);\n   } else {\n   eventOff(this.$tip, 'focusout', this);\n   }\n   }\n\n   // force hide of tip (internal method)\n\n }, {\n   key: 'forceHide',\n   value: function forceHide() {\n   if (!this.$tip || !hasClass(this.$tip, ClassName.SHOW)) {\n   return;\n   }\n   // Disable while open listeners/watchers\n   this.setWhileOpenListeners(false);\n   // Clear any hover enter/leave event\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverTimeout = null;\n   this.$hoverState = '';\n   // Hide the tip\n   this.hide(null, true);\n   }\n\n   // Hide tooltip\n\n }, {\n   key: 'hide',\n   value: function hide(callback, force) {\n   var _this3 = this;\n\n   var tip = this.$tip;\n   if (!tip) {\n   return;\n   }\n\n   // Create a canelable BvEvent\n   var hideEvt = new BvEvent('hide', {\n   // We disable cancelling if force is true\n   cancelable: !force,\n   target: this.$element,\n   relatedTarget: tip\n   });\n   this.emitEvent(hideEvt);\n   if (hideEvt.defaultPrevented) {\n   // Don't hide if event cancelled\n   return;\n   }\n\n   // Transitionend Callback\n   /* istanbul ignore next */\n   var complete = function complete() {\n   if (_this3.$hoverState !== HoverState.SHOW && tip.parentNode) {\n   // Remove tip from dom, and force recompile on next show\n   tip.parentNode.removeChild(tip);\n   _this3.removeAriaDescribedby();\n   _this3.removePopper();\n   _this3.$tip = null;\n   }\n   if (callback) {\n   callback();\n   }\n   // Create a non-cancelable BvEvent\n   var hiddenEvt = new BvEvent('hidden', {\n   cancelable: false,\n   target: _this3.$element,\n   relatedTarget: null\n   });\n   _this3.emitEvent(hiddenEvt);\n   };\n\n   // Disable while open listeners/watchers\n   this.setWhileOpenListeners(false);\n\n   // If forced close, disable animation\n   if (force) {\n   removeClass(tip, ClassName.FADE);\n   }\n   // Hide tip\n   removeClass(tip, ClassName.SHOW);\n\n   this.$activeTrigger.click = false;\n   this.$activeTrigger.focus = false;\n   this.$activeTrigger.hover = false;\n\n   // Start the hide transition\n   this.transitionOnce(tip, complete);\n\n   this.$hoverState = '';\n   }\n }, {\n   key: 'emitEvent',\n   value: function emitEvent(evt) {\n   var evtName = evt.type;\n   if (this.$root && this.$root.$emit) {\n   // Emit an event on $root\n   this.$root.$emit('bv::' + this.constructor.NAME + '::' + evtName, evt);\n   }\n   var callbacks = this.$config.callbacks || {};\n   if (typeof callbacks[evtName] === 'function') {\n   callbacks[evtName](evt);\n   }\n   }\n }, {\n   key: 'getContainer',\n   value: function getContainer() {\n   var container = this.$config.container;\n   var body = document.body;\n   // If we are in a modal, we append to the modal instead of body, unless a container is specified\n   return container === false ? closest(MODAL_CLASS, this.$element) || body : select(container, body) || body;\n   }\n\n   // Will be overritten by popover if needed\n\n }, {\n   key: 'addAriaDescribedby',\n   value: function addAriaDescribedby() {\n   // Add aria-describedby on trigger element, without removing any other IDs\n   var desc = getAttr(this.$element, 'aria-describedby') || '';\n   desc = desc.split(/\\s+/).concat(this.$id).join(' ').trim();\n   setAttr(this.$element, 'aria-describedby', desc);\n   }\n\n   // Will be overritten by popover if needed\n\n }, {\n   key: 'removeAriaDescribedby',\n   value: function removeAriaDescribedby() {\n   var _this4 = this;\n\n   var desc = getAttr(this.$element, 'aria-describedby') || '';\n   desc = desc.split(/\\s+/).filter(function (d) {\n   return d !== _this4.$id;\n   }).join(' ').trim();\n   if (desc) {\n   setAttr(this.$element, 'aria-describedby', desc);\n   } else {\n   removeAttr(this.$element, 'aria-describedby');\n   }\n   }\n }, {\n   key: 'removePopper',\n   value: function removePopper() {\n   if (this.$popper) {\n   this.$popper.destroy();\n   }\n   this.$popper = null;\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'transitionOnce',\n   value: function transitionOnce(tip, complete)

{\n   var _this5 = this;\n\n   var transEvents = this.getTransitionEndEvents();\n   var called = false;\n   clearTimeout(this.$fadeTimeout);\n   this.$fadeTimeout = null;\n   var fnOnce = function fnOnce() {\n   if (called) {\n   return;\n   }\n   called = true;\n   clearTimeout(_this5.$fadeTimeout);\n   _this5.$fadeTimeout = null;\n   transEvents.forEach(function (evtName) {\n   eventOff(tip, evtName, fnOnce);\n   });\n   // Call complete callback\n   complete();\n   };\n   if (hasClass(tip, ClassName.FADE)) {\n   transEvents.forEach(function (evtName) {\n   eventOn(tip, evtName, fnOnce);\n   });\n   // Fallback to setTimeout\n   this.$fadeTimeout = setTimeout(fnOnce, TRANSITION_DURATION);\n   } else {\n   fnOnce();\n   }\n\n   // What transitionend event(s) to use? (returns array of event names)\n\n }, {\n   key: 'getTransitionEndEvents',\n   value: function getTransitionEndEvents() {\n   for (var name in TransitionEndEvents) {\n   if (this.$element.style[name] !== undefined) {\n   return TransitionEndEvents[name];\n   }\n   }\n   // fallback\n   return [];\n   }\n }, {\n   key: 'update',\n   value: function update() {\n   if (this.$popper !== null) {\n   this.$popper.scheduleUpdate();\n   }\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'isWithContent',\n   value: function isWithContent(tip) {\n   tip = tip || this.$tip;\n   if (!tip) {\n   return false;\n   }\n   return Boolean((select(Selector.TOOLTIP_INNER, tip) || {}).innerHTML);\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'addAttachmentClass',\n   value: function addAttachmentClass(attachment) {\n   addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n   }\n }, {\n   key: 'getTipElement',\n   value: function getTipElement() {\n   if (!this.$tip) {\n   // Try and compile user supplied template, or fallback to default template\n   this.$tip = this.compileTemplate(this.$config.template) || this.compileTemplate(this.constructor.Default.template);\n   }\n   // Add tab index so tip can be focused, and to allow it to be set as relatedTargt in focusin/out events\n   this.$tip.tabIndex = -1;\n   return this.$tip;\n   }\n }, {\n   key: 'compileTemplate',\n   value: function compileTemplate(html) {\n   if (!html || typeof html !== 'string') {\n   return null;\n   }\n   var div = document.createElement('div');\n   div.innerHTML = html.trim();\n   var node = div.firstElementChild ? div.removeChild(div.firstElementChild) : null;\n   div = null;\n   return node;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'setContent',\n   value: function setContent(tip) {\n   this.setElementContent(select(Selector.TOOLTIP_INNER, tip), this.getTitle());\n   removeClass(tip, ClassName.FADE);\n   removeClass(tip, ClassName.SHOW);\n   }\n }, {\n   key: 'setElementContent',\n   value: function setElementContent(container, content) {\n   if (!container) {\n   // If container element doesn't exist, just return\n   return;\n   }\n   var allowHtml = this.$config.html;\n   if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType) {\n   // content is a DOM node\n   if (allowHtml) {\n   if (content.parentElement !== container) {\n   container.innerHtml = '';\n   container.appendChild(content);\n   }\n   } else {\n   container.innerText = content.innerText;\n   }\n   } else {\n   // We have a plain HTML string or Text\n   container[allowHtml ? 'innerHTML' : 'innerText'] = content;\n   }\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'getTitle',\n   value: function getTitle() {\n   var title = this.$config.title || '';\n   if (typeof title === 'function') {\n   // Call the function to get the title value\n   title = title(this.$element);\n   }\n   if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n   // We have a DOM node, but without inner content, so just return empty string\n   title = '';\n   }\n   if (typeof title === 'string') {\n   title = title.trim();\n   }\n   if (!title) {\n   // If an explicit title is not given, try element's title atributes\n   title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || '';\n   title = title.trim();\n   }\n\n   return title;\n   }\n }, {\n   key: 'listen',\n   value: function listen() {\n   var _this6 = this;\n\n   var triggers = this.$config.trigger.trim().split(/\\s+/);\n   var el = this.$element;\n\n   // Listen for global show/hide events\n   this.setRootListener(true);\n\n   // Using 'this' as the handler will get automagically directed to this.handleEvent\n   // And maintain our binding to 'this'\n   triggers.forEach(function (trigger) {\n   if (trigger === 'click') {\n   eventOn(el, 'click', _this6);\n   } else if (trigger === 'focus') {\n   eventOn(el, 'focusin', _this6);\n   eventOn(el, 'focusout', _this6);\n   } else if (trigger === 'blur') {\n   // Used to close $tip when element looses focus\n   eventOn(el, 'focusout', _this6);\n   } else if (trigger === 'hover') {\n   eventOn(el, 'mouseenter',

_this6);\n   eventOn(el, 'mouseleave', _this6);\n   }\n   }, this);\n   }\n }, {\n   key: 'unListen',\n   value: function unListen() {\n   var _this7 = this;\n\n   var events = ['click', 'focusin', 'focusout', 'mouseenter', 'mouseleave'];\n   // Using \"this\" as the handler will get automagically directed to this.handleEvent\n   events.forEach(function (evt) {\n   eventOff(_this7.$element, evt, _this7);\n   }, this);\n\n   // Stop listening for global show/hide/enable/disable events\n   this.setRootListener(false);\n   }\n }, {\n   key: 'handleEvent',\n   value: function handleEvent(e) {\n   // This special method allows us to use \"this\" as the event handlers\n   if (isDisabled(this.$element)) {\n   // If disabled, don't do anything. Note: if tip is shown before element gets\n   // disabled, then tip not close until no longer disabled or forcefully closed.\n   return;\n   }\n   if (!this.$isEnabled) {\n   // If not enable\n   return;\n   }\n   var type = e.type;\n   var target = e.target;\n   var relatedTarget = e.relatedTarget;\n   var $element = this.$element;\n   var $tip = this.$tip;\n   if (type === 'click') {\n   this.toggle(e);\n   } else if (type === 'focusin' || type === 'mouseenter') {\n   this.enter(e);\n   } else if (type === 'focusout') {\n   // target is the element which is loosing focus\n   // And relatedTarget is the element gaining focus\n   if ($tip && $element && $element.contains(target) && $tip.contains(relatedTarget)) {\n   // If focus moves from $element to $tip, don't trigger a leave\n   return;\n   }\n   if ($tip && $element && $tip.contains(target) && $element.contains(relatedTarget)) {\n   // If focus moves from $tip to $element, don't trigger a leave\n   return;\n   }\n   if ($tip && $tip.contains(target) && $tip.contains(relatedTarget)) {\n   // If focus moves within $tip, don't trigger a leave\n   return;\n   }\n   if ($element && $element.contains(target) && $element.contains(relatedTarget)) {\n   // If focus moves within $element, don't trigger a leave\n   return;\n   }\n   // Otherwise trigger a leave\n   this.leave(e);\n   } else if (type === 'mouseleave') {\n   this.leave(e);\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setRouteWatcher',\n   value: function setRouteWatcher(on) {\n   var _this8 = this;\n\n   if (on) {\n   this.setRouteWatcher(false);\n   if (this.$root && Boolean(this.$root.$route)) {\n   this.$routeWatcher = this.$root.$watch('$route', function (newVal, oldVal) {\n   if (newVal === oldVal) {\n   return;\n   }\n   // If route has changed, we force hide the tooltip/popover\n   _this8.forceHide();\n   });\n   }\n   } else {\n   if (this.$routeWatcher) {\n   // cancel the route watcher by calling hte stored reference\n   this.$routeWatcher();\n   this.$routeWatcher = null;\n   }\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setModalListener',\n   value: function setModalListener(on) {\n   var modal = closest(MODAL_CLASS, this.$element);\n   if (!modal) {\n   // If we are not in a modal, don't worry. be happy\n   return;\n   }\n   // We can listen for modal hidden events on $root\n   if (this.$root) {\n   this.$root[on ? '$on' : '$off'](MODAL_CLOSE_EVENT, this.$forceHide);\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setRootListener',\n   value: function setRootListener(on) {\n   // Listen for global 'bv::{hide|show}::{tooltip|popover}' hide request event\n   if (this.$root) {\n   this.$root[on ? '$on' : '$off']('bv::hide::' + this.constructor.NAME, this.$doHide);\n   this.$root[on ? '$on' : '$off']('bv::show::' + this.constructor.NAME, this.$doShow);\n   this.$root[on ? '$on' : '$off']('bv::disable::' + this.constructor.NAME, this.$doDisable);\n   this.$root[on ? '$on' : '$off']('bv::enable::' + this.constructor.NAME, this.$doEnable);\n   }\n   }\n }, {\n   key: 'doHide',\n   value: function doHide(id) {\n   // Programmatically hide tooltip or popover\n   if (!id) {\n   // Close all tooltips or popovers\n   this.forceHide();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Close this specific tooltip or popover\n   this.hide();\n   }\n   }\n }, {\n   key: 'doShow',\n   value: function doShow(id) {\n   // Programmatically show tooltip or popover\n   if (!id) {\n   // Open all tooltips or popovers\n   this.show();\n   } else if (id && this.$element && this.$element.id && this.$element.id === id) {\n   // Show this specific tooltip or popover\n   this.show();\n   }\n   }\n }, {\n   key: 'doDisable',\n   value: function doDisable(id) {\n   // Programmatically disable tooltip or popover\n   if (!id) {\n   // Disable all tooltips or popovers\n   this.disable();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Disable this specific tooltip or popover\n   this.disable();\n   }\n   }\n }, {\n   key: 'doEnable',\n   value: function doEnable(id) {\n   // Programmatically enable tooltip or popover\n   if (!id) {\n   // Enable all tooltips or popovers\n   this.enable();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Enable this specific tooltip or popover\n   this.enable();\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key:

'setOnTouchStartListener',\n   value: function setOnTouchStartListener(on) {\n   var _this9 = this;\n\n   // if this is a touch-enabled device we add extra\n   // empty mouseover listeners to the body's immediate children;\n   // only needed because of broken event delegation on iOS\n   // https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n   if ('ontouchstart' in document.documentElement) {\n   arrayFrom(document.body.children).forEach(function (el) {\n   if (on) {\n   eventOn(el, 'mouseover', _this9._noop);\n   } else {\n   eventOff(el, 'mouseover', _this9._noop);\n   }\n   });\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: '_noop',\n   value: function _noop() {\n   // Empty noop handler for ontouchstart devices\n   }\n }, {\n   key: 'fixTitle',\n   value: function fixTitle() {\n   var el = this.$element;\n   var titleType = _typeof(getAttr(el, 'data-original-title'));\n   if (getAttr(el, 'title') || titleType !== 'string') {\n   setAttr(el, 'data-original-title', getAttr(el, 'title') || '');\n   setAttr(el, 'title', '');\n   }\n   }\n\n   // Enter handler\n   /* istanbul ignore next */\n\n }, {\n   key: 'enter',\n   value: function enter(e) {\n   var _this10 = this;\n\n   if (e) {\n   this.$activeTrigger[e.type === 'focusin' ? 'focus' : 'hover'] = true;\n   }\n   if (hasClass(this.getTipElement(), ClassName.SHOW) || this.$hoverState === HoverState.SHOW) {\n   this.$hoverState = HoverState.SHOW;\n   return;\n   }\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverState = HoverState.SHOW;\n   if (!this.$config.delay || !this.$config.delay.show) {\n   this.show();\n   return;\n   }\n   this.$hoverTimeout = setTimeout(function () {\n   if (_this10.$hoverState === HoverState.SHOW) {\n   _this10.show();\n   }\n   }, this.$config.delay.show);\n   }\n\n   // Leave handler\n   /* istanbul ignore next */\n\n }, {\n   key: 'leave',\n   value: function leave(e) {\n   var _this11 = this;\n\n   if (e) {\n   this.$activeTrigger[e.type === 'focusout' ? 'focus' : 'hover'] = false;\n   if (e.type === 'focusout' && /blur/.test(this.$config.trigger)) {\n   // Special case for `blur`: we clear out the other triggers\n   this.$activeTrigger.click = false;\n   this.$activeTrigger.hover = false;\n   }\n   }\n   if (this.isWithActiveTrigger()) {\n   return;\n   }\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverState = HoverState.OUT;\n   if (!this.$config.delay || !this.$config.delay.hide) {\n   this.hide();\n   return;\n   }\n   this.$hoverTimeout = setTimeout(function () {\n   if (_this11.$hoverState === HoverState.OUT) {\n   _this11.hide();\n   }\n   }, this.$config.delay.hide);\n   }\n }, {\n   key: 'getPopperConfig',\n   value: function getPopperConfig(placement, tip) {\n   var _this12 = this;\n\n   return {\n   placement: this.constructor.getAttachment(placement),\n   modifiers: {\n   offset: { offset: this.getOffset(placement, tip) },\n   flip: { behavior: this.$config.fallbackPlacement },\n   arrow: { element: '.arrow' },\n   preventOverflow: { boundariesElement: this.$config.boundary }\n   },\n   onCreate: function onCreate(data) {\n   // Handle flipping arrow classes\n   if (data.originalPlacement !== data.placement) {\n   _this12.handlePopperPlacementChange(data);\n   }\n   },\n   onUpdate: function onUpdate(data) {\n   // Handle flipping arrow classes\n   _this12.handlePopperPlacementChange(data);\n   }\n   };\n   }\n }, {\n   key: 'getOffset',\n   value: function getOffset(placement, tip) {\n   if (!this.$config.offset) {\n   var arrow = select(Selector.ARROW, tip);\n   var arrowOffset = parseFloat(getCS(arrow).width) + parseFloat(this.$config.arrowPadding);\n   switch (OffsetMap[placement.toUpperCase()]) {\n   case +1:\n   return '+50%p - ' + arrowOffset + 'px';\n   case -1:\n   return '-50%p + ' + arrowOffset + 'px';\n   default:\n   return 0;\n   }\n   }\n   return this.$config.offset;\n   }\n }, {\n   key: 'getPlacement',\n   value: function getPlacement() {\n   var placement = this.$config.placement;\n   if (typeof placement === 'function') {\n   return placement.call(this, this.$tip, this.$element);\n   }\n   return placement;\n   }\n }, {\n   key: 'isWithActiveTrigger',\n   value: function isWithActiveTrigger() {\n   for (var trigger in this.$activeTrigger) {\n   if (this.$activeTrigger[trigger]) {\n   return true;\n   }\n   }\n   return false;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'cleanTipClass',\n   value: function cleanTipClass() {\n   var tip = this.getTipElement();\n   var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);\n   if (tabClass !== null && tabClass.length > 0) {\n   tabClass.forEach(function (cls) {\n   removeClass(tip, cls);\n   });\n   }\n   }\n }, {\n   key: 'handlePopperPlacementChange',\n   value: function handlePopperPlacementChange(data) {\n   this.cleanTipClass();\n   this.addAttachmentClass(this.constructor.getAttachment(data.placement));\n   }\n }, {\n   key: 'fixTransition',\n   value: function fixTransition(tip) {\n   var initConfigAnimation = this.$config.animation || false;\n   if (getAttr(tip, 'x-placement') !== null) {\n   return;\n   }\n

removeClass(tip, ClassName.FADE);\n   this.$config.animation = false;\n   this.hide();\n   this.show();\n this.$config.animation = initConfigAnimation;\n   }\n }], [{\n   key: 'getAttachment',\n   value: function getAttachment(placement) {\n   return AttachmentMap[placement.toUpperCase()];\n   }\n }, {\n   key: 'Default',\n   get: function get() {\n   return Defaults;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'NAME',\n   get: function get() {\n   return NAME;\n   }\n }]);\n\n return ToolTip;\n}();\n\nexport default ToolTip;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nfunction _possibleConstructorReturn(self, call) { if (!self) { throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass && superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\nimport ToolTip from './tooltip.class';\nimport { assign } from './object';\nimport { select, addClass, removeClass, getAttr } from './dom';\n\nvar NAME = 'popover';\nvar CLASS_PREFIX = 'bs-popover';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\b' + CLASS_PREFIX + '\\\\S+', 'g');\n\nvar Defaults = assign({}, ToolTip.Default, {\n placement: 'right',\n trigger: 'click',\n content: '',\n template: '<div class=\"popover\" role=\"tooltip\">' + '<div class=\"arrow\"></div>' + '<h3 class=\"popover-header\"></h3>' + '<div class=\"popover-body\"></div></div>'\n});\n\nvar ClassName = {\n FADE: 'fade',\n SHOW: 'show'\n};\n\nvar Selector = {\n TITLE: '.popover-header',\n CONTENT: '.popover-body'\n\n /* istanbul ignore next: dificult to test in Jest/JSDOM environment */};\n\nvar PopOver = function (_ToolTip) {\n _inherits(PopOver, _ToolTip);\n\n function PopOver() {\n   _classCallCheck(this, PopOver);\n\n   return _possibleConstructorReturn(this, (PopOver.__proto__ || Object.getPrototypeOf(PopOver)).apply(this, arguments));\n }\n\n _createClass(PopOver, [{\n   key: 'isWithContent',\n\n\n   // Method overrides\n\n   value: function isWithContent(tip) {\n   tip = tip || this.$tip;\n   if (!tip) {\n   return false;\n   }\n   var hasTitle = Boolean((select(Selector.TITLE, tip) || {}).innerHTML);\n   var hasContent = Boolean((select(Selector.CONTENT, tip) || {}).innerHTML);\n   return hasTitle || hasContent;\n   }\n }, {\n   key: 'addAttachmentClass',\n   value: function addAttachmentClass(attachment) {\n   addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n   }\n }, {\n   key: 'setContent',\n   value: function setContent(tip) {\n   // we use append for html objects to maintain js events/components\n   this.setElementContent(select(Selector.TITLE, tip), this.getTitle());\n   this.setElementContent(select(Selector.CONTENT, tip), this.getContent());\n\n   removeClass(tip, ClassName.FADE);\n   removeClass(tip, ClassName.SHOW);\n   }\n\n   // This method may look identical to ToolTip version, but it uses a different RegEx defined above\n\n }, {\n   key: 'cleanTipClass',\n   value: function cleanTipClass() {\n   var tip = this.getTipElement();\n   var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);\n   if (tabClass !== null && tabClass.length > 0) {\n   tabClass.forEach(function (cls) {\n   removeClass(tip, cls);\n   });\n   }\n   }\n }, {\n   key: 'getTitle',\n   value: function getTitle() {\n   var title = this.$config.title || '';\n   if (typeof title === 'function') {\n   title = title(this.$element);\n   }\n   if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n   // We have a dom node, but without inner content, so just return an empty string\n   title = '';\n   }\n   if (typeof title === 'string') {\n   title = title.trim();\n   }\n

if (!title) {\n   // Try and grab element's title attribute\n   title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || '';\n   title = title.trim();\n   }\n   return title;\n }\n\n   // New methods\n\n }, {\n   key: 'getContent',\n   value: function getContent() {\n   var content = this.$config.content || '';\n   if (typeof content === 'function') {\n   content = content(this.$element);\n   }\n   if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType && !content.innerHTML.trim()) {\n   // We have a dom node, but without inner content, so just return an empty string\n   content = '';\n   }\n   if (typeof content === 'string') {\n   content = content.trim();\n   }\n   return content;\n   }\n }], [{\n   key: 'Default',\n\n   // Getter overrides\n\n   get: function get() {\n   return Defaults;\n   }\n }, {\n   key: 'NAME',\n   get: function get() {\n   return NAME;\n   }\n }]);\n\n return PopOver;\n}(ToolTip);\n\nexport default PopOver;","// Polyfills for SSR\n\nvar isSSR = typeof window === 'undefined';\n\nexport var HTMLElement = isSSR ? Object : window.HTMLElement;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\n/*\n * Tooltip/Popover component mixin\n * Common props\n */\nimport { isArray } from '../utils/array';\nimport { assign } from '../utils/object';\nimport { isElement, getById } from '../utils/dom';\nimport { HTMLElement } from '../utils/ssr';\nimport observeDom from '../utils/observe-dom';\n\nvar PLACEMENTS = {\n top: 'top',\n topleft: 'topleft',\n topright: 'topright',\n right: 'right',\n righttop: 'righttop',\n rightbottom: 'rightbottom',\n bottom: 'bottom',\n bottomleft: 'bottomleft',\n bottomright: 'bottomright',\n left: 'left',\n lefttop: 'lefttop',\n leftbottom: 'leftbottom',\n auto: 'auto'\n};\n\nvar OBSERVER_CONFIG = {\n subtree: true,\n childList: true,\n characterData: true,\n attributes: true,\n attributeFilter: ['class', 'style']\n};\n\nexport default {\n props: {\n   target: {\n   // String ID of element, or element/component reference\n   type: [String, Object, HTMLElement, Function]\n   },\n   delay: {\n   type: [Number, Object, String],\n   default: 0\n   },\n   offset: {\n   type: [Number, String],\n   default: 0\n   },\n   noFade: {\n   type: Boolean,\n   default: false\n   },\n   container: {\n   // String ID of container, if null body is used (default)\n   type: String,\n   default: null\n   },\n   boundary: {\n   // String: scrollParent, window, or viewport\n   // Element: element reference\n   type: [String, Object],\n   default: 'scrollParent'\n   },\n   show: {\n   type: Boolean,\n   default: false\n   },\n   disabled: {\n   type: Boolean,\n   default: false\n   }\n },\n watch: {\n   show: function show(_show, old) {\n   if (_show === old) {\n   return;\n   }\n   _show ? this.onOpen() : this.onClose();\n   },\n   disabled: function disabled(_disabled, old) {\n   if (_disabled === old) {\n   return;\n   }\n   _disabled ? this.onDisable() : this.onEnable();\n   }\n },\n created: function created() {\n   // Create non-reactive property\n   this._toolpop = null;\n   this._obs_title = null;\n   this._obs_content = null;\n },\n mounted: function mounted() {\n   var _this = this;\n\n   // We do this in a next tick to ensure DOM has rendered first\n   this.$nextTick(function () {\n   // Instantiate ToolTip/PopOver on target\n   // The createToolpop method must exist in main component\n   if (_this.createToolpop()) {\n   if (_this.disabled) {\n   // Initially disabled\n   _this.onDisable();\n   }\n   // Listen to open signals from others\n   _this.$on('open', _this.onOpen);\n   // Listen to close signals from others\n   _this.$on('close', _this.onClose);\n   // Listen to disable signals from others\n   _this.$on('disable', _this.onDisable);\n   // Listen to disable signals from others\n   _this.$on('enable', _this.onEnable);\n   // Observe content Child changes so we can notify popper of possible size change\n   _this.setObservers(true);\n   // Set intially open state\n   if (_this.show) {\n   _this.onOpen();\n   }\n   }\n   });\n },\n updated: function updated() {\n   // If content/props changes, etc\n   if (this._toolpop) {\n   this._toolpop.updateConfig(this.getConfig());\n   }\n },\n\n /* istanbul ignore next: not easy to test */\n activated: function activated() {\n   // Called when component is inside a <keep-alive> and component brought offline\n   this.setObservers(true);\n },\n\n /* istanbul ignore next: not easy to test */\n deactivated: function deactivated() {\n   // Called when component is inside a <keep-alive> and component taken offline\n   if (this._toolpop) {\n   this.setObservers(false);\n   this._toolpop.hide();\n   }\n },\n\n /* istanbul ignore next: not easy to test */\n beforeDestroy: function beforeDestroy() {\n   // Shutdown our local event listeners\n   this.$off('open', this.onOpen);\n   this.$off('close', this.onClose);\n   this.$off('disable', this.onDisable);\n   this.$off('enable', this.onEnable);\n   this.setObservers(false);\n   // bring our content back if

needed\n   this.bringItBack();\n   if (this._toolpop) {\n   this._toolpop.destroy();\n   this._toolpop = null;\n   }\n },\n\n computed: {\n   baseConfig: function baseConfig() {\n   var cont = this.container;\n   var delay = _typeof(this.delay) === 'object' ? this.delay : parseInt(this.delay, 10) || 0;\n   return {\n   // Title prop\n   title: (this.title || '').trim() || '',\n   // Contnt prop (if popover)\n   content: (this.content || '').trim() || '',\n   // Tooltip/Popover placement\n   placement: PLACEMENTS[this.placement] || 'auto',\n   // Container curently needs to be an ID with '#' prepended, if null then body is used\n   container: cont ? /^#/.test(cont) ? cont : '#' + cont : false,\n   // boundariesElement passed to popper\n   boundary: this.boundary,\n   // Show/Hide delay\n   delay: delay || 0,\n   // Offset can be css distance. if no units, pixels are assumed\n   offset: this.offset || 0,\n   // Disable fade Animation?\n   animation: !this.noFade,\n   // Open/Close Trigger(s)\n   trigger: isArray(this.triggers) ? this.triggers.join(' ') : this.triggers,\n   // Callbacks so we can trigger events on component\n   callbacks: {\n   show: this.onShow,\n   shown: this.onShown,\n   hide: this.onHide,\n   hidden: this.onHidden,\n   enabled: this.onEnabled,\n   disabled: this.onDisabled\n   }\n   };\n   }\n },\n methods: {\n   getConfig: function getConfig() {\n   var cfg = assign({}, this.baseConfig);\n   if (this.$refs.title && this.$refs.title.innerHTML.trim()) {\n   // If slot has content, it overrides 'title' prop\n   // We use the DOM node as content to allow components!\n   cfg.title = this.$refs.title;\n   cfg.html = true;\n   }\n   if (this.$refs.content && this.$refs.content.innerHTML.trim()) {\n   // If slot has content, it overrides 'content' prop\n   // We use the DOM node as content to allow components!\n   cfg.content = this.$refs.content;\n   cfg.html = true;\n   }\n   return cfg;\n   },\n   onOpen: function onOpen() {\n   if (this._toolpop) {\n   this._toolpop.show();\n   }\n   },\n   onClose: function onClose(callback) {\n   if (this._toolpop) {\n   this._toolpop.hide(callback);\n   } else if (typeof callback === 'function') {\n   callback();\n   }\n   },\n   onDisable: function onDisable() {\n   if (this._toolpop) {\n   this._toolpop.disable();\n   }\n   },\n   onEnable: function onEnable() {\n   if (this._toolpop) {\n   this._toolpop.enable();\n   }\n   },\n   updatePosition: function updatePosition() {\n   if (this._toolpop) {\n   // Instruct popper to reposition popover if necessary\n   this._toolpop.update();\n   }\n   },\n   getTarget: function getTarget() {\n   var target = this.target;\n   if (typeof target === 'function') {\n   target = target();\n   }\n   if (typeof target === 'string') {\n   // Assume ID of element\n   return getById(target);\n   } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target.$el)) {\n   // Component reference\n   return target.$el;\n   } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target)) {\n   // Element reference\n   return target;\n   }\n   return null;\n   },\n   onShow: function onShow(evt) {\n   this.$emit('show', evt);\n   },\n   onShown: function onShown(evt) {\n   this.setObservers(true);\n   this.$emit('update:show', true);\n   this.$emit('shown', evt);\n   },\n   onHide: function onHide(evt) {\n   this.$emit('hide', evt);\n   },\n   onHidden: function onHidden(evt) {\n   this.setObservers(false);\n   // bring our content back if needed to keep Vue happy\n   // Tooltip class will move it back to tip when shown again\n   this.bringItBack();\n   this.$emit('update:show', false);\n   this.$emit('hidden', evt);\n   },\n   onEnabled: function onEnabled(evt) {\n   if (!evt || evt.type !== 'enabled') {\n   // Prevent possible endless loop if user mistakienly fires enabled instead of enable\n   return;\n   }\n   this.$emit('update:disabled', false);\n   this.$emit('disabled');\n   },\n   onDisabled: function onDisabled(evt) {\n   if (!evt || evt.type !== 'disabled') {\n   // Prevent possible endless loop if user mistakienly fires disabled instead of disable\n   return;\n   }\n   this.$emit('update:disabled', true);\n   this.$emit('enabled');\n   },\n   bringItBack: function bringItBack() {\n   // bring our content back if needed to keep Vue happy\n   if (this.$el && this.$refs.title) {\n   this.$el.appendChild(this.$refs.title);\n   }\n   if (this.$el && this.$refs.content) {\n   this.$el.appendChild(this.$refs.content);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   setObservers: function setObservers(on) {\n   if (on) {\n   if (this.$refs.title) {\n   this._obs_title = observeDom(this.$refs.title, this.updatePosition.bind(this), OBSERVER_CONFIG);\n   }\n   if (this.$refs.content) {\n   this._obs_content = observeDom(this.$refs.content, this.updatePosition.bind(this), OBSERVER_CONFIG);\n   }\n   } else {\n   if (this._obs_title) {\n   this._obs_title.disconnect();\n   this._obs_title = null;\n   }\n   if (this._obs_content) {\n   this._obs_content.disconnect();\n   this._obs_content = null;\n   }\n   }\n   }\n }\n};","import PopOver from '../../utils/popover.class';\nimport

warn from '../../utils/warn';\nimport toolpopMixin from '../../mixins/toolpop';\n\nexport default {\n mixins: [toolpopMixin],\n render: function render(h) {\n return h('div', {\n class: ['d-none'],\n style: { display: 'none' }\n },\n attrs: { 'aria-hidden': true }\n }, [h('div', { ref: 'title' }, this.$slots.title), h('div', { ref: 'content' }, this.$slots.default)]);\n },\n data: function data() {\n return {};\n },\n\n props: {\n title: {\n type: String,\n default: ''\n },\n content: {\n type: String,\n default: ''\n },\n triggers: {\n type: [String, Array],\n default: 'click'\n },\n placement: {\n type: String,\n default: 'right'\n }\n },\n methods: {\n createToolpop: function createToolpop() {\n // getTarget is in toolpop mixin\n var target = this.getTarget();\n if (target) {\n this._toolpop = new PopOver(target, this.getConfig(), this.$root);\n } else {\n this._toolpop = null;\n warn(\"b-popover: 'target' element not found!\");\n }\n return this._toolpop;\n }\n }\n};","<template>\n <div>\n <component :is=\"rootElement\" id=\"imddb-header\" data-turbolinks-permanent class=\"navbar navbar-expand-lg navbar-light imddb-header\" :offset=\"100\" :z-index=\"1020\" :on-unpin=\"closeFollowUsPopover\" :class=\"{ 'headroom--frozen': !collapseNavbar }\" :style=\"{ position: position }\">\n <!-- @slot Redefines brand -->\n <slot name=\"brand\">\n <a :href=\"homeUrl\" class=\"navbar-brand imddb-header__brand\">\n \n {{ project }}\n \n </slot>\n <button class=\"navbar-toggler\" type=\"button\" aria-label=\"Toggle navigation\" @click=\"toggleNavbar\">\n \n </button>\n <div class=\"navbar-collapse\" :class=\"{ collapse: collapseNavbar }\">\n <!-- @slot Redefines the main navbar block (containing the dropdown) -->\n <slot name=\"navbar\">\n <ul class=\"navbar-nav mr-auto\">\n <b-nav-dropdown @show=\"$root.$emit('bv::hide::popover')\">\n <template slot=\"button-content\">\n {{ title }}\n </template>\n <b-dropdown-item v-for=\"(item, $index) in dropdownItems\" :key=\"$index\" :href=\"item.href\" v-bind=\"{ active: !!item.active }\">\n {{ item.label }}\n </b-dropdown-item>\n </b-nav-dropdown>\n \n </slot>\n <ul class=\"navbar-nav\">\n <li class=\"nav-item\">\n \n {{ $t('imddb-header.navbar.leak') }}\n \n \n <li class=\"nav-item mr-lg-3\">\n <a @click.prevent=\"$refs.donateFormModal.show()\" href=\"#\" class=\"nav-link\">\n {{ $t('imddb-header.navbar.support') }}\n \n \n <li class=\"nav-item\">\n <button class=\"btn btn-saddle-red btn-block font-weight-bold\" id=\"follow-icij\">\n {{ $t('imddb-header.navbar.follow') }}\n </button>\n <b-popover container=\"imddb-header\" target=\"follow-icij\" placement=\"bottomleft\" :show.sync=\"showSignupPopover\">\n <follow-us-popover :show.sync=\"showSignupPopover\"></follow-us-popover>\n </b-popover>\n \n \n </div>\n </component>\n <b-modal hide-footer lazy ref=\"donateFormModal\" size=\"lg\">\n \n {{ $t('imddb-header.navbar.support') }}\n \n <donate-form no-title></donate-form>\n </b-modal>\n </div>\n</template>\n\n<script>\n import bDropdownItem from 'bootstrap-vue/es/components/dropdown/dropdown-item'\n import bModal from 'bootstrap-vue/es/components/modal/modal'\n import bNavDropdown from 'bootstrap-vue/es/components/nav/nav-item-dropdown'\n import bPopover from 'bootstrap-vue/es/components/popover/popover'\n\n import i18n from '@/i18n'\n import { headroom } from 'vue-headroom'\n import DonateForm from './DonateForm.vue'\n import FollowUsPopover from './FollowUsPopover.vue'\n import config from '../config'\n\n /**\n * ImddbHeader\n */\n export default {\n i18n,\n name: 'ImddbHeader',\n components: {\n bDropdownItem,\n bModal,\n bNavDropdown,\n bPopover,\n headroom,\n DonateForm,\n FollowUsPopover\n },\n props: {\n /**\n * CSS position of the header. Can be absolute, relative, static or fixed (default).\n */\n position: {\n type: String,\n default: 'fixed'\n },\n /**\n * Disable Headroom for hiding header until needed.\n */\n noHeadroom: {\n type: Boolean\n },\n /**\n * Project name, to display next to ICIJ logo\n */\n project: {\n type: String,\n default: () => config.get('project.name')\n },\n /**\n * App name, to display next to project name\n */\n title: {\n type: String,\n default: () => config.get('app.name')\n },\n /**\n * An array of objects defining dropdown items. Each item defines a label and a href.\n */\n dropdownItems: {\n

type: Array,\n   default: () => config.get('imddb-header.dropdown.items')\n   },\n   /**\n   * Target link of the ICIJ logo and project name.\n   */\n   homeUrl: {\n   type: String,\n   default: () => config.get('app.home')\n   }\n },\n data () {\n   return {\n   showSignupPopover: false,\n   collapseNavbar: true\n   }\n },\n methods: {\n   closeFollowUsPopover () {\n   this.showSignupPopover = false\n   },\n   toggleNavbar () {\n   this.collapseNavbar = !this.collapseNavbar\n   this.$root.$emit('bv::hide::popover')\n   this.$root.$emit('bv::hide::dropdwon')\n   }\n },\n computed: {\n   rootElement () {\n   return this.noHeadroom ? 'div' : 'headroom'\n   }\n }\n}\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib';\n\n .imddb-header {\n   background: rgba($mercury, 0.8);\n   box-shadow: 0 0 6px 0 rgba(#000, .1);\n   position: relative;\n   top:0;\n   width: 100%;\n   z-index: $zindex-sticky;\n\n .popover {\n   width: 100%;\n   }\n\n @include media-breakpoint-down(md) {\n   background: $mercury;\n }\n\n &.headroom {\n   will-change: transform;\n   transition: transform 200ms linear;\n\n   &--unpinned {\n   transform: translateY(-100%) !important;\n   }\n\n   &--pinned {\n   transform: translateY(0%);\n   }\n\n   &--frozen {\n   transform: translateY(0%) !important;\n   }\n }\n\n &__brand {\n   position: relative;\n   font-weight: bolder;\n   padding-right: $spacer * 1.5;\n\n   &:after {\n   content: \"\";\n   background: $body-color;\n   width: 2px;\n   height: 32px;\n   position: absolute;\n   right:0;\n   top: 50%;\n transform: translateY(-50%);\n\n   @include media-breakpoint-down(md) {\n   display: none;\n   }\n }\n   }\n\n .navbar-toggler {\n   background: $mercury;\n   position: absolute;\n   right: $spacer;\n   top: $spacer / 2;\n   margin: 0;\n   }\n\n .dropdown-item {\n   white-space: normal;\n   width: 440px;\n   max-width: 90vw;\n\n   @include media-breakpoint-down(sm) {\n   width: 100%;\n   }\n   }\n\n .dropdown .nav-link {\n\n   @include media-breakpoint-up(lg) {\n   font-size: 1.2rem;\n   font-family: $headings-font-family;\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./ImddbHeader.vue?vue&type=template&id=36e6b928&\"\nimport script from \"./ImddbHeader.vue?vue&type=script&lang=js&\"\nexport * from \"./ImddbHeader.vue?vue&type=script&lang=js&\"\nimport style0 from \"./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"ImddbHeader.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{attrs:{\"id\":_vm.iframeId}})}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","<template>\n <div :id=\"iframeId\"></div>\n</template>\n\n<script>\n import { injectAssets } from '../utils/assets'\n\n var iframeUniqueIdCounter = 0;\n\n /**\n   * ResponsiveIframe\n   */\n export default {\n   name: 'ResponsiveIframe',\n   props: {\n   /**\n   * URL of the generated iframe code.\n   */\n   url: {\n   type: String,\n   required : true\n   },\n   /**\n   * Option to pass to the constructor of the pymParent instance\n   */\n   options: {\n   type: Object,\n   default: () => ({ })\n   },\n   },\n   data () {\n   return {\n   iframeId: `icij-iframe-${++iframeUniqueIdCounter}`\n   }\n   },\n   mounted () {\n   injectAssets('https://pym.nprapps.org/pym.v1.min.js').then(() => {\n   new pym.Parent(this.iframeId, this.url, this.options)\n   })\n   }\n }\n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ResponsiveIframe.vue?vue&type=script&lang=js&\"; export default mod;

export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ResponsiveIframe.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./ResponsiveIframe.vue?vue&type=template&id=2b5efd28&\"\nimport script from \"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\nexport * from \"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"ResponsiveIframe.vue\"\nexport default component.exports","<script>\nconst noop = () => (null)\n\n/**\n * SlideUpDown\n */\nexport default {\n name: 'SlideUpDown',\n props: {\n   /**\n   * Toggler property. Set to false to hide the component.\n   */\n   active: {\n   type: Boolean,\n   },\n   /**\n   * Duration of the animation.\n   */\n   duration: {\n   type: Number,\n   default: 200\n   },\n   /**\n   * HTML tag to render this component to.\n   */\n   tag: {\n   type: String,\n   default: 'div'\n   }\n },\n data () {\n   return {\n   state: 'post',\n   mounted: false,\n   scrollHeight: 0\n   }\n },\n watch: {\n   active (toggler) {\n   this.triggerSlide()\n   }\n },\n render (h) {\n   return h(this.tag, { style: this.style, ref: 'container' }, this.$slots.default)\n },\n mounted () {\n   this.deferedNextTick(() => {\n   this.mounted = true\n   this.cleanLayout()\n   this.$container.addEventListener(\"transitionend\", this.cleanLayout)\n   })\n },\n computed: {\n   stylePreTransition () {\n   return {\n   'overflow': 'hidden',\n   'transition-property': 'height',\n   'transition-duration': `${this.duration}ms`,\n   'height': this.mounted ? `${this.$container.scrollHeight}px` : 0,\n   }\n   },\n   styleActiveTransition () {\n   return {\n   'overflow': 'hidden',\n   'transition-property': 'height',\n   'transition-duration': `${this.duration}ms`,\n   'height': this.mounted ? `${this.activeHeight}px` : 'auto',\n   }\n   },\n   stylePostTransition () {\n   // Reset style when the element is active\n   return this.active ? { } : this.styleActiveTransition\n   },\n   style () {\n   switch (this.state) {\n   case 'pre': return this.stylePreTransition\n   case 'active': return this.styleActiveTransition\n   default: return this.stylePostTransition\n   }\n   },\n   activeHeight () {\n   return this.active ? this.$container.scrollHeight : 0\n   },\n $container () {\n   return this.$refs.container\n   }\n },\n methods: {\n   triggerSlide () {\n   this.state = 'pre'\n   this.scrollHeight = this.$container.scrollHeight\n   // Defered next tick to let the component render once\n   this.deferedNextTick(() => this.state = 'active')\n   },\n   cleanLayout (e = null) {\n   // This method can be triggered by animated child elements in\n   // which case, we should do anything\n   if(!e || e.target == this.$container) {\n   this.state = 'post'\n   this.deferedNextTick()\n   }\n   },\n   deferedNextTick (fn = noop) {\n   setTimeout(() => this.$nextTick(fn), 0)\n   }\n }\n}\n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"","var render, staticRenderFns\nimport script from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\nexport * from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"SlideUpDown.vue\"\nexport default component.exports","import ContentPlaceholder from './ContentPlaceholder.vue'\nimport DonateForm from './DonateForm.vue'\nimport EmbeddableFooter from './EmbeddableFooter.vue'\nimport EmbedForm from './EmbedForm.vue'\nimport FollowUsPopover from './FollowUsPopover.vue'\nimport Fa from './Fa'\nimport GenericFooter from './GenericFooter.vue'\nimport

ImddbHeader from './ImddbHeader.vue'\nimport ResponsiveIframe from './ResponsiveIframe.vue'\nimport SharingOptions from './SharingOptions.vue'\nimport SignUpForm from './SignUpForm.vue'\nimport SlideUpDown from './SlideUpDown.vue'\n\nexport {\n ContentPlaceholder,\n DonateForm,\n EmbeddableFooter,\n EmbedForm,\n FollowUsPopover,\n Fa,\n GenericFooter,\n ImddbHeader,\n ResponsiveIframe,\n SharingOptions,\n SignUpForm,\n SlideUpDown,\n}\n","import VueI18n from 'vue-i18n'\nimport { basename, extname } from 'path'\nimport i18n from './i18n'\nexport { default as config } from './config'\nexport { default as ContentPlaceholder } from './components/ContentPlaceholder.vue'\nexport { default as DonateForm } from './components/DonateForm.vue'\nexport { default as EmbeddableFooter } from './components/EmbeddableFooter.vue'\nexport { default as EmbedForm } from './components/EmbedForm.vue'\nexport { default as FollowUsPopover } from './components/FollowUsPopover.vue'\nexport { default as Fa } from './components/Fa'\nexport { default as GenericFooter } from './components/GenericFooter.vue'\nexport { default as ImddbHeader } from './components/ImddbHeader.vue'\nexport { default as ResponsiveIframe } from './components/ResponsiveIframe.vue'\nexport { default as SharingOptions } from './components/SharingOptions.vue'\nexport { default as SignUpForm } from './components/SignUpForm.vue'\nexport { default as SlideUpDown } from './components/SlideUpDown.vue'\n\nimport * as components from './components'\n\nclass Murmur {\n static setLocaleMessage(lang, message) {\n return this.i18n.setLocaleMessage(lang, message)\n }\n static mergeLocaleMessage(lang, message) {\n return this.i18n. mergeLocaleMessage(lang, message)\n }\n static setLocale(lang) {\n return this.i18n.locale = lang\n }\n static getLocale() {\n return this.i18n.locale\n }\n static get i18n() {\n return i18n\n }\n static get config() {\n return require('./config.js').default\n }\n static get components() {\n return components\n }\n static install (Vue, options) {\n Object.keys(components).forEach(key => Vue.component(key, components[key]))\n }\n}\n\nexport default Murmur\n","import './setPublicPath'\nimport mod from '~entry'\nexport default mod\nexport * from '~entry'\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Checks if a list cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction listCacheHas(key) {\n return assocIndexOf(this.__data__, key) > -1;\n}\n\nmodule.exports = listCacheHas;\n","module.exports = '\\x09\\x0A\\x0B\\x0C\\x0D\\x20\\xA0\\u1680\\u180E\\u2000\\u2001\\u2002\\u2003' +\n '\\u2004\\u2005\\u2006\\u2007\\u2008\\u2009\\u200A\\u202F\\u205F\\u3000\\u2028\\u2029\\uFEFF';\n","var baseGetTag = require('./_baseGetTag'),\n isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar symbolTag = '[object Symbol]';\n\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\nfunction isSymbol(value) {\n return typeof value == 'symbol' ||\n (isObjectLike(value) && baseGetTag(value) == symbolTag);\n}\n\nmodule.exports = isSymbol;\n"],"sourceRoot":""}

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062149670_1592570080.27/0/murmur-1-1-0-
tgz/package/dist/lib/@icij/murmur.umd.js.map
No license file was found, but licenses were detected in source scan.

/*!
* jQuery JavaScript Library v3.3.1
* https://jquery.com/
*
* Includes Sizzle.js

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062149670_1592570080.27/0/murmur-1-1-0-
tgz/package/dist/lib/@icij/murmur.umd.min.js
No license file was found, but licenses were detected in source scan.

/*!

```
* jQuery JavaScript Library v3.3.1
* https://jquery.com/
*
* Includes Sizzle.js
* https://sizzlejs.com/
*
* Copyright JS Foundation and other contributors
* Released under the MIT license
* https://jquery.org/license
*
* Date: 2018-01-20T17:24Z
*/
// for more details.
/*!
* vue-headroom v0.9.0
* (c) 2016-present dalphyx <wjcbmk@gmail.com>
* Released under the MIT License.
*/
// Released under the MIT license.
/*!
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* License - https://fontawesome.com/license/free (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)
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*/
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// without limitation the rights to use, copy, modify, merge, publish,
// distribute, sublicense, and/or sell copies of the Software, and to permit
// The above copyright notice and this permission notice shall be included
// in all copies or substantial portions of the Software.
/**
* Creates an array of the own enumerable property names of `object`.
*
* **Note:** Non-object values are coerced to objects. See the
* [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)
* for more details.
*
* @static
* @since 0.1.0
* @memberOf _
* @category Object
* @param {Object} object The object to query.
* @returns {Array} Returns the array of property names.
* @example
```

```
*
* function Foo() {
*   this.a = 1;
*   this.b = 2;
* }
*
* Foo.prototype.c = 3;
*
* _.keys(new Foo);
* // => ['a', 'b'] (iteration order is not guaranteed)
*
* _.keys('hi');
* // => ['0', '1']
*/
/**!
* @fileOverview Kickass library to create and place poppers near their reference elements.
* @version 1.14.5
* @license
* Copyright (c) 2016 Federico Zivolo and contributors
*
* Permission is hereby granted, free of charge, to any person obtaining a copy
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* copies of the Software, and to permit persons to whom the Software is
* furnished to do so, subject to the following conditions:
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* OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
* SOFTWARE.
*/
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062149670_1592570080.27/0/murmur-1-1-0-
tgz/package/dist/lib/@icij/murmur.umd.js
* /opt/ws_local/PERMITS_SQL/1062149670_1592570080.27/0/murmur-1-1-0-
tgz/package/dist/lib/@icij/murmur.common.js
No license file was found, but licenses were detected in source scan.

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Open Source Used In Crosswork Change Automation and Health Insights 4.4.0   3208

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"file":"@icij/murmur.common.js","sourcesContent":[" \t// The module cache\n \tvar installedModules = {};\n\n \t// The require function\n \tfunction __webpack_require__(moduleId) {\n\n \t\t// Check if module is in cache\n \t\tif(installedModules[moduleId]) {\n \t\t\treturn installedModules[moduleId].exports;\n \t\t}\n \t\t// Create a new module (and put it into the cache)\n \t\tvar module = installedModules[moduleId] = {\n \t\t\ti: moduleId,\n \t\t\tl: false,\n \t\t\texports: {}\n \t\t};\n\n \t\t// Execute the module function\n \t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n\n \t\t// Flag the module as loaded\n \t\tmodule.l = true;\n\n \t\t// Return the exports of the module\n \t\treturn module.exports;\n \t}\n\n\n \t// expose the modules object (__webpack_modules__)\n \t__webpack_require__.m = modules;\n\n \t// expose the module cache\n \t__webpack_require__.c = installedModules;\n\n \t// define getter function for harmony exports\n \t__webpack_require__.d = function(exports, name, getter) {\n \t\tif(!__webpack_require__.o(exports, name)) {\n \t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n \t\t}\n \t};\n\n \t// define __esModule on exports\n \t__webpack_require__.r = function(exports) {\n \t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n \t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n \t\t}\n \t\tObject.defineProperty(exports, '__esModule', { value: true });\n \t};\n\n \t// create a fake namespace object\n \t// mode & 1: value is a module id, require it\n \t// mode & 2: merge all properties of value into the ns\n \t// mode & 4: return value when already ns object\n \t// mode & 8|1: behave like require\n \t__webpack_require__.t = function(value, mode) {\n \t\tif(mode & 1) value = __webpack_require__(value);\n \t\tif(mode & 8) return value;\n \t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n \t\tvar ns = Object.create(null);\n \t\t__webpack_require__.r(ns);\n \t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n \t\tif(mode & 2 && typeof value != 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) { return value[key]; }.bind(null, key));\n \t\treturn ns;\n \t};\n\n \t// getDefaultExport function for compatibility with non-harmony modules\n \t__webpack_require__.n = function(module) {\n \t\tvar getter = module && module.__esModule ?\n \t\t\tfunction getDefault() { return module['default']; } :\n \t\t\tfunction getModuleExports() { return module; };\n \t\t__webpack_require__.d(getter, 'a', getter);\n \t\treturn getter;\n \t};\n\n \t// Object.prototype.hasOwnProperty.call\n \t__webpack_require__.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n\n \t// __webpack_public_path__\n \t__webpack_require__.p = \"\";\n\n\n \t// Load entry module and return exports\n \treturn __webpack_require__(__webpack_require__.s = \"fb15\");\n","var Symbol = require('./_Symbol');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar nativeObjectToString = objectProto.toString;\n\n/** Built-in value references. */\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\n/**\n * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the raw `toStringTag`.\n */\nfunction getRawTag(value) {\n var isOwn = hasOwnProperty.call(value, symToStringTag),\n   tag = value[symToStringTag];\n\n try {\n   value[symToStringTag] = undefined;\n   var unmasked = true;\n } catch (e) {}\n\n var result = nativeObjectToString.call(value);\n if (unmasked) {\n   if (isOwn) {\n   value[symToStringTag] = tag;\n   } else {\n   delete value[symToStringTag];\n   }\n }\n return result;\n}\n\nmodule.exports = getRawTag;\n","'use strict';\nvar LIBRARY = require('./_library');\nvar $export = require('./_export');\nvar redefine = require('./_redefine');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar $iterCreate = require('./_iter-create');\nvar setToStringTag = require('./_set-to-string-

tag');\nvar getPrototypeOf = require('./_object-gpo');\nvar ITERATOR = require('./_wks')('iterator');\nvar BUGGY = ![].keys && 'next' in [].keys()); // Safari has buggy iterators w/o `next`\nvar FF_ITERATOR = '@@iterator';\nvar KEYS = 'keys';\nvar VALUES = 'values';\n\nvar returnThis = function () { return this; };\n\nmodule.exports = function (Base, NAME, Constructor, next, DEFAULT, IS_SET, FORCED) {\n $iterCreate(Constructor, NAME, next);\n var getMethod = function (kind) {\n if (!BUGGY && kind in proto) return proto[kind];\n switch (kind) {\n case KEYS: return function keys() { return new Constructor(this, kind); };\n case VALUES: return function values() { return new Constructor(this, kind); };\n } return function entries() { return new Constructor(this, kind); };\n };\n var TAG = NAME + ' Iterator';\n var DEF_VALUES = DEFAULT == VALUES;\n var VALUES_BUG = false;\n var proto = Base.prototype;\n var $native = proto[ITERATOR] || proto[FF_ITERATOR] || DEFAULT && proto[DEFAULT];\n var $default = $native || getMethod(DEFAULT);\n var $entries = DEFAULT ? !DEF_VALUES ? $default : getMethod('entries') : undefined;\n var $anyNative = NAME == 'Array' ? proto.entries || $native : $native;\n var methods, key, IteratorPrototype;\n // Fix native\n if ($anyNative) {\n IteratorPrototype = getPrototypeOf($anyNative.call(new Base()));\n if (IteratorPrototype !== Object.prototype && IteratorPrototype.next) {\n // Set @@toStringTag to native iterators\n setToStringTag(IteratorPrototype, TAG, true);\n // fix for some old engines\n if (!LIBRARY && typeof IteratorPrototype[ITERATOR] != 'function') hide(IteratorPrototype, ITERATOR, returnThis);\n }\n }\n // fix Array#{values, @@iterator}.name in V8 / FF\n if (DEF_VALUES && $native && $native.name !== VALUES) {\n VALUES_BUG = true;\n $default = function values() { return $native.call(this); };\n }\n // Define iterator\n if ((!LIBRARY || FORCED) && (BUGGY || VALUES_BUG || !proto[ITERATOR])) {\n hide(proto, ITERATOR, $default);\n }\n // Plug for library\n Iterators[NAME] = $default;\n Iterators[TAG] = returnThis;\n if (DEFAULT) {\n methods = {\n values: DEF_VALUES ? $default : getMethod(VALUES),\n keys: IS_SET ? $default : getMethod(KEYS),\n entries: $entries\n };\n if (FORCED) for (key in methods) {\n if (!(key in proto)) redefine(proto, key, methods[key]);\n } else $export($export.P + $export.F * (BUGGY || VALUES_BUG), NAME, methods);\n }\n return methods;\n};\n","var isPrototype = require('./_isPrototype'),\n nativeKeys = require('./_nativeKeys');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * The base implementation of `_.keys` which doesn't treat sparse arrays as dense.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names.\n */\nfunction baseKeys(object) {\n if (!isPrototype(object)) {\n return nativeKeys(object);\n }\n var result = [];\n for (var key in Object(object)) {\n if (hasOwnProperty.call(object, key) && key != 'constructor') {\n result.push(key);\n }\n }\n return result;\n}\n\nmodule.exports = baseKeys;\n","var Symbol = require('./_Symbol'),\n isArguments = require('./isArguments'),\n isArray = require('./isArray');\n\n/** Built-in value references. */\nvar spreadableSymbol = Symbol ? Symbol.isConcatSpreadable : undefined;\n\n/**\n * Checks if `value` is a flattenable `arguments` object or array.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is flattenable, else `false`.\n */\nfunction isFlattenable(value) {\n return isArray(value) || isArguments(value) ||\n !!(spreadableSymbol && value && value[spreadableSymbol]);\n}\n\nmodule.exports = isFlattenable;\n","/**\n * This method returns `false`.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {boolean} Returns `false`.\n * @example\n *\n * _.times(2, _.stubFalse);\n * // => [false, false]\n */\nfunction stubFalse() {\n return false;\n}\n\nmodule.exports = stubFalse;\n","/**\n * Appends the elements of `values` to `array`.\n *\n * @private\n * @param {Array} array The array to modify.\n * @param {Array} values The values to append.\n * @returns {Array} Returns `array`.\n */\nfunction arrayPush(array, values) {\n var index = -1,\n length = values.length,\n offset = array.length;\n\n while (++index < length) {\n array[offset + index] = values[index];\n }\n return array;\n}\n\nmodule.exports = arrayPush;\n","var isObject = require('./isObject');\n\n/**\n * Checks if `value` is suitable for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` if suitable for strict\n * equality comparisons, else `false`.\n */\nfunction isStrictComparable(value) {\n return value === value && !isObject(value);\n}\n\nmodule.exports = isStrictComparable;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-

oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"","// https://github.com/tc39/proposal-promise-finally\n'use strict';\nvar $export = require('./_export');\nvar core = require('./_core');\nvar global = require('./_global');\nvar speciesConstructor = require('./_species-constructor');\nvar promiseResolve = require('./_promise-resolve');\n\n$export($export.P + $export.R, 'Promise', { 'finally': function (onFinally) {\n var C = speciesConstructor(this, core.Promise || global.Promise);\n var isFunction = typeof onFinally == 'function';\n return this.then(\n isFunction ? function (x) {\n return promiseResolve(C, onFinally()).then(function () { return x; });\n } : onFinally,\n isFunction ? function (e) {\n return promiseResolve(C, onFinally()).then(function () { throw e; });\n } : onFinally\n);\n} });\n","var baseIsNative = require('./_baseIsNative'),\n getValue = require('./_getValue');\n\n/**\n * Gets the native function at `key` of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {string} key The key of the method to get.\n * @returns {*}\n Returns the function if it's native, else `undefined`.\n */\nfunction getNative(object, key) {\n var value = getValue(object, key);\n return baseIsNative(value) ? value : undefined;\n}\n\nmodule.exports = getNative;\n","'use strict';\n// 21.2.5.3 get RegExp.prototype.flags\nvar anObject = require('./_an-object');\nmodule.exports = function () {\n var that = anObject(this);\n var result = '';\n if (that.global) result += 'g';\n if (that.ignoreCase) result += 'i';\n if (that.multiline) result += 'm';\n if (that.unicode) result += 'u';\n if (that.sticky) result += 'y';\n return result;\n};\n","var root = require('./_root'),\n stubFalse = require('./stubFalse');\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Built-in value references. */\nvar Buffer = moduleExports ? root.Buffer : undefined;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined;\n\n/**\n * Checks if `value` is a buffer.\n *\n * @static\n * @memberOf _\n * @since 4.3.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a buffer, else `false`.\n * @example\n *\n * _.isBuffer(new Buffer(2));\n * // => true\n *\n * _.isBuffer(new Uint8Array(2));\n * // => false\n */\nvar isBuffer = nativeIsBuffer || stubFalse;\n\nmodule.exports = isBuffer;\n","// 19.1.2.14 / 15.2.3.14 Object.keys(O)\nvar $keys = require('./_object-keys-internal');\nvar enumBugKeys = require('./_enum-bug-keys');\n\nmodule.exports = Object.keys || function keys(O) {\n return $keys(O, enumBugKeys);\n};\n","var identity = require('./identity'),\n overRest = require('./_overRest'),\n setToString = require('./_setToString');\n\n/**\n * The base implementation of `_.rest` which doesn't validate or coerce arguments.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @returns {Function} Returns the new function.\n */\nfunction baseRest(func, start) {\n return setToString(overRest(func, start, identity), func + '');\n}\n\nmodule.exports = baseRest;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-

options!./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"","'use strict';\n\nmodule.exports = function (x) {\n\tif (!x) return false;\n\tif (typeof x === 'symbol') return true;\n\tif (!x.constructor) return false;\n\tif (x.constructor.name !== 'Symbol') return false;\n\treturn (x[x.constructor.toStringTag] === 'Symbol');\n};\n","/*!\n * jQuery JavaScript Library v3.3.1\n * https://jquery.com/\n *\n * Includes Sizzle.js\n * https://sizzlejs.com/\n *\n * Copyright JS Foundation and other contributors\n * Released under the MIT license\n * https://jquery.org/license\n *\n * Date: 2018-01-20T17:24Z\n */\n(function(global, factory) {\n\n\t"use strict";\n\n\tif (typeof module === \"object\" && typeof module.exports === \"object\") {\n\n\t\t// For CommonJS and CommonJS-like environments where a proper `window`\n\t\t// is present, execute the factory and get jQuery.\n\t\t// For environments that do not have a `window`\n\t\t// with a `document`\n\t\t// (such as Node.js), expose a factory as module.exports.\n\t\t// This accentuates the need for the creation of a real `window`.\n\t\t// e.g. var jQuery = require(\"jquery\")(window);\n\t\t// See ticket #14549 for more info.\n\t\tmodule.exports = global.document ?\n\t\t\tfactory(global, true) :\n\t\t\tfunction(w) {\n\t\t\t\tif (!w.document) {\n\t\t\t\t\tthrow new Error(\"jQuery requires a window with a document\");\n\t\t\t\t}\n\t\t\t\treturn factory(w);\n\t\t\t};\n\t} else {\n\t\tfactory(global);\n\t}\n\n// Pass this if window is not defined yet\n})(typeof window !== \"undefined\" ? window : this, function(window, noGlobal) {\n\n// Edge <= 12 - 13+, Firefox <=18 - 45+, IE 10 - 11, Safari 5.1 - 9+, iOS 6 - 9.1\n// throw exceptions when non-strict code (e.g., ASP.NET 4.5) accesses strict mode\n// arguments.callee.caller (trac-13335). But as of jQuery 3.0 (2016), strict mode should be common\n// enough that all such attempts are guarded in a try block.\n\"use strict\";\n\nvar arr = [];\n\nvar document = window.document;\n\nvar getProto = Object.getPrototypeOf;\n\nvar slice = arr.slice;\n\nvar concat = arr.concat;\n\nvar push = arr.push;\n\nvar indexOf = arr.indexOf;\n\nvar class2type = {};\n\nvar toString = class2type.toString;\n\nvar hasOwn = class2type.hasOwnProperty;\n\nvar fnToString = hasOwn.toString;\n\nvar ObjectFunctionString = fnToString.call(Object);\n\nvar support = {};\n\nvar isFunction = function isFunction(obj) {\n\n   // Support: Chrome <=57, Firefox <=52\n   // In some browsers, typeof returns \"function\" for HTML <object> elements\n   // (i.e., `typeof document.createElement( \"object\" ) === \"function\"`).\n   // We don't want to classify *any* DOM node as a function.\n   return typeof obj === \"function\" && typeof obj.nodeType !== \"number\";\n };\n\n\nvar isWindow = function isWindow(obj) {\n\t\treturn obj != null && obj === obj.window;\n\t};\n\n\n\n\n\tvar preservedScriptAttributes = {\n\t\ttype: true,\n\t\tsrc: true,\n\t\tnoModule: true\n\t};\n\n\tfunction DOMEval(code, doc, node) {\n\t\tdoc = doc || document;\n\n\t\tvar i,\n\t\t\tscript = doc.createElement(\"script\");\n\n\t\tscript.text = code;\n\t\tif (node) {\n\t\t\tfor (i in preservedScriptAttributes) {\n\t\t\t\tif (node[i]) {\n\t\t\t\t\tscript[i] = node[i];\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t\tdoc.head.appendChild(script).parentNode.removeChild(script);\n\t}\n\n\nfunction toType(obj) {\n\tif (obj == null) {\n\t\treturn obj + \"\";\n\t}\n\n\t// Support: Android <=2.3 only (functionish RegExp)\n\treturn typeof obj === \"object\" || typeof obj === \"function\" ?\n\t\tclass2type[toString.call(obj)] || \"object\" :\n\t\ttypeof obj;\n}\n/* global Symbol */\n// Defining this global in .eslintrc.json would create a danger of using the global\n// unguarded in another place, it seems safer to define global only for this module\n\n\n\nvar\n\tversion = \"3.3.1\",\n\n\t// Define a local copy of jQuery\n\tjQuery = function(selector, context) {\n\n\t\t// The jQuery object is actually just the init constructor 'enhanced'\n\t\t// Need init if jQuery is called (just allow error to be thrown if not included)\n\t\treturn new jQuery.fn.init(selector, context);\n\t},\n\n\t// Support: Android <=4.0 only\n\t// Make sure we trim BOM and NBSP\n\trtrim = /^[\\s\\uFEFF\\xA0]+|[\\s\\uFEFF\\xA0]+$/g;\n\njQuery.fn = jQuery.prototype = {\n\n\t// The current version of jQuery being used\n\tjquery: version,\n\n\tconstructor: jQuery,\n\n\t// The default length of a jQuery object is 0\n\tlength: 0,\n\n\ttoArray: function() {\n\t\treturn slice.call(this);\n\t},\n\n\t// Get the Nth element in the matched element set OR\n\t// Get the whole matched element set as a clean array\n\tget: function(num)

{\n\n\t\t// Return all the elements in a clean array\n\t\tif (num == null) {\n\t\t\treturn slice.call(this);\n\t\t}\n\n\t\t// Return just the one element from the set\n\t\treturn num < 0 ? this[num + this.length] : this[num];\n\t},\n\n\t// Take an array of elements and push it onto the stack\n\t// (returning the new matched element set)\n\tpushStack: function(elems) {\n\n\t\t// Build a new jQuery matched element set\n\t\tvar ret = jQuery.merge(this.constructor(), elems);\n\n\t\t// Add the old object onto the stack (as a reference)\n\t\tret.prevObject = this;\n\n\t\t// Return the newly-formed element set\n\t\treturn ret;\n\t},\n\n\t// Execute a callback for every element in the matched set.\n\teach: function(callback) {\n\t\treturn jQuery.each(this, callback);\n\t},\n\n\tmap: function(callback) {\n\t\treturn this.pushStack(jQuery.map(this, function(elem, i) {\n\t\t\treturn callback.call(elem, i, elem);\n\t\t}));\n\t},\n\n\tslice: function() {\n\t\treturn this.pushStack(slice.apply(this, arguments));\n\t},\n\n\tfirst: function() {\n\t\treturn this.eq(0);\n\t},\n\n\tlast: function() {\n\t\treturn this.eq(-1);\n\t},\n\n\teq: function(i) {\n\t\tvar len = this.length,\n\t\t\tj = +i + (i < 0 ? len : 0);\n\t\treturn this.pushStack(j >= 0 && j < len ? [this[j]] : []);\n\t},\n\n\tend: function() {\n\t\treturn this.prevObject || this.constructor();\n\t},\n\n\t// For internal use only.\n\t// Behaves like an Array's method, not like a jQuery method.\n\tpush: push,\n\tsort: arr.sort,\n\tsplice: arr.splice\n};\n\njQuery.extend = jQuery.fn.extend = function() {\n\tvar options, name, src, copy, copyIsArray, clone,\n\t\ttarget = arguments[0] || {},\n\t\ti = 1,\n\t\tlength = arguments.length,\n\t\tdeep = false;\n\n\t// Handle a deep copy situation\n\tif (typeof target === \"boolean\") {\n\t\tdeep = target;\n\n\t\t// Skip the boolean and the target\n\t\ttarget = arguments[i] || {};\n\t\ti++;\n\t}\n\n\t// Handle case when target is a string or something (possible in deep copy)\n\tif (typeof target !== \"object\" && !isFunction(target)) {\n\t\ttarget = {};\n\t}\n\n\t// Extend jQuery itself if only one argument is passed\n\tif (i === length) {\n\t\ttarget = this;\n\t\ti--;\n\t}\n\n\tfor (; i < length; i++) {\n\n\t\t// Only deal with non-null/undefined values\n\t\tif ((options = arguments[i]) != null) {\n\n\t\t\t// Extend the base object\n\t\t\tfor (name in options) {\n\t\t\t\tsrc = target[name];\n\t\t\t\tcopy = options[name];\n\n\t\t\t\t// Prevent never-ending loop\n\t\t\t\tif (target === copy) {\n\t\t\t\t\tcontinue;\n\t\t\t\t}\n\n\t\t\t\t// Recurse if we're merging plain objects or arrays\n\t\t\t\tif (deep && copy && (jQuery.isPlainObject(copy) ||\n\t\t\t\t\t(copyIsArray = Array.isArray(copy)))) {\n\n\t\t\t\t\tif (copyIsArray) {\n\t\t\t\t\t\tcopyIsArray = false;\n\t\t\t\t\t\tclone = src && Array.isArray(src) ? src : [];\n\t\t\t\t\t} else {\n\t\t\t\t\t\tclone = src && jQuery.isPlainObject(src) ? src : {};\n\t\t\t\t\t}\n\n\t\t\t\t\t// Never move original objects, clone them\n\t\t\t\t\ttarget[name] = jQuery.extend(deep, clone, copy);\n\n\t\t\t\t// Don't bring in undefined values\n\t\t\t\t} else if (copy !== undefined) {\n\t\t\t\t\ttarget[name] = copy;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// Return the modified object\n\treturn target;\n};\n\njQuery.extend({\n\n\t// Unique for each copy of jQuery on the page\n\texpando: \"jQuery\" + (version + Math.random()).replace(/\D/g, \"\"),\n\n\t// Assume jQuery is ready without the ready module\n\tisReady: true,\n\n\terror: function(msg) {\n\t\tthrow new Error(msg);\n\t},\n\n\tnoop: function() {},\n\n\tisPlainObject: function(obj) {\n\t\tvar proto, Ctor;\n\n\t\t// Detect obvious negatives\n\t\t// Use toString instead of jQuery.type to catch host objects\n\t\tif (!obj || toString.call(obj) !== \"[object Object]\") {\n\t\t\treturn false;\n\t\t}\n\n\t\tproto = getProto(obj);\n\n\t\t// Objects with no prototype (e.g., `Object.create( null )`) are plain\n\t\tif (!proto) {\n\t\t\treturn true;\n\t\t}\n\n\t\t// Objects with prototype are plain iff they were constructed by a global Object function\n\t\tCtor = hasOwn.call(proto, \"constructor\") && proto.constructor;\n\t\treturn typeof Ctor === \"function\" && fnToString.call(Ctor) === ObjectFunctionString;\n\t},\n\n\tisEmptyObject: function(obj) {\n\n\t\t/* eslint-disable no-unused-vars */\n\t\t// See https://github.com/eslint/eslint/issues/6125\n\t\tvar name;\n\n\t\tfor (name in obj) {\n\t\t\treturn false;\n\t\t}\n\t\treturn true;\n\t},\n\n\t// Evaluates a script in a global context\n\tglobalEval: function(code) {\n\t\tDOMEval(code);\n\t},\n\n\teach: function(obj, callback) {\n\t\tvar length, i = 0;\n\n\t\tif (isArrayLike(obj)) {\n\t\t\tlength = obj.length;\n\t\t\tfor (; i < length; i++) {\n\t\t\t\tif (callback.call(obj[i], i, obj[i]) === false) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t} else {\n\t\t\tfor (i in obj) {\n\t\t\t\tif (callback.call(obj[i], i, obj[i]) === false) {\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn obj;\n\t},\n\n\t// Support: Android <=4.0 only\n\ttrim: function(text) {\n\t\treturn text == null ?\n\t\t\t\"\" :\n\t\t\t(text + \"\").replace(rtrim, \"\");\n\t},\n\n\t// results is for internal usage only\n\tmakeArray: function(arr, results) {\n\t\tvar ret = results || [];\n\n\t\tif (arr != null) {\n\t\t\tif (isArrayLike(Object(arr))) {\n\t\t\t\tjQuery.merge(ret,\n\t\t\t\t\ttypeof arr === \"string\" ?\n\t\t\t\t\t[arr] : arr\n\t\t\t\t);\n\t\t\t} else {\n\t\t\t\tpush.call(ret, arr);\n\t\t\t}\n\t\t}\n\n\t\treturn ret;\n\t},\n\n\tinArray: function(elem, arr, i) {\n\t\treturn arr == null ? -1 : indexOf.call(

arr, elem, i);\n\t},\n\n\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t// push.apply(_, arraylike) throws on ancient WebKit\n\tmerge: function(first, second) {\n\t\tvar len = +second.length,\n\t\t\tj = 0,\n\t\t\ti = first.length;\n\n\t\tfor (; j < len; j++) {\n\t\t\tfirst[i++] = second[j];\n\t\t}\n\n\t\tfirst.length = i;\n\n\t\treturn first;\n\t},\n\n\tgrep: function(elems, callback, invert) {\n\t\tvar callbackInverse,\n\t\t\tmatches = [],\n\t\t\ti = 0,\n\t\t\tlength = elems.length,\n\t\t\tcallbackExpect = !invert;\n\t\t\t// Go through the array, only saving the items\n\t\t\t// that pass the validator function\n\t\tfor (; i < length; i++) {\n\t\t\tcallbackInverse = !callback(elems[i], i);\n\t\t\tif (callbackInverse !== callbackExpect) {\n\t\t\t\tmatches.push(elems[i]);\n\t\t\t}\n\t\t}\n\n\t\treturn matches;\n\t},\n\n\t// arg is for internal usage only\n\tmap: function(elems, callback, arg) {\n\t\tvar length,\n\t\t\tvalue,\n\t\t\ti = 0,\n\t\t\tret = [];\n\n\t\t\t// Go through the array, translating each of the items to their new values\n\t\tif (isArrayLike(elems)) {\n\t\t\tlength = elems.length;\n\t\t\tfor (; i < length; i++) {\n\t\t\t\tvalue = callback(elems[i], i, arg);\n\n\t\t\t\tif (value != null) {\n\t\t\t\t\tret.push(value);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Go through every key on the object,\n\t\t} else {\n\t\t\tfor (i in elems) {\n\t\t\t\tvalue = callback(elems[i], i, arg);\n\n\t\t\t\tif (value != null) {\n\t\t\t\t\tret.push(value);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Flatten any nested arrays\n\t\treturn concat.apply([], ret);\n\t},\n\n\t// A global GUID counter for objects\n\tguid: 1,\n\n\t// jQuery.support is not used in Core but other projects attach their\n\t// properties to it so it needs to exist.\n\tsupport: support\n});\n\nif (typeof Symbol === \"function\") {\n\tjQuery.fn[Symbol.iterator] = arr[Symbol.iterator];\n}\n\n// Populate the class2type map\njQuery.each(\"Boolean Number String Function Array Date RegExp Object Error Symbol\".split(\" \"),\nfunction(i, name) {\n\tclass2type[\"[object \" + name + \"]\"] = name.toLowerCase();\n});\n\nfunction isArrayLike(obj) {\n\n\t// Support: real iOS 8.2 only (not reproducible in simulator)\n\t// `in` check used to prevent JIT error (gh-2145)\n\t// hasOwn isn't used here due to false negatives\n\t// regarding Nodelist length in IE\n\tvar length = !!obj && \"length\" in obj && obj.length,\n\t\ttype = toType(obj);\n\n\tif (isFunction(obj) || isWindow(obj)) {\n\t\treturn false;\n\t}\n\n\treturn type === \"array\" || length === 0 ||\n\t\ttypeof length === \"number\" && length > 0 && (length - 1) in obj;\n}\nvar Sizzle =\n/*!\n * Sizzle CSS Selector Engine v2.3.3\n * https://sizzlejs.com/\n *\n * Copyright jQuery Foundation and other contributors\n * Released under the MIT license\n * http://jquery.org/license\n *\n * Date: 2016-08-08\n */\n(function(window) {\n\nvar i,\n\tsupport,\n\tExpr,\n\tgetText,\n\tisXML,\n\ttokenize,\n\tcompile,\n\tselect,\n\toutermostContext,\n\tsortInput,\n\thasDuplicate,\n\n\t// Local document vars\n\tsetDocument,\n\tdocument,\n\tdocElem,\n\tdocumentIsHTML,\n\trbuggyQSA,\n\trbuggyMatches,\n\tmatches,\n\tcontains,\n\n\t// Instance-specific data\n\texpando = \"sizzle\" + 1 * new Date(),\n\tpreferredDoc = window.document,\n\tdirruns = 0,\n\tdone = 0,\n\tclassCache = createCache(),\n\ttokenCache = createCache(),\n\tcompilerCache = createCache(),\n\tsortOrder = function(a, b) {\n\t\tif (a === b) {\n\t\t\thasDuplicate = true;\n\t\t}\n\t\treturn 0;\n\t},\n\n\t// Instance methods\n\thasOwn = ({}).hasOwnProperty,\n\tarr = [],\n\tpop = arr.pop,\n\tpush_native = arr.push,\n\tpush = arr.push,\n\tslice = arr.slice,\n\t// Use a stripped-down indexOf as it's faster than native\n\t// https://jsperf.com/thor-indexof-vs-for/5\n\tindexOf = function(list, elem) {\n\t\tvar i = 0,\n\t\t\tlen = list.length;\n\t\tfor (; i < len; i++) {\n\t\t\tif (list[i] === elem) {\n\t\t\t\treturn i;\n\t\t\t}\n\t\t}\n\t\treturn -1;\n\t},\n\n\tbooleans = \"checked|selected|async|autofocus|autoplay|controls|defer|disabled|hidden|ismap|loop|multiple|open|readonly|required|scoped\",\n\n\t// Regular expressions\n\n\t// http://www.w3.org/TR/css3-selectors/#whitespace\n\twhitespace = \"[\\\\x20\\\\t\\\\r\\\\n\\\\f]\",\n\n\t// http://www.w3.org/TR/CSS21/syndata.html#value-def-identifier\n\tidentifier = \"(?:\\\\\\\\.|[\\\\w-]|[^\\0-\\\\xa0])+\",\n\n\t// Attribute selectors: http://www.w3.org/TR/selectors/#attribute-selectors\n\tattributes = \"\\\\[\" + whitespace + \"*(\" + identifier + \")(?:\" + whitespace +\n\t\t// Operator (capture 2)\n\t\t\"*([*^$|!~]?=)\" + whitespace +\n\t\t// \"Attribute values must be CSS identifiers [capture 5] or strings [capture 3 or capture 4]\"\n\t\t\"*(?:'((?:\\\\\\\\.|[^\\\\\\\\'])*)'|\\\"((?:\\\\\\\\.|[^\\\\\\\\\"])*)\\\"|(\" + identifier + \"))|)\" + whitespace +\n\t\t\"*\\\\]\",\n\n\tpseudos = \":(\" + identifier + \")(?:\\\\((\" +\n\t\t// To reduce the number of selectors needing tokenize in the preFilter, prefer arguments:\n\t\t// 1. quoted (capture 3; capture 4 or capture 5)\n\t\t\"('((?:\\\\\\\\.|[^\\\\\\\\'])*)'|\\\"((?:\\\\\\\\.|[^\\\\\\\\\"])*)\\\")|\" +\n\t\t// 2. simple (capture 6)\n\t\t\"((?:\\\\\\\\.|[^\\\\\\\\()[\\\\]]|\" + attributes + \")*)|\" +\n\t\t// 3. anything else (capture 2)\n\t\t\".*\" +\n\t\t\")\\\\)|)\",\n\n\t// Leading and non-escaped trailing whitespace, capturing some non-whitespace characters

preceding the latter\n\trwhitespace = new RegExp(whitespace + \"+\", \"g\"),\n\trtrim = new RegExp(\"^\" + whitespace + \"+|((?:^|[^\\\\\\\\\\\\])(?:\\\\\\\\.)*)\" + whitespace + \"+$\", \"g\"),\n\n\trcomma = new RegExp(\"^\" + whitespace + \"*,\" + whitespace + \"*\"),\n\trcombinators = new RegExp(\"^\" + whitespace + \"*([>+~]|\" + whitespace + \")\" + whitespace + \"*\"),\n\trattributeQuotes = new RegExp(\"=\" + whitespace + \"*([^\\\\]'\\\"]*?)\" + whitespace + \"*\\\\]\", \"g\"),\n\n\trpseudo = new RegExp(pseudos),\n\tridentifier = new RegExp(\"^\" + identifier + \"$\"),\n\n\tmatchExpr = {\n\t\t\"ID\": new RegExp(\"^#(\" + identifier + \")\"),\n\t\t\"CLASS\": new RegExp(\"^\\\\.(\" + identifier + \")\"),\n\t\t\"TAG\": new RegExp(\"^(\" + identifier + \"|[*])\"),\n\t\t\"ATTR\": new RegExp(\"^\" + attributes),\n\t\t\"PSEUDO\": new RegExp(\"^\" + pseudos),\n\t\t\"CHILD\": new RegExp(\"^:(only|first|last|nth|nth-last)-(child|of-type)(?:\\\\(\" + whitespace +\n\t\t\t\"*(even|odd|(([+-]|)(\\\\d*)n)|)\" + whitespace + \"*(?:([+-]|)\" + whitespace +\n\t\t\t\"*(\\\\d+)|))\" + whitespace + \"*\\\\)|)\", \"i\"),\n\t\t\"bool\": new RegExp(\"^(?:\" + booleans + \")$\", \"i\"),\n\t\t// For use in libraries implementing .is()\n\t\t// We use this for POS matching in `select`\n\t\t\"needsContext\": new RegExp(\"^\" + whitespace + \"*[>+~]|:(even|odd|eq|gt|lt|nth|first|last)(?:\\\\(\" +\n\t\t\twhitespace + \"*((?:-\\\\d)?\\\\d*)\" + whitespace + \"*\\\\)|)(?=[^-]|$)\", \"i\")\n\t},\n\n\trinputs = /^(?:input|select|textarea|button)$/i,\n\trheader = /^h\\d$/i,\n\n\trnative = /^[^{]+\\{\\s*\\[native \\w/,\n\n\t// Easily-parseable/retrievable ID or TAG or CLASS selectors\n\trquickExpr = /^(?:#([\\w-]+)|(\\w+)|\\.([\\w-]+))$/,\n\n\trsibling = /[+~]/,\n\n\t// CSS escapes\n\t// http://www.w3.org/TR/CSS21/syndata.html#escaped-characters\n\trunescape = new RegExp(\"\\\\\\\\([\\\\da-f]{1,6}\" + whitespace + \"?|(\" + whitespace + \")|.)\", \"ig\"),\n\tfunescape = function(_, escaped, escapedWhitespace) {\n\t\tvar high = \"0x\" + escaped - 0x10000;\n\t\t// NaN means non-codepoint\n\t\t// Support: Firefox<24\n\t\t// Workaround erroneous numeric interpretation of +\"0x\"\n\t\treturn high !== high || escapedWhitespace ?\n\t\t\tescaped :\n\t\t\thigh < 0 ?\n\t\t\t\t// BMP codepoint\n\t\t\t\tString.fromCharCode(high + 0x10000) :\n\t\t\t\t// Supplemental Plane codepoint (surrogate pair)\n\t\t\t\tString.fromCharCode(high >> 10 | 0xD800, high & 0x3FF | 0xDC00);\n\t},\n\n\t// CSS string/identifier serialization\n\t// https://drafts.csswg.org/cssom/#common-serializing-idioms\n\trcssescape = /([\\0-\\x1f\\x7f]|^-?\\d)|^-$|[^\\0-\\x1f\\x7f-\\uFFFF\\w-]/g,\n\tfcssescape = function(ch, asCodePoint) {\n\t\tif (asCodePoint) {\n\t\t\t// U+0000 NULL becomes U+FFFD REPLACEMENT CHARACTER\n\t\t\tif (ch === \"\\0\") {\n\t\t\t\treturn \"\\uFFFD\";\n\t\t\t}\n\n\t\t\t// Control characters and (dependent upon position) numbers get escaped as code points\n\t\t\treturn ch.slice(0, -1) + \"\\\\\" + ch.charCodeAt(ch.length - 1).toString(16) + \" \";\n\t\t}\n\n\t\t// Other potentially-special ASCII characters get backslash-escaped\n\t\treturn \"\\\\\" + ch;\n\t},\n\n\t// Used for iframes\n\t// See setDocument()\n\t// Removing the function wrapper causes a \"Permission Denied\"\n\t// error in IE\n\tunloadHandler = function() {\n\t\tsetDocument();\n\t},\n\n\tdisabledAncestor = addCombinator(\n\t\tfunction(elem) {\n\t\t\treturn elem.disabled === true && (\"form\" in elem || \"label\" in elem);\n\t\t},\n\t\t{ dir: \"parentNode\", next: \"legend\" }\n\t);\n\n// Optimize for push.apply(_, NodeList)\ntry {\n\tpush.apply(\n\t\t(arr = slice.call(preferredDoc.childNodes)),\n\t\tpreferredDoc.childNodes\n\t);\n\t// Support: Android<4.0\n\t// Detect silently failing push.apply\n\tarr[preferredDoc.childNodes.length].nodeType;\n} catch (e) {\n\tpush = { apply: arr.length ?\n\n\t\t// Leverage slice if possible\n\t\tfunction(target, els) {\n\t\t\tpush_native.apply(target, slice.call(els));\n\t\t} :\n\n\t\t// Support: IE<9\n\t\t// Otherwise append directly\n\t\tfunction(target, els) {\n\t\t\tvar j = target.length,\n\t\t\t\ti = 0;\n\t\t\t// Can't trust NodeList.length\n\t\t\twhile ((target[j++] = els[i++])) {}\n\t\t\ttarget.length = j - 1;\n\t\t}\n\t};\n}\n\nfunction Sizzle(selector, context, results, seed) {\n\tvar m, i, elem, nid, match, groups, newSelector,\n\t\tnewContext = context && context.ownerDocument,\n\n\t\t// nodeType defaults to 9, since context defaults to document\n\t\tnodeType = context ? context.nodeType : 9;\n\n\tresults = results || [];\n\n\t// Return early from calls with invalid selector or context\n\tif (typeof selector !== \"string\" || !selector ||\n\t\tnodeType !== 1 && nodeType !== 9 && nodeType !== 11) {\n\n\t\treturn results;\n\t}\n\n\t// Try to shortcut find operations (as opposed to filters) in HTML documents\n\tif (!seed) {\n\n\t\tif ((context ? context.ownerDocument || context : preferredDoc) !== document) {\n\t\t\tsetDocument(context);\n\t\t}\n\t\tcontext = context || document;\n\n\t\tif (documentIsHTML) {\n\n\t\t\t// If the selector is sufficiently simple, try using a \"get*By*\" DOM method\n\t\t\t// (excepting DocumentFragment context, where the methods don't exist)\n\t\t\tif (nodeType !== 11 && (match = rquickExpr.exec(selector))) {\n\n\t\t\t\t// ID selector\n\t\t\t\tif

((m = match[1])) {\n\n\t\t\t\t\t// Document context\n\t\t\t\t\tif (nodeType === 9) {\n\t\t\t\t\t\tif ((elem = context.getElementById(m))) {\n\n\t\t\t\t\t\t\t// Support: IE, Opera, Webkit\n\t\t\t\t\t\t\t// TODO: identify versions\n\t\t\t\t\t\t\t// getElementById can match elements by name instead of ID\n\t\t\t\t\t\t\tif (elem.id === m) {\n\t\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t// Element context\n\t\t\t\t\t} else {\n\n\t\t\t\t\t\t// Support: IE, Opera, Webkit\n\t\t\t\t\t\t// TODO: identify versions\n\t\t\t\t\t\t// getElementById can match elements by name instead of ID\n\t\t\t\t\t\tif (newContext && (elem = newContext.getElementById(m)) &&\n\t\t\t\t\t\t\tcontains(context, elem) &&\n\t\t\t\t\t\t\telem.id === m) {\n\n\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\treturn results;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t// Type selector\n\t\t\t\t} else if (match[2]) {\n\t\t\t\t\tpush.apply(results, context.getElementsByTagName(selector));\n\t\t\t\t\treturn results;\n\n\t\t\t\t// Class selector\n\t\t\t\t} else if ((m = match[3]) && support.getElementsByClassName &&\n\t\t\t\t\tcontext.getElementsByClassName) {\n\n\t\t\t\t\tpush.apply(results, context.getElementsByClassName(m));\n\t\t\t\t\treturn results;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Take advantage of querySelectorAll\n\t\t\tif (support.qsa &&\n\t\t\t\t!compilerCache[selector + " "] &&\n\t\t\t\t(!rbuggyQSA || !rbuggyQSA.test(selector))) {\n\n\t\t\t\tif (nodeType !== 1) {\n\t\t\t\t\tnewContext = context;\n\t\t\t\t\tnewSelector = selector;\n\t\t\t\t\t// qSA looks outside Element context, which is not what we want\n\t\t\t\t\t// Thanks to Andrew Dupont for this workaround technique\n\t\t\t\t\t// Support: IE <=8\n\t\t\t\t\t// Exclude object elements\n\t\t\t\t} else if (context.nodeName.toLowerCase() !== "object") {\n\n\t\t\t\t\t// Capture the context ID, setting it first if necessary\n\t\t\t\t\tif ((nid = context.getAttribute("id"))) {\n\t\t\t\t\t\tnid = nid.replace(rcssescape, fcssescape);\n\t\t\t\t\t} else {\n\t\t\t\t\t\tcontext.setAttribute("id", (nid = expando));\n\t\t\t\t\t}\n\n\t\t\t\t\t// Prefix every selector in the list\n\t\t\t\t\tgroups = tokenize(selector);\n\t\t\t\t\ti = groups.length;\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tgroups[i] = "#" + nid + " " + toSelector(groups[i]);\n\t\t\t\t\t}\n\t\t\t\t\tnewSelector = groups.join(",");\n\n\t\t\t\t\t// Expand context for sibling selectors\n\t\t\t\t\tnewContext = rsibling.test(selector) && testContext(context.parentNode) ||\n\t\t\t\t\t\tcontext;\n\t\t\t\t}\n\n\t\t\t\tif (newSelector) {\n\t\t\t\t\ttry {\n\t\t\t\t\t\tpush.apply(results,\n\t\t\t\t\t\t\tnewContext.querySelectorAll(newSelector)\n\t\t\t\t\t\t);\n\t\t\t\t\t\treturn results;\n\t\t\t\t\t} catch (qsaError) {\n\t\t\t\t\t} finally {\n\t\t\t\t\t\tif (nid === expando) {\n\t\t\t\t\t\t\tcontext.removeAttribute("id");\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// All others\n\treturn select(selector.replace(rtrim, "$1"), context, results, seed);\n}\n\n/**\n * Create key-value caches of limited size\n * @returns {function(string, object)} Returns the Object data after storing it on itself with\n *\tproperty name the (space-suffixed) string and (if the cache is larger than Expr.cacheLength)\n *\tdeleting the oldest entry\n */\nfunction createCache() {\n\tvar keys = [];\n\n\tfunction cache(key, value) {\n\t\t// Use (key + " ") to avoid collision with native prototype properties (see Issue #157)\n\t\tif (keys.push(key + " ") > Expr.cacheLength) {\n\t\t\t// Only keep the most recent entries\n\t\t\tdelete cache[keys.shift()];\n\t\t}\n\t\treturn (cache[key + " "] = value);\n\t}\n\treturn cache;\n}\n\n/**\n * Mark a function for special use by Sizzle\n * @param {Function} fn The function to mark\n */\nfunction markFunction(fn) {\n\tfn[expando] = true;\n\treturn fn;\n}\n\n/**\n * Support testing using an element\n * @param {Function} fn Passed the created element and returns a boolean result\n */\nfunction assert(fn) {\n\tvar el = document.createElement("fieldset");\n\n\ttry {\n\t\treturn !!fn(el);\n\t} catch (e) {\n\t\treturn false;\n\t} finally {\n\t\t// Remove from its parent by default\n\t\tif (el.parentNode) {\n\t\t\tel.parentNode.removeChild(el);\n\t\t}\n\t\t// release memory in IE\n\t\tel = null;\n\t}\n}\n\n/**\n * Adds the same handler for all of the specified attrs\n * @param {String} attrs Pipe-separated list of attributes\n * @param {Function} handler The method that will be applied\n */\nfunction addHandle(attrs, handler) {\n\tvar arr = attrs.split("|"),\n\t\ti = arr.length;\n\n\twhile (i--) {\n\t\tExpr.attrHandle[arr[i]] = handler;\n\t}\n}\n\n/**\n * Checks document order of two siblings\n * @param {Element} a\n * @param {Element} b\n * @returns {Number} Returns less than 0 if a precedes b, greater than 0 if a follows b\n */\nfunction siblingCheck(a, b) {\n\tvar cur = b && a,\n\t\tdiff = cur && a.nodeType === 1 && b.nodeType === 1 &&\n\t\t\ta.sourceIndex - b.sourceIndex;\n\n\t// Use IE sourceIndex if available on both nodes\n\tif (diff) {\n\t\treturn diff;\n\t}\n\n\t// Check if b follows a\n\tif (cur) {\n\t\twhile ((cur = cur.nextSibling)) {\n\t\t\tif (cur === b) {\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t}\n\t}\n\n\treturn a ? 1 : -1;\n}\n\n/**\n * Returns a function to use in pseudos for input types\n * @param {String} type\n */\nfunction

createInputPseudo(type) {\n\treturn function(elem) {\n\t\tvar name = elem.nodeName.toLowerCase();\n\t\treturn name === \"input\" && elem.type === type;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for buttons\n * @param {String} type\n */\nfunction createButtonPseudo(type) {\n\treturn function(elem) {\n\t\tvar name = elem.nodeName.toLowerCase();\n\t\treturn (name === \"input\" || name === \"button\") && elem.type === type;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for :enabled/:disabled\n * @param {Boolean} disabled true for :disabled; false for :enabled\n */\nfunction createDisabledPseudo(disabled) {\n\n\t// Known :disabled false positives: fieldset[disabled] > legend:nth-of-type(n+2) :can-disable\n\treturn function(elem) {\n\n\t\t// Only certain elements can match :enabled or :disabled\n\t\t// https://html.spec.whatwg.org/multipage/scripting.html#selector-enabled\n\t\t// https://html.spec.whatwg.org/multipage/scripting.html#selector-disabled\n\t\tif (\"form\" in elem) {\n\n\t\t\t// Check for inherited disabledness on relevant non-disabled elements:\n\t\t\t// * listed form-associated elements in a disabled fieldset\n\t\t\t//   https://html.spec.whatwg.org/multipage/forms.html#category-listed\n\t\t\t//   https://html.spec.whatwg.org/multipage/forms.html#concept-fe-disabled\n\t\t\t// * option elements in a disabled optgroup\n\t\t\t//   https://html.spec.whatwg.org/multipage/forms.html#concept-option-disabled\n\t\t\t// All such elements have a \"form\" property.\n\t\t\tif (elem.parentNode && elem.disabled === false) {\n\n\t\t\t\t// Option elements defer to a parent optgroup if present\n\t\t\t\tif (\"label\" in elem) {\n\t\t\t\t\tif (\"label\" in elem.parentNode) {\n\t\t\t\t\t\treturn elem.parentNode.disabled === disabled;\n\t\t\t\t\t} else {\n\t\t\t\t\t\treturn elem.disabled === disabled;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Support: IE 6 - 11\n\t\t\t\t// Use the isDisabled shortcut property to check for disabled fieldset ancestors\n\t\t\t\treturn elem.isDisabled === disabled ||\n\n\t\t\t\t\t// Where there is no isDisabled, check manually\n\t\t\t\t\t/* jshint -W018 */\n\t\t\t\t\telem.isDisabled !== !disabled &&\n\t\t\t\t\t\tdisabledAncestor(elem) === disabled;\n\t\t\t}\n\n\t\t\treturn elem.disabled === disabled;\n\n\t\t// Try to winnow out elements that can't be disabled before trusting the disabled property.\n\t\t// Some victims get caught in our net (label, legend, menu, track), but it shouldn't\n\t\t// even exist on them, let alone have a boolean value.\n\t\t} else if (\"label\" in elem) {\n\t\t\treturn elem.disabled === disabled;\n\t\t}\n\n\t\t// Remaining elements are neither :enabled nor :disabled\n\t\treturn false;\n\t};\n}\n\n/**\n * Returns a function to use in pseudos for positionals\n * @param {Function} fn\n */\nfunction createPositionalPseudo(fn) {\n\treturn markFunction(function(argument) {\n\t\targument = +argument;\n\t\treturn markFunction(function(seed, matches) {\n\t\t\tvar j,\n\t\t\t\tmatchIndexes = fn([], seed.length, argument),\n\t\t\t\ti = matchIndexes.length;\n\n\t\t\t// Match elements found at the specified indexes\n\t\t\twhile (i--) {\n\t\t\t\tif (seed[(j = matchIndexes[i])]) {\n\t\t\t\t\tseed[j] = !(matches[j] = seed[j]);\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t});\n}\n\n/**\n * Checks a node for validity as a Sizzle context\n * @param {Element|Object=} context\n * @returns {Element|Object|Boolean} The input node if acceptable, otherwise a falsy value\n */\nfunction testContext(context) {\n\treturn context && typeof context.getElementsByTagName !== \"undefined\" && context;\n}\n\n// Expose support vars for convenience\nsupport = Sizzle.support = {};\n\n/**\n * Detects XML nodes\n * @param {Element|Object} elem An element or a document\n * @returns {Boolean} True iff elem is a non-HTML XML node\n */\nisXML = Sizzle.isXML = function(elem) {\n\t// documentElement is verified for cases where it doesn't yet exist\n\t// (such as loading iframes in IE - #4833)\n\tvar documentElement = elem && (elem.ownerDocument || elem).documentElement;\n\treturn documentElement ? documentElement.nodeName !== \"HTML\" : false;\n};\n\n/**\n * Sets document-related variables once based on the current document\n * @param {Element|Object} [doc] An element or document object to use to set the document\n * @returns {Object} Returns the current document\n */\nsetDocument = Sizzle.setDocument = function(node) {\n\tvar hasCompare, subWindow,\n\t\tdoc = node ? node.ownerDocument || node : preferredDoc;\n\n\t// Return early if doc is invalid or already selected\n\tif (doc === document || doc.nodeType !== 9 || !doc.documentElement) {\n\t\treturn document;\n\t}\n\n\t// Update global variables\n\tdocument = doc;\n\tdocElem = document.documentElement;\n\tdocumentIsHTML = !isXML(document);\n\n\t// Support: IE 9-11, Edge\n\t// Accessing iframe documents after unload throws \"permission denied\" errors (jQuery #13936)\n\tif (preferredDoc !== document &&\n\t\t(subWindow = document.defaultView) && subWindow.top !== subWindow) {\n\n\t\t// Support: IE 11, Edge\n\t\tif (subWindow.addEventListener) {\n\t\t\tsubWindow.addEventListener(\"unload\", unloadHandler, false);\n\n\t\t// Support: IE 9 - 10 only\n\t\t} else if (subWindow.attachEvent)

{\n\t\t\tsubWindow.attachEvent(\"onunload\", unloadHandler);\n\t\t}\n\t}\n\n\t/* Attributes\n\t-- */\n\n\t// Support: IE<8\n\t// Verify that getAttribute really returns attributes and not properties\n\t// (excepting IE8 booleans)\n\tsupport.attributes = assert(function(el) {\n\t\tel.className = \"i\";\n\t\treturn !el.getAttribute(\"className\");\n\t});\n\n\t/* getElement(s)By*\n\t-- */\n\n\t// Check if getElementsByTagName(\"*\") returns only elements\n\tsupport.getElementsByTagName = assert(function(el) {\n\t\tel.appendChild(document.createComment(\"\"));\n\t\treturn !el.getElementsByTagName(\"*\").length;\n\t});\n\n\t// Support: IE<9\n\tsupport.getElementsByClassName = rnative.test(document.getElementsByClassName);\n\n\t// Support: IE<10\n\t// Check if getElementById returns elements by name\n\t// The broken getElementById methods don't pick up programmatically-set names,\n\t// so use a roundabout getElementsByName test\n\tsupport.getById = assert(function(el) {\n\t\tdocElem.appendChild(el).id = expando;\n\t\treturn !document.getElementsByName || !document.getElementsByName(expando).length;\n\t});\n\n\t// ID filter and find\n\tif (support.getById) {\n\t\tExpr.filter[\"ID\"] = function(id) {\n\t\t\tvar attrId = id.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\treturn elem.getAttribute(\"id\") === attrId;\n\t\t\t};\n\t\t};\n\t\tExpr.find[\"ID\"] = function(id, context) {\n\t\t\tif (typeof context.getElementById !== \"undefined\" && documentIsHTML) {\n\t\t\t\tvar elem = context.getElementById(id);\n\t\t\t\treturn elem ? [elem] : [];\n\t\t\t}\n\t\t};\n\t} else {\n\t\tExpr.filter[\"ID\"] = function(id) {\n\t\t\tvar attrId = id.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\tvar node = typeof elem.getAttributeNode !== \"undefined\" &&\n\t\t\t\t\telem.getAttributeNode(\"id\");\n\t\t\t\treturn node && node.value === attrId;\n\t\t\t};\n\t\t};\n\n\t\t// Support: IE 6 - 7 only\n\t\t// getElementById is not reliable as a find shortcut\n\t\tExpr.find[\"ID\"] = function(id, context) {\n\t\t\tif (typeof context.getElementById !== \"undefined\" && documentIsHTML) {\n\t\t\t\tvar node, i, elems,\n\t\t\t\t\telem = context.getElementById(id);\n\n\t\t\t\tif (elem) {\n\n\t\t\t\t\t// Verify the id attribute\n\t\t\t\t\tnode = elem.getAttributeNode(\"id\");\n\t\t\t\t\tif (node && node.value === id) {\n\t\t\t\t\t\treturn [elem];\n\t\t\t\t\t}\n\n\t\t\t\t\t// Fall back on getElementsByName\n\t\t\t\t\telems = context.getElementsByName(id);\n\t\t\t\t\ti = 0;\n\t\t\t\t\twhile ((elem = elems[i++])) {\n\t\t\t\t\t\tnode = elem.getAttributeNode(\"id\");\n\t\t\t\t\t\tif (node && node.value === id) {\n\t\t\t\t\t\t\treturn [elem];\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\treturn [];\n\t\t\t}\n\t\t};\n\t}\n\n\t// Tag\n\tExpr.find[\"TAG\"] = support.getElementsByTagName ?\n\t\tfunction(tag, context) {\n\t\t\tif (typeof context.getElementsByTagName !== \"undefined\") {\n\t\t\t\treturn context.getElementsByTagName(tag);\n\n\t\t\t// DocumentFragment nodes don't have gEBTN\n\t\t\t} else if (support.qsa) {\n\t\t\t\treturn context.querySelectorAll(tag);\n\t\t\t}\n\t\t} :\n\n\t\tfunction(tag, context) {\n\t\t\tvar elem,\n\t\t\t\ttmp = [],\n\t\t\t\ti = 0,\n\t\t\t\t// By happy coincidence, a (broken) gEBTN appears on DocumentFragment nodes too\n\t\t\t\tresults = context.getElementsByTagName(tag);\n\n\t\t\t// Filter out possible comments\n\t\t\tif (tag === \"*\") {\n\t\t\t\twhile ((elem = results[i++])) {\n\t\t\t\t\tif (elem.nodeType === 1) {\n\t\t\t\t\t\ttmp.push(elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\treturn tmp;\n\t\t\t}\n\t\t\treturn results;\n\t\t};\n\n\t// Class\n\tExpr.find[\"CLASS\"] = support.getElementsByClassName && function(className, context) {\n\t\tif (typeof context.getElementsByClassName !== \"undefined\" && documentIsHTML) {\n\t\t\treturn context.getElementsByClassName(className);\n\t\t}\n\t};\n\n\t/* QSA/matchesSelector\n\t-- */\n\n\t// QSA and matchesSelector support\n\n\t// matchesSelector(:active) reports false when true (IE9/Opera 11.5)\n\trbuggyMatches = [];\n\n\t// qSa(:focus) reports false when true (Chrome 21)\n\t// We allow this because of a bug in IE8/9 that throws an error\n\t// whenever `document.activeElement` is accessed on an iframe\n\t// So, we allow :focus to pass through QSA all the time to avoid the IE error\n\t// See https://bugs.jquery.com/ticket/13378\n\trbuggyQSA = [];\n\n\tif ((support.qsa = rnative.test(document.querySelectorAll))) {\n\t\t// Build QSA regex\n\t\t// Regex strategy adopted from Diego Perini\n\t\tassert(function(el) {\n\t\t\t// Select is set to empty string on purpose\n\t\t\t// This is to test IE's treatment of not explicitly\n\t\t\t// setting a boolean content attribute,\n\t\t\t// since its presence should be enough\n\t\t\t// https://bugs.jquery.com/ticket/12359\n\t\t\tdocElem.appendChild(el).innerHTML = \"\" +\n\t\t\t\t\"<select id='\" + expando + \"-\\r\\\\' msallowcapture=''>\" +\n\t\t\t\t\"<option selected=''></option></select>\";\n\n\t\t\t// Support: IE8, Opera 11-12.16\n\t\t\t// Nothing should be selected when

empty strings follow ^= or $= or *=\n\t\t\t// The test attribute must be unknown in Opera but \"safe\" for WinRT\n\t\t\t// https://msdn.microsoft.com/en-us/library/ie/hh465388.aspx#attribute_section\n\t\t\tif (el.querySelectorAll(\"[msallowcapture^=]\").length) {\n\t\t\t\trbuggyQSA.push(\"[*^$]=\" + whitespace + \"*(?:\"|\\\"\\\")\");\n\t\t\t}\n\n\t\t\t// Support: IE8\n\t\t\t// Boolean attributes and \"value\" are not treated correctly\n\t\t\tif (!el.querySelectorAll(\"[selected]\").length) {\n\t\t\t\trbuggyQSA.push(\"\\\\[\" + whitespace + \"*(?:value|\" + booleans + \")\");\n\t\t\t}\n\n\t\t\t// Support: Chrome<29, Android<4.4, Safari<7.0+, iOS<7.0+, PhantomJS<1.9.8+\n\t\t\tif (!el.querySelectorAll(\"[id~=\" + expando + \"-]\").length) {\n\t\t\t\trbuggyQSA.push(\"~=\");\n\t\t\t}\n\n\t\t\t// Webkit/Opera - :checked should return selected option elements\n\t\t\t// http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked\n\t\t\t// IE8 throws error here and will not see later tests\n\t\t\tif (!el.querySelectorAll(\":checked\").length) {\n\t\t\t\trbuggyQSA.push(\":checked\");\n\t\t\t}\n\n\t\t\t// Support: Safari 8+, iOS 8+\n\t\t\t// https://bugs.webkit.org/show_bug.cgi?id=136851\n\t\t\t// In-page `selector#id sibling-combinator selector` fails\n\t\t\tif (!el.querySelectorAll(\"a#\" + expando + \"+*\").length) {\n\t\t\t\trbuggyQSA.push(\".#.+[+~]\");\n\t\t\t}\n\t\t});\n\n\t\tassert(function(el) {\n\t\t\tel.innerHTML = \"\" +\n\t\t\t\t\"<select disabled='disabled'><option/></select>\";\n\t\t\t// Support: Windows 8 Native Apps\n\t\t\t// The type and name attributes are restricted during .innerHTML assignment\n\t\t\tvar input = document.createElement(\"input\");\n\t\t\tinput.setAttribute(\"type\", \"hidden\");\n\t\t\tel.appendChild(input).setAttribute(\"name\", \"D\");\n\n\t\t\t// Support: IE8\n\t\t\t// Enforce case-sensitivity of name attribute\n\t\t\tif (el.querySelectorAll(\"[name=d]\").length) {\n\t\t\t\trbuggyQSA.push(\"name\" + whitespace + \"*[*^$|!~]?=\");\n\t\t\t}\n\n\t\t\t// FF 3.5 - :enabled/:disabled and hidden elements (hidden elements are still enabled)\n\t\t\t// IE8 throws error here and will not see later tests\n\t\t\tif (el.querySelectorAll(\":enabled\").length !== 2) {\n\t\t\t\trbuggyQSA.push(\":enabled\", \":disabled\");\n\t\t\t}\n\n\t\t\t// Support: IE9-11+\n\t\t\t// IE's :disabled selector does not pick up the children of disabled fieldsets\n\t\t\tdocElem.appendChild(el).disabled = true;\n\t\t\tif (el.querySelectorAll(\":disabled\").length !== 2) {\n\t\t\t\trbuggyQSA.push(\":enabled\", \":disabled\");\n\t\t\t}\n\n\t\t\t// Opera 10-11 does not throw on post-comma invalid pseudos\n\t\t\tel.querySelectorAll(\"*,:x\");\n\t\t\trbuggyQSA.push(\",.*:\");\n\t\t});\n\t}\n\n\tif ((support.matchesSelector = rnative.test((matches = docElem.matches ||\n\t\tdocElem.webkitMatchesSelector ||\n\t\tdocElem.mozMatchesSelector ||\n\t\tdocElem.oMatchesSelector ||\n\t\tdocElem.msMatchesSelector)))) {\n\n\t\tassert(function(el) {\n\t\t\t// Check to see if it's possible to do matchesSelector\n\t\t\t// on a disconnected node (IE 9)\n\t\t\tsupport.disconnectedMatch = matches.call(el, \"*\");\n\n\t\t\t// This should fail with an exception\n\t\t\t// Gecko does not error, returns false instead\n\t\t\tmatches.call(el, \"[s!='']:x\");\n\t\t\trbuggyMatches.push(\"!=\", pseudos);\n\t\t});\n\t}\n\n\trbuggyQSA = rbuggyQSA.length && new RegExp(rbuggyQSA.join(\"|\"));\n\trbuggyMatches = rbuggyMatches.length && new RegExp(rbuggyMatches.join(\"|\"));\n\n\t/* Contains\n\t-- */\n\thasCompare = rnative.test(docElem.compareDocumentPosition);\n\n\t// Element contains another\n\t// Purposefully self-exclusive\n\t// As in, an element does not contain itself\n\tcontains = hasCompare || rnative.test(docElem.contains) ?\n\t\tfunction(a, b) {\n\t\t\tvar adown = a.nodeType === 9 ? a.documentElement : a,\n\t\t\t\tbup = b && b.parentNode;\n\t\t\treturn a === bup || !!(bup && bup.nodeType === 1 && (\n\t\t\t\tadown.contains ?\n\t\t\t\t\tadown.contains(bup) :\n\t\t\t\t\ta.compareDocumentPosition && a.compareDocumentPosition(bup) & 16\n\t\t\t));\n\t\t} :\n\t\tfunction(a, b) {\n\t\t\tif (b) {\n\t\t\t\twhile ((b = b.parentNode)) {\n\t\t\t\t\tif (b === a) {\n\t\t\t\t\t\treturn true;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t};\n\n\t/* Sorting\n\t-- */\n\n\t// Document order sorting\n\tsortOrder = hasCompare ?\n\tfunction(a, b) {\n\n\t\t// Flag for duplicate removal\n\t\tif (a === b) {\n\t\t\thasDuplicate = true;\n\t\t\treturn 0;\n\t\t}\n\n\t\t// Sort on method existence if only one input has compareDocumentPosition\n\t\tvar compare = !a.compareDocumentPosition - !b.compareDocumentPosition;\n\t\tif (compare) {\n\t\t\treturn compare;\n\t\t}\n\n\t\t// Calculate position if both inputs belong to the same document\n\t\tcompare = (a.ownerDocument || a) === (b.ownerDocument || b) ?\n\t\t\ta.compareDocumentPosition(b) :\n\n\t\t\t// Otherwise we know they are disconnected\n\t\t\t1;\n\n\t\t// Disconnected nodes\n\t\tif (compare & 1 ||\n\t\t\t(!support.sortDetached && b.compareDocumentPosition(a) ===

compare)) {\n\n\t\t\t// Choose the first element that is related to our preferred document\n\t\t\tif (a === document || a.ownerDocument === preferredDoc && contains(preferredDoc, a)) {\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t\tif (b === document || b.ownerDocument === preferredDoc && contains(preferredDoc, b)) {\n\t\t\t\treturn 1;\n\t\t\t}\n\n\t\t\t// Maintain original order\n\t\t\treturn sortInput ?\n\t\t\t\t(indexOf(sortInput, a) - indexOf(sortInput, b)) :\n\t\t\t\t0;\n\t\t}\n\n\t\treturn compare & 4 ? -1 : 1;\n\t} :\n\tfunction(a, b) {\n\t\t// Exit early if the nodes are identical\n\t\tif (a === b) {\n\t\t\thasDuplicate = true;\n\t\t\treturn 0;\n\t\t}\n\n\t\tvar cur,\n\t\t\ti = 0,\n\t\t\taup = a.parentNode,\n\t\t\tbup = b.parentNode,\n\t\t\tap = [a],\n\t\t\tbp = [b];\n\n\t\t// Parentless nodes are either documents or disconnected\n\t\tif (!aup || !bup) {\n\t\t\treturn a === document ? -1 :\n\t\t\t\tb === document ? 1 :\n\t\t\t\taup ? -1 :\n\t\t\t\tbup ? 1 :\n\t\t\t\tsortInput ?\n\t\t\t\t(indexOf(sortInput, a) - indexOf(sortInput, b)) :\n\t\t\t\t0;\n\n\t\t// If the nodes are siblings, we can do a quick check\n\t\t} else if (aup === bup) {\n\t\t\treturn siblingCheck(a, b);\n\t\t}\n\n\t\t// Otherwise we need full lists of their ancestors for comparison\n\t\tcur = a;\n\t\twhile ((cur = cur.parentNode)) {\n\t\t\tap.unshift(cur);\n\t\t}\n\t\tcur = b;\n\t\twhile ((cur = cur.parentNode)) {\n\t\t\tbp.unshift(cur);\n\t\t}\n\n\t\t// Walk down the tree looking for a discrepancy\n\t\twhile (ap[i] === bp[i]) {\n\t\t\ti++;\n\t\t}\n\n\t\treturn i ?\n\t\t\t// Do a sibling check if the nodes have a common ancestor\n\t\t\tsiblingCheck(ap[i], bp[i]) :\n\n\t\t\t// Otherwise nodes in our document sort first\n\t\t\tap[i] === preferredDoc ? -1 :\n\t\t\tbp[i] === preferredDoc ? 1 :\n\t\t\t0;\n\t};\n\n\treturn document;\n};\n\nSizzle.matches = function(expr, elements) {\n\treturn Sizzle(expr, null, null, elements);\n};\n\nSizzle.matchesSelector = function(elem, expr) {\n\t// Set document vars if needed\n\tif ((elem.ownerDocument || elem) !== document) {\n\t\tsetDocument(elem);\n\t}\n\n\t// Make sure that attribute selectors are quoted\n\texpr = expr.replace(rattributeQuotes, \"='$1']\");\n\n\tif (support.matchesSelector && documentIsHTML &&\n\t\t!compilerCache[expr + \" \"] &&\n\t\t(!rbuggyMatches || !rbuggyMatches.test(expr)) &&\n\t\t(!rbuggyQSA || !rbuggyQSA.test(expr))) {\n\n\t\ttry {\n\t\t\tvar ret = matches.call(elem, expr);\n\n\t\t\t// IE 9's matchesSelector returns false on disconnected nodes\n\t\t\tif (ret || support.disconnectedMatch ||\n\t\t\t\t\t// As well, disconnected nodes are said to be in a document\n\t\t\t\t\t// fragment in IE 9\n\t\t\t\t\telem.document && elem.document.nodeType !== 11) {\n\t\t\t\treturn ret;\n\t\t\t}\n\t\t} catch (e) {}\n\t}\n\n\treturn Sizzle(expr, document, null, [elem]).length > 0;\n};\n\nSizzle.contains = function(context, elem) {\n\t// Set document vars if needed\n\tif ((context.ownerDocument || context) !== document) {\n\t\tsetDocument(context);\n\t}\n\treturn contains(context, elem);\n};\n\nSizzle.attr = function(elem, name) {\n\t// Set document vars if needed\n\tif ((elem.ownerDocument || elem) !== document) {\n\t\tsetDocument(elem);\n\t}\n\n\tvar fn = Expr.attrHandle[name.toLowerCase()],\n\t\t// Don't get fooled by Object.prototype properties (jQuery #13807)\n\t\tval = fn &&\n\t\t\thasOwn.call(Expr.attrHandle, name.toLowerCase()) ?\n\t\t\tfn(elem, name, !documentIsHTML) :\n\t\t\tundefined;\n\n\treturn val !== undefined ?\n\t\tval :\n\t\tsupport.attributes || !documentIsHTML ?\n\t\t\telem.getAttribute(name) :\n\t\t\t(val = elem.getAttributeNode(name)) && val.specified ?\n\t\t\t\tval.value :\n\t\t\t\tnull;\n};\n\nSizzle.escape = function(sel) {\n\treturn (sel + \"\").replace(rcssescape, fcssescape);\n};\n\nSizzle.error = function(msg) {\n\tthrow new Error(\"Syntax error, unrecognized expression: \" + msg);\n};\n\n/**\n * Document sorting and removing duplicates\n * @param {ArrayLike} results\n */\nSizzle.uniqueSort = function(results) {\n\tvar elem,\n\t\tduplicates = [],\n\t\tj = 0,\n\t\ti = 0;\n\n\t// Unless we *know* we can detect duplicates, assume their presence\n\thasDuplicate = !support.detectDuplicates;\n\tsortInput = !support.sortStable && results.slice(0);\n\tresults.sort(sortOrder);\n\n\tif (hasDuplicate) {\n\t\twhile ((elem = results[i++])) {\n\t\t\tif (elem === results[i]) {\n\t\t\t\tj = duplicates.push(i);\n\t\t\t}\n\t\t}\n\t\twhile (j--) {\n\t\t\tresults.splice(duplicates[j], 1);\n\t\t}\n\t}\n\n\t// Clear input after sorting to release objects\n\t// See https://github.com/jquery/sizzle/pull/225\n\tsortInput = null;\n\n\treturn results;\n};\n\n/**\n * Utility function for retrieving the text value of an array of DOM nodes\n * @param {Array|Element} elem\n */\ngetText = Sizzle.getText = function(elem) {\n\tvar node,\n\t\tret = \"\",\n\t\ti = 0,\n\t\tnodeType = elem.nodeType;\n\n\tif (!nodeType) {\n\t\t// If no nodeType, this is expected to be an array\n\t\twhile ((node = elem[i++])) {\n\t\t\t// Do not traverse comment nodes\n\t\t\tret += getText(node);\n\t\t}\n\t} else if (nodeType === 1 || nodeType === 9 || nodeType === 11) {\n\t\t// Use textContent for elements\n\t\t// innerText usage removed for consistency of new lines (jQuery #11153)\n\t\tif (typeof elem.textContent === \"string\") {\n\t\t\treturn elem.textContent;\n\t\t} else

{\n\t\t\t// Traverse its children\n\t\t\tfor (elem = elem.firstChild; elem; elem = elem.nextSibling) {\n\t\t\t\tret += getText(elem);\n\t\t\t}\n\t\t}\n\t} else if (nodeType === 3 || nodeType === 4) {\n\t\treturn elem.nodeValue;\n\t}\n\t// Do not include comment or processing instruction nodes\n\n\treturn ret;\n};\n\nExpr = Sizzle.selectors = {\n\n\t// Can be adjusted by the user\n\tcacheLength: 50,\n\n\tcreatePseudo: markFunction,\n\n\tmatch: matchExpr,\n\n\tattrHandle: {},\n\n\tfind: {},\n\n\trelative: {\n\t\t">": { dir: \"parentNode\", first: true },\n\t\t" ": { dir: \"parentNode\" },\n\t\t"+": { dir: \"previousSibling\", first: true },\n\t\t"~": { dir: \"previousSibling\" }\n\t},\n\n\tpreFilter: {\n\t\t\"ATTR\": function(match) {\n\t\t\tmatch[1] = match[1].replace(runescape, funescape);\n\n\t\t\t// Move the given value to match[3] whether quoted or unquoted\n\t\t\tmatch[3] = (match[3] || match[4] || match[5] || \"\").replace(runescape, funescape);\n\n\t\t\tif (match[2] === \"~=\") {\n\t\t\t\tmatch[3] = \" \" + match[3] + \" \";\n\t\t\t}\n\n\t\t\treturn match.slice(0, 4);\n\t\t},\n\n\t\t\"CHILD\": function(match) {\n\t\t\t/* matches from matchExpr[\"CHILD\"]\n\t\t\t\t1 type (only|nth|...)\n\t\t\t\t2 what (child|of-type)\n\t\t\t\t3 argument (even|odd|\\d*|\\d*n([+-]|\\d+)?|...)\n\t\t\t\t4 xn-component of xn+y argument ([+-]?\\d*n|)\n\t\t\t\t5 sign of xn-component\n\t\t\t\t6 x of xn-component\n\t\t\t\t7 sign of y-component\n\t\t\t\t8 y of y-component\n\t\t\t*/\n\t\t\tmatch[1] = match[1].toLowerCase();\n\n\t\t\tif (match[1].slice(0, 3) === \"nth\") {\n\t\t\t\t// nth-* requires argument\n\t\t\t\tif (!match[3]) {\n\t\t\t\t\tSizzle.error(match[0]);\n\t\t\t\t}\n\n\t\t\t\t// numeric x and y parameters for Expr.filter.CHILD\n\t\t\t\t// remember that false/true cast respectively to 0/1\n\t\t\t\tmatch[4] = +(match[4] ? match[5] + (match[6] || 1) : 2 * (match[3] === \"even\" || match[3] === \"odd\"));\n\t\t\t\tmatch[5] = +((match[7] + match[8]) || match[3] === \"odd\");\n\n\t\t\t\t// other types prohibit arguments\n\t\t\t} else if (match[3]) {\n\t\t\t\tSizzle.error(match[0]);\n\t\t\t}\n\n\t\t\treturn match;\n\t\t},\n\n\t\t\"PSEUDO\": function(match) {\n\t\t\tvar excess,\n\t\t\t\tunquoted = !match[6] && match[2];\n\n\t\t\tif (matchExpr[\"CHILD\"].test(match[0])) {\n\t\t\t\treturn null;\n\t\t\t}\n\n\t\t\t// Accept quoted arguments as-is\n\t\t\tif (match[3]) {\n\t\t\t\tmatch[2] = match[4] || match[5] || \"\";\n\n\t\t\t// Strip excess characters from unquoted arguments\n\t\t\t} else if (unquoted && rpseudo.test(unquoted) &&\n\t\t\t\t// Get excess from tokenize (recursively)\n\t\t\t\t(excess = tokenize(unquoted, true)) &&\n\t\t\t\t// advance to the next closing parenthesis\n\t\t\t\t(excess = unquoted.indexOf(\")\", unquoted.length - excess) - unquoted.length)) {\n\n\t\t\t\t// excess is a negative index\n\t\t\t\tmatch[0] = match[0].slice(0, excess);\n\t\t\t\tmatch[2] = unquoted.slice(0, excess);\n\t\t\t}\n\n\t\t\t// Return only captures needed by the pseudo filter method (type and argument)\n\t\t\treturn match.slice(0, 3);\n\t\t}\n\t},\n\n\tfilter: {\n\n\t\t\"TAG\": function(nodeNameSelector) {\n\t\t\tvar nodeName = nodeNameSelector.replace(runescape, funescape).toLowerCase();\n\t\t\treturn nodeNameSelector === \"*\" ?\n\t\t\t\tfunction() { return true; } :\n\t\t\t\tfunction(elem) {\n\t\t\t\t\treturn elem.nodeName && elem.nodeName.toLowerCase() === nodeName;\n\t\t\t\t};\n\t\t},\n\n\t\t\"CLASS\": function(className) {\n\t\t\tvar pattern = classCache[className + \" \"];\n\n\t\t\treturn pattern ||\n\t\t\t\t(pattern = new RegExp(\"(^|\" + whitespace + \")\" + className + \"(\" + whitespace + \"|$)\")) &&\n\t\t\t\tclassCache(className, function(elem) {\n\t\t\t\t\treturn pattern.test(typeof elem.className === \"string\" && elem.className || typeof elem.getAttribute !== \"undefined\" && elem.getAttribute(\"class\") || \"\");\n\t\t\t\t});\n\t\t},\n\n\t\t\"ATTR\": function(name, operator, check) {\n\t\t\treturn function(elem) {\n\t\t\t\tvar result = Sizzle.attr(elem, name);\n\n\t\t\t\tif (result == null) {\n\t\t\t\t\treturn operator === \"!=\";\n\t\t\t\t}\n\t\t\t\tif (!operator) {\n\t\t\t\t\treturn true;\n\t\t\t\t}\n\n\t\t\t\tresult += \"\";\n\n\t\t\t\treturn operator === \"=\" ? result === check :\n\t\t\t\t\toperator === \"!=\" ? result !== check :\n\t\t\t\t\toperator === \"^=\" ? check && result.indexOf(check) === 0 :\n\t\t\t\t\toperator === \"*=\" ? check && result.indexOf(check) > -1 :\n\t\t\t\t\toperator === \"$=\" ? check && result.slice(-check.length) === check :\n\t\t\t\t\toperator === \"~=\" ? (\" \" + result.replace(rwhitespace, \" \") + \" \").indexOf(check) > -1 :\n\t\t\t\t\toperator === \"|=\" ? result === check || result.slice(0, check.length + 1) === check + \"-\" :\n\t\t\t\t\tfalse;\n\t\t\t};\n\t\t},\n\n\t\t\"CHILD\": function(type, what, argument, first, last) {\n\t\t\tvar simple = type.slice(0, 3) !== \"nth\",\n\t\t\t\tforward = type.slice(-4) !== \"last\",\n\t\t\t\tofType = what === \"of-type\";\n\n\t\t\treturn first === 1 && last === 0 ?\n\n\t\t\t\t// Shortcut for :nth-*(n)\n\t\t\t\tfunction(elem) {\n\t\t\t\t\treturn !!elem.parentNode;\n\t\t\t\t} :\n\n\t\t\t\tfunction(elem, context, xml) {\n\t\t\t\t\tvar cache, uniqueCache, outerCache, node, nodeIndex, start,\n\t\t\t\t\t\tdir = simple !== forward ? \"nextSibling\" : \"previousSibling\",\n\t\t\t\t\t\tparent = elem.parentNode,\n\t\t\t\t\t\tname = ofType &&

elem.nodeName.toLowerCase(),\n\t\t\t\t\tuseCache = !xml && !ofType,\n\t\t\t\t\tdiff = false;\n\n\t\t\t\tif (parent) {\n\n\t\t\t\t\t// :(first|last|only)-(child|of-type)\n\t\t\t\t\tif (simple) {\n\t\t\t\t\t\twhile (dir) {\n\t\t\t\t\t\t\tnode = elem;\n\t\t\t\t\t\t\twhile ((node = node[dir])) {\n\t\t\t\t\t\t\t\tif (ofType ?\n\t\t\t\t\t\t\t\t\tnode.nodeName.toLowerCase() === name :\n\t\t\t\t\t\t\t\t\tnode.nodeType === 1) {\n\n\t\t\t\t\t\t\t\t\treturn false;\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t// Reverse direction for :only-* (if we haven't yet done so)\n\t\t\t\t\t\t\tstart = dir = type === \"only\" && !start && \"nextSibling\";\n\t\t\t\t\t\t}\n\t\t\t\t\t\treturn true;\n\t\t\t\t\t}\n\n\t\t\t\t\tstart = [forward ? parent.firstChild : parent.lastChild];\n\n\t\t\t\t\t// non-xml :nth-child(...) stores cache data on `parent`\n\t\t\t\t\tif (forward && useCache) {\n\n\t\t\t\t\t\t// Seek `elem` from a previously-cached index\n\n\t\t\t\t\t\t// ...in a gzip-friendly way\n\t\t\t\t\t\tnode = parent;\n\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\tcache = uniqueCache[type] || [];\n\t\t\t\t\t\tnodeIndex = cache[0] === dirruns && cache[1];\n\t\t\t\t\t\tdiff = nodeIndex && cache[2];\n\t\t\t\t\t\tnode = nodeIndex && parent.childNodes[nodeIndex];\n\n\t\t\t\t\t\twhile ((node = ++nodeIndex && node && node[dir] ||\n\n\t\t\t\t\t\t\t// Fallback to seeking `elem` from the start\n\t\t\t\t\t\t\t(diff = nodeIndex = 0) || start.pop())) {\n\n\t\t\t\t\t\t\t// When found, cache indexes on `parent` and break\n\t\t\t\t\t\t\tif (node.nodeType === 1 && ++diff && node === elem) {\n\t\t\t\t\t\t\t\tuniqueCache[type] = [dirruns, nodeIndex, diff];\n\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\n\t\t\t\t\t} else {\n\t\t\t\t\t\t// Use previously-cached element index if available\n\t\t\t\t\t\tif (useCache) {\n\t\t\t\t\t\t\t// ...in a gzip-friendly way\n\t\t\t\t\t\t\tnode = elem;\n\t\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\t\tcache = uniqueCache[type] || [];\n\t\t\t\t\t\t\tnodeIndex = cache[0] === dirruns && cache[1];\n\t\t\t\t\t\t\tdiff = nodeIndex;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t\t// xml :nth-child(...)\n\t\t\t\t\t\t// or :nth-last-child(...) or :nth(-last)?-of-type(...)\n\t\t\t\t\t\tif (diff === false) {\n\t\t\t\t\t\t\t// Use the same loop as above to seek `elem` from the start\n\t\t\t\t\t\t\twhile ((node = ++nodeIndex && node && node[dir] ||\n\t\t\t\t\t\t\t\t(diff = nodeIndex = 0) || start.pop())) {\n\n\t\t\t\t\t\t\t\tif ((ofType ?\n\t\t\t\t\t\t\t\t\tnode.nodeName.toLowerCase() === name :\n\t\t\t\t\t\t\t\t\tnode.nodeType === 1) &&\n\t\t\t\t\t\t\t\t\t++diff) {\n\n\t\t\t\t\t\t\t\t\t// Cache the index of each encountered element\n\t\t\t\t\t\t\t\t\tif (useCache) {\n\t\t\t\t\t\t\t\t\t\touterCache = node[expando] || (node[expando] = {});\n\n\t\t\t\t\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\t\t\t\t\tuniqueCache = outerCache[node.uniqueID] ||\n\t\t\t\t\t\t\t\t\t\t\t(outerCache[node.uniqueID] = {});\n\n\t\t\t\t\t\t\t\t\t\tuniqueCache[type] = [dirruns, diff];\n\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\tif (node === elem) {\n\t\t\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Incorporate the offset, then check against cycle size\n\t\t\t\t\tdiff -= last;\n\t\t\t\t\treturn diff === first || (diff % first === 0 && diff / first >= 0);\n\t\t\t\t}\n\t\t\t};\n\t\t},\n\n\t\t"PSEUDO": function(pseudo, argument) {\n\t\t\t// pseudo-class names are case-insensitive\n\t\t\t// http://www.w3.org/TR/selectors/#pseudo-classes\n\t\t\t// Prioritize by case sensitivity in case custom pseudos are added with uppercase letters\n\t\t\t// Remember that setFilters inherits from pseudos\n\t\t\tvar args,\n\t\t\t\tfn = Expr.pseudos[pseudo] || Expr.setFilters[pseudo.toLowerCase()] ||\n\t\t\t\tSizzle.error(\"unsupported pseudo: \" + pseudo);\n\n\t\t\t// The user may use createPseudo to indicate that\n\t\t\t// arguments are needed to create the filter function\n\t\t\t// just as Sizzle does\n\t\t\tif (fn[expando]) {\n\t\t\t\treturn fn(argument);\n\t\t\t}\n\n\t\t\t// But maintain support for old signatures\n\t\t\tif (fn.length > 1) {\n\t\t\t\targs = [pseudo, pseudo, \"\", argument];\n\t\t\t\treturn Expr.setFilters.hasOwnProperty(pseudo.toLowerCase()) ?\n\t\t\t\t\tmarkFunction(function(seed, matches) {\n\t\t\t\t\t\tvar idx,\n\t\t\t\t\t\t\tmatched = fn(seed, argument),\n\t\t\t\t\t\t\ti = matched.length;\n\t\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\t\tidx = indexOf(seed, matched[i]);\n\t\t\t\t\t\t\tseed[idx] = !(matches[idx] = matched[i]);\n\t\t\t\t\t\t}\n\t\t\t\t\t}) :\n\t\t\t\t\tfunction(elem) {\n\t\t\t\t\t\treturn fn(elem, 0, args);\n\t\t\t\t\t};\n\t\t\t}\n\n\t\t\treturn fn;\n\t\t}\n\t},\n\n\tpseudos: {\n\t\t// Potentially complex pseudos\n\t\t\"not\":

markFunction(function(selector) {\n\t\t\t// Trim the selector passed to compile\n\t\t\t// to avoid treating leading and trailing\n\t\t\t// spaces as combinators\n\t\t\tvar input = [],\n\t\t\t\tresults = [],\n\t\t\t\tmatcher = compile(selector.replace(rtrim, \"$1\"));\n\n\t\t\treturn matcher[expando] ?\n\t\t\tmarkFunction(function(seed, matches, context, xml) {\n\t\t\t\tvar elem,\n\t\t\t\t\tunmatched = matcher(seed, null, xml, []),\n\t\t\t\t\ti = seed.length;\n\n\t\t\t\t// Match elements unmatched by `matcher`\n\t\t\t\twhile (i--) {\n\t\t\t\t\tif ((elem = unmatched[i])) {\n\t\t\t\t\t\tseed[i] = !(matches[i] = elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}) :\n\t\t\tfunction(elem, context, xml) {\n\t\t\t\tinput[0] = elem;\n\t\t\t\tmatcher(input, null, xml, results);\n\t\t\t\t// Don't keep the element (issue #299)\n\t\t\t\tinput[0] = null;\n\t\t\t\treturn !results.pop();\n\t\t\t};\n\t\t}),\n\n\t\t"has\": markFunction(function(selector) {\n\t\t\treturn function(elem) {\n\t\t\t\treturn Sizzle(selector, elem).length > 0;\n\t\t\t};\n\t\t}),\n\n\t\t"contains\": markFunction(function(text) {\n\t\t\ttext = text.replace(runescape, funescape);\n\t\t\treturn function(elem) {\n\t\t\t\treturn (elem.textContent || elem.innerText || getText(elem)).indexOf(text) > -1;\n\t\t\t};\n\t\t}),\n\n\t\t// \"Whether an element is represented by a :lang() selector\n\t\t// is based solely on the element's language value\n\t\t// being equal to the identifier C,\n\t\t// or beginning with the identifier C immediately followed by \"-\".\n\t\t// The matching of C against the element's language value is performed case-insensitively.\n\t\t// The identifier C does not have to be a valid language name.\"\n\t\t// http://www.w3.org/TR/selectors/#lang-pseudo\n\t\t"lang\": markFunction(function(lang) {\n\t\t\t// lang value must be a valid identifier\n\t\t\tif (!ridentifier.test(lang || \"\")) {\n\t\t\t\tSizzle.error(\"unsupported lang: \" + lang);\n\t\t\t}\n\t\t\tlang = lang.replace(runescape, funescape).toLowerCase();\n\t\t\treturn function(elem) {\n\t\t\t\tvar elemLang;\n\t\t\t\tdo {\n\t\t\t\t\tif ((elemLang = documentIsHTML ?\n\t\t\t\t\t\telem.lang :\n\t\t\t\t\t\telem.getAttribute(\"xml:lang\") || elem.getAttribute(\"lang\"))) {\n\n\t\t\t\t\t\telemLang = elemLang.toLowerCase();\n\t\t\t\t\t\treturn elemLang === lang || elemLang.indexOf(lang + \"-\") === 0;\n\t\t\t\t\t}\n\t\t\t\t} while ((elem = elem.parentNode) && elem.nodeType === 1);\n\t\t\t\treturn false;\n\t\t\t};\n\t\t}),\n\n\t\t// Miscellaneous\n\t\t"target\": function(elem) {\n\t\t\tvar hash = window.location && window.location.hash;\n\t\t\treturn hash && hash.slice(1) === elem.id;\n\t\t},\n\n\t\t"root\": function(elem) {\n\t\t\treturn elem === docElem;\n\t\t},\n\n\t\t"focus\": function(elem) {\n\t\t\treturn elem === document.activeElement && (!document.hasFocus || document.hasFocus()) && !!(elem.type || elem.href || ~elem.tabIndex);\n\t\t},\n\n\t\t// Boolean properties\n\t\t"enabled\": createDisabledPseudo(false),\n\t\t"disabled\": createDisabledPseudo(true),\n\n\t\t"checked\": function(elem) {\n\t\t\t// In CSS3, :checked should return both checked and selected elements\n\t\t\t// http://www.w3.org/TR/2011/REC-css3-selectors-20110929/#checked\n\t\t\tvar nodeName = elem.nodeName.toLowerCase();\n\t\t\treturn (nodeName === \"input\" && !!elem.checked) || (nodeName === \"option\" && !!elem.selected);\n\t\t},\n\n\t\t"selected\": function(elem) {\n\t\t\t// Accessing this property makes selected-by-default\n\t\t\t// options in Safari work properly\n\t\t\tif (elem.parentNode) {\n\t\t\t\telem.parentNode.selectedIndex;\n\t\t\t}\n\n\t\t\treturn elem.selected === true;\n\t\t},\n\n\t\t// Contents\n\t\t"empty\": function(elem) {\n\t\t\t// http://www.w3.org/TR/selectors/#empty-pseudo\n\t\t\t// :empty is negated by element (1) or content nodes (text: 3; cdata: 4; entity ref: 5),\n\t\t\t//   but not by others (comment: 8; processing instruction: 7; etc.)\n\t\t\t// nodeType < 6 works because attributes (2) do not appear as children\n\t\t\tfor (elem = elem.firstChild; elem; elem = elem.nextSibling) {\n\t\t\t\tif (elem.nodeType < 6) {\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn true;\n\t\t},\n\n\t\t"parent\": function(elem) {\n\t\t\treturn !Expr.pseudos[\"empty\"](elem);\n\t\t},\n\n\t\t// Element/input types\n\t\t"header\": function(elem) {\n\t\t\treturn rheader.test(elem.nodeName);\n\t\t},\n\n\t\t"input\": function(elem) {\n\t\t\treturn rinputs.test(elem.nodeName);\n\t\t},\n\n\t\t"button\": function(elem) {\n\t\t\tvar name = elem.nodeName.toLowerCase();\n\t\t\treturn name === \"input\" && elem.type === \"button\" || name === \"button\";\n\t\t},\n\n\t\t"text\": function(elem) {\n\t\t\tvar attr;\n\t\t\treturn elem.nodeName.toLowerCase() === \"input\" &&\n\t\t\t\telem.type === \"text\" &&\n\n\t\t\t\t// Support: IE<8\n\t\t\t\t// New HTML5 attribute values (e.g., \"search\") appear with elem.type === \"text\"\n\t\t\t\t((attr = elem.getAttribute(\"type\")) == null || attr.toLowerCase() === \"text\");\n\t\t},\n\n\t\t// Position-in-collection\n\t\t"first\": createPositionalPseudo(function() {\n\t\t\treturn [0];\n\t\t}),\n\n\t\t"last\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\treturn [length - 1];\n\t\t}),\n\n\t\t"eq\": createPositionalPseudo(function(matchIndexes, length, argument) {\n\t\t\treturn [argument < 0 ? argument +

length : argument];\n\t\t}),\n\n\t\t\"even\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\tvar i = 0;\n\t\t\tfor (; i < length; i += 2) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"odd\": createPositionalPseudo(function(matchIndexes, length) {\n\t\t\tvar i = 1;\n\t\t\tfor (; i < length; i += 2) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"lt\": createPositionalPseudo(function(matchIndexes, length, argument) {\n\t\t\tvar i = argument < 0 ? argument + length : argument;\n\t\t\tfor (; --i >= 0;) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t}),\n\n\t\t\"gt\": createPositionalPseudo(function(matchIndexes, length, argument) {\n\t\t\tvar i = argument < 0 ? argument + length : argument;\n\t\t\tfor (; ++i < length;) {\n\t\t\t\tmatchIndexes.push(i);\n\t\t\t}\n\t\t\treturn matchIndexes;\n\t\t})\n\t}\n};\n\nExpr.pseudos[\"nth\"] = Expr.pseudos[\"eq\"];\n\n// Add button/input type pseudos\nfor (i in { radio: true, checkbox: true, file: true, password: true, image: true }) {\n\tExpr.pseudos[i] = createInputPseudo(i);\n}\nfor (i in { submit: true, reset: true }) {\n\tExpr.pseudos[i] = createButtonPseudo(i);\n}\n\n// Easy API for creating new setFilters\nfunction setFilters() {}\nsetFilters.prototype = Expr.filters = Expr.pseudos;\nExpr.setFilters = new setFilters();\n\ntokenize = Sizzle.tokenize = function(selector, parseOnly) {\n\tvar matched, match, tokens, type,\n\t\tsoFar, groups, preFilters,\n\t\tcached = tokenCache[selector + \" \"];\n\n\tif (cached) {\n\t\treturn parseOnly ? 0 : cached.slice(0);\n\t}\n\n\tsoFar = selector;\n\tgroups = [];\n\tpreFilters = Expr.preFilter;\n\n\twhile (soFar) {\n\n\t\t// Comma and first run\n\t\tif (!matched || (match = rcomma.exec(soFar))) {\n\t\t\tif (match) {\n\t\t\t\t// Don't consume trailing commas as valid\n\t\t\t\tsoFar = soFar.slice(match[0].length) || soFar;\n\t\t\t}\n\t\t\tgroups.push((tokens = []));\n\t\t}\n\n\t\tmatched = false;\n\n\t\t// Combinators\n\t\tif ((match = rcombinators.exec(soFar))) {\n\t\t\tmatched = match.shift();\n\t\t\ttokens.push({\n\t\t\t\tvalue: matched,\n\t\t\t\t// Cast descendant combinators to space\n\t\t\t\ttype: match[0].replace(rtrim, \" \")\n\t\t\t});\n\t\t\tsoFar = soFar.slice(matched.length);\n\t\t}\n\n\t\t// Filters\n\t\tfor (type in Expr.filter) {\n\t\t\tif ((match = matchExpr[type].exec(soFar)) && (!preFilters[type] ||\n\t\t\t\t(match = preFilters[type](match)))) {\n\t\t\t\tmatched = match.shift();\n\t\t\t\ttokens.push({\n\t\t\t\t\tvalue: matched,\n\t\t\t\t\ttype: type,\n\t\t\t\t\tmatches: match\n\t\t\t\t});\n\t\t\t\tsoFar = soFar.slice(matched.length);\n\t\t\t}\n\t\t}\n\n\t\tif (!matched) {\n\t\t\tbreak;\n\t\t}\n\t}\n\n\t// Return the length of the invalid excess\n\t// if we're just parsing\n\t// Otherwise, throw an error or return tokens\n\treturn parseOnly ?\n\t\tsoFar.length :\n\t\tsoFar ?\n\t\tSizzle.error(selector) :\n\t\t// Cache the tokens\n\t\ttokenCache(selector, groups).slice(0);\n};\n\nfunction toSelector(tokens) {\n\tvar i = 0,\n\t\tlen = tokens.length,\n\t\tselector = \"\";\n\tfor (; i < len; i++) {\n\t\tselector += tokens[i].value;\n\t}\n\treturn selector;\n}\n\nfunction addCombinator(matcher, combinator, base) {\n\tvar dir = combinator.dir,\n\t\tskip = combinator.next,\n\t\tkey = skip || dir,\n\t\tcheckNonElements = base && key === \"parentNode\",\n\t\tdoneName = done++;\n\n\treturn combinator.first ?\n\t\t// Check against closest ancestor/preceding element\n\t\tfunction(elem, context, xml) {\n\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\treturn matcher(elem, context, xml);\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn false;\n\t\t} :\n\n\t\t// Check against all ancestor/preceding elements\n\t\tfunction(elem, context, xml) {\n\t\t\tvar oldCache, uniqueCache, outerCache,\n\t\t\t\tnewCache = [dirruns, doneName];\n\n\t\t\t// We can't set arbitrary data on XML nodes, so they don't benefit from combinator caching\n\t\t\tif (xml) {\n\t\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\t\tif (matcher(elem, context, xml)) {\n\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\twhile ((elem = elem[dir])) {\n\t\t\t\t\tif (elem.nodeType === 1 || checkNonElements) {\n\t\t\t\t\t\touterCache = elem[expando] || (elem[expando] = {});\n\n\t\t\t\t\t\t// Support: IE <9 only\n\t\t\t\t\t\t// Defend against cloned attroperties (jQuery gh-1709)\n\t\t\t\t\t\tuniqueCache = outerCache[elem.uniqueID] || (outerCache[elem.uniqueID] = {});\n\n\t\t\t\t\t\tif (skip && skip === elem.nodeName.toLowerCase()) {\n\t\t\t\t\t\t\telem = elem[dir] || elem;\n\t\t\t\t\t\t} else if ((oldCache = uniqueCache[key]) &&\n\t\t\t\t\t\t\toldCache[0] === dirruns && oldCache[1] === doneName) {\n\n\t\t\t\t\t\t\t// Assign to newCache so results back-propagate to previous elements\n\t\t\t\t\t\t\treturn (newCache[2] = oldCache[2]);\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t// Reuse newcache so results back-propagate to previous elements\n\t\t\t\t\t\t\tuniqueCache[key] = newCache;\n\n\t\t\t\t\t\t\t// A match means we're done; a fail means we have to keep checking\n\t\t\t\t\t\t\tif ((newCache[2] = matcher(elem, context,

xml))) {\n\t\t\t\t\t\t\t\treturn true;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t}\n\t\t\treturn false;\n\t\t};\n}\n\nfunction elementMatcher(matchers) {\n\treturn matchers.length > 1 ?\n\t\tfunction(elem, context, xml) {\n\t\t\tvar i = matchers.length;\n\t\t\twhile (i--) {\n\t\t\t\tif (!matchers[i](elem, context, xml)) {\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn true;\n\t\t} :\n\t\tmatchers[0];\n}\n\nfunction multipleContexts(selector, contexts, results) {\n\tvar i = 0,\n\t\tlen = contexts.length;\n\tfor (; i < len; i++) {\n\t\tSizzle(selector, contexts[i], results);\n\t}\n\treturn results;\n}\n\nfunction condense(unmatched, map, filter, context, xml) {\n\tvar elem,\n\t\tnewUnmatched = [],\n\t\ti = 0,\n\t\tlen = unmatched.length,\n\t\tmapped = map != null;\n\tfor (; i < len; i++) {\n\t\tif ((elem = unmatched[i])) {\n\t\t\tif (!filter || filter(elem, context, xml)) {\n\t\t\t\tnewUnmatched.push(elem);\n\t\t\t\tif (mapped) {\n\t\t\t\t\tmap.push(i);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn newUnmatched;\n}\n\nfunction setMatcher(preFilter, selector, matcher, postFilter, postFinder, postSelector) {\n\tif (postFilter && !postFilter[expando]) {\n\t\tpostFilter = setMatcher(postFilter);\n\t}\n\tif (postFinder && !postFinder[expando]) {\n\t\tpostFinder = setMatcher(postFinder, postSelector);\n\t}\n\treturn markFunction(function(seed, results, context, xml) {\n\t\tvar temp, i, elem,\n\t\t\tpreMap = [],\n\t\t\tpostMap = [],\n\t\t\tpreexisting = results.length,\n\n\t\t\t// Get initial elements from seed or context\n\t\t\telems = seed || multipleContexts(selector || \"*\", context.nodeType ? [context] : context, []),\n\n\t\t\t// Prefilter to get matcher input, preserving a map for seed-results synchronization\n\t\t\tmatcherIn = preFilter && (seed || !selector) ?\n\t\t\t\tcondense(elems, preMap, preFilter, context, xml) :\n\t\t\t\telems,\n\n\t\t\tmatcherOut = matcher ?\n\t\t\t\t// If we have a postFinder, or filtered seed, or non-seed postFilter or preexisting results,\n\t\t\t\tpostFinder || (seed ? preFilter : preexisting || postFilter) ?\n\n\t\t\t\t\t// ...intermediate processing is necessary\n\t\t\t\t\t[] :\n\n\t\t\t\t\t// ...otherwise use results directly\n\t\t\t\t\tresults :\n\t\t\t\tmatcherIn;\n\n\t\t// Find primary matches\n\t\tif (matcher) {\n\t\t\tmatcher(matcherIn, matcherOut, context, xml);\n\t\t}\n\n\t\t// Apply postFilter\n\t\tif (postFilter) {\n\t\t\ttemp = condense(matcherOut, postMap);\n\t\t\tpostFilter(temp, [], context, xml);\n\n\t\t\t// Un-match failing elements by moving them back to matcherIn\n\t\t\ti = temp.length;\n\t\t\twhile (i--) {\n\t\t\t\tif ((elem = temp[i])) {\n\t\t\t\t\tmatcherOut[postMap[i]] = !(matcherIn[postMap[i]] = elem);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\tif (seed) {\n\t\t\tif (postFinder || preFilter) {\n\t\t\t\tif (postFinder) {\n\t\t\t\t\t// Get the final matcherOut by condensing this intermediate into postFinder contexts\n\t\t\t\t\ttemp = [];\n\t\t\t\t\ti = matcherOut.length;\n\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\tif ((elem = matcherOut[i])) {\n\t\t\t\t\t\t\t// Restore matcherIn since elem is not yet a final match\n\t\t\t\t\t\t\ttemp.push((matcherIn[i] = elem));\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tpostFinder(null, (matcherOut = []), temp, xml);\n\t\t\t\t}\n\n\t\t\t\t// Move matched elements from seed to results to keep them synchronized\n\t\t\t\ti = matcherOut.length;\n\t\t\t\twhile (i--) {\n\t\t\t\t\tif ((elem = matcherOut[i]) &&\n\t\t\t\t\t\t(temp = postFinder ? indexOf(seed, elem) : preMap[i]) > -1) {\n\n\t\t\t\t\t\tseed[temp] = !(results[temp] = elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t// Add elements to results, through postFinder if defined\n\t\t} else {\n\t\t\tmatcherOut = condense(\n\t\t\t\tmatcherOut === results ?\n\t\t\t\t\tmatcherOut.splice(preexisting, matcherOut.length) :\n\t\t\t\t\tmatcherOut\n\t\t\t);\n\t\t\tif (postFinder) {\n\t\t\t\tpostFinder(null, results, matcherOut, xml);\n\t\t\t} else {\n\t\t\t\tpush.apply(results, matcherOut);\n\t\t\t}\n\t\t}\n\t});\n}\n\nfunction matcherFromTokens(tokens) {\n\tvar checkContext, matcher, j,\n\t\tlen = tokens.length,\n\t\tleadingRelative = Expr.relative[tokens[0].type],\n\t\timplicitRelative = leadingRelative || Expr.relative[\" \"],\n\t\ti = leadingRelative ? 1 : 0,\n\n\t\t// The foundational matcher ensures that elements are reachable from top-level context(s)\n\t\tmatchContext = addCombinator(function(elem) {\n\t\t\treturn elem === checkContext;\n\t\t}, implicitRelative, true),\n\t\tmatchAnyContext = addCombinator(function(elem) {\n\t\t\treturn indexOf(checkContext, elem) > -1;\n\t\t}, implicitRelative, true),\n\t\tmatchers = [function(elem, context, xml) {\n\t\t\tvar ret = (!leadingRelative && (xml || context !== outermostContext)) || (\n\t\t\t\t(checkContext = context).nodeType ?\n\t\t\t\t\tmatchContext(elem, context, xml) :\n\t\t\t\t\tmatchAnyContext(elem, context, xml));\n\t\t\t// Avoid hanging onto element (issue #299)\n\t\t\tcheckContext = null;\n\t\t\treturn ret;\n\t\t}];\n\n\tfor (; i < len; i++) {\n\t\tif ((matcher = Expr.relative[tokens[i].type])) {\n\t\t\tmatchers = [addCombinator(elementMatcher(matchers), matcher)];\n\t\t} else {\n\t\t\tmatcher = Expr.filter[tokens[i].type].apply(null, tokens[i].matches);\n\n\t\t\t// Return special upon seeing a positional matcher\n\t\t\tif (matcher[expando]) {\n\t\t\t\t// Find the next

relative operator (if any) for proper handling\n\t\t\t\tj = ++i;\n\t\t\t\tfor (; j < len; j++) {\n\t\t\t\t\tif (Expr.relative[tokens[j].type]) {\n\t\t\t\t\t\tbreak;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn setMatcher(\n\t\t\t\t\ti > 1 && elementMatcher(matchers),\n\t\t\t\t\ti > 1 && toSelector(\n\t\t\t\t\t\t// If the preceding token was a descendant combinator, insert an implicit any-element `*`\n\t\t\t\t\t\ttokens.slice(0, i - 1).concat({ value: tokens[i - 2].type === \" \" ? \"*\" : \"\" })\n\t\t\t\t\t).replace(rtrim, \"$1\"),\n\t\t\t\t\tmatcher,\n\t\t\t\t\ti < j && matcherFromTokens(tokens.slice(i, j)),\n\t\t\t\t\tj < len && matcherFromTokens((tokens = tokens.slice(j))),\n\t\t\t\t\tj < len && toSelector(tokens)\n\t\t\t\t);\n\t\t\t}\n\t\t\tmatchers.push(matcher);\n\t\t}\n\t}\n\n\treturn elementMatcher(matchers);\n}\n\nfunction matcherFromGroupMatchers(elementMatchers, setMatchers) {\n\tvar bySet = setMatchers.length > 0,\n\t\tbyElement = elementMatchers.length > 0,\n\t\tsuperMatcher = function(seed, context, xml, results, outermost) {\n\t\t\tvar elem, j, matcher,\n\t\t\t\tmatchedCount = 0,\n\t\t\t\ti = \"0\",\n\t\t\t\tunmatched = seed && [],\n\t\t\t\tsetMatched = [],\n\t\t\t\tcontextBackup = outermostContext,\n\t\t\t\t// We must always have either seed elements or outermost context\n\t\t\t\telems = seed || byElement && Expr.find[\"TAG\"](\"*\", outermost),\n\t\t\t\t// Use integer dirruns iff this is the outermost matcher\n\t\t\t\tdirrunsUnique = (dirruns += contextBackup == null ? 1 : Math.random() || 0.1),\n\t\t\t\tlen = elems.length;\n\n\t\t\tif (outermost) {\n\t\t\t\toutermostContext = context === document || context || outermost;\n\t\t\t}\n\n\t\t\t// Add elements passing elementMatchers directly to results\n\t\t\t// Support: IE<9, Safari\n\t\t\t// Tolerate NodeList properties (IE: \"length\"; Safari: <number>) matching elements by id\n\t\t\tfor (; i !== len && (elem = elems[i]) != null; i++) {\n\t\t\t\tif (byElement && elem) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\tif (!context && elem.ownerDocument !== document) {\n\t\t\t\t\t\tsetDocument(elem);\n\t\t\t\t\t\txml = !documentIsHTML;\n\t\t\t\t\t}\n\t\t\t\t\twhile ((matcher = elementMatchers[j++])) {\n\t\t\t\t\t\tif (matcher(elem, context || document, xml)) {\n\t\t\t\t\t\t\tresults.push(elem);\n\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tif (outermost) {\n\t\t\t\t\t\tdirruns = dirrunsUnique;\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Track unmatched elements for set filters\n\t\t\t\tif (bySet) {\n\t\t\t\t\t// They will have gone through all possible matchers\n\t\t\t\t\tif ((elem = !matcher && elem)) {\n\t\t\t\t\t\tmatchedCount--;\n\t\t\t\t\t}\n\n\t\t\t\t\t// Lengthen the array for every element, matched or not\n\t\t\t\t\tif (seed) {\n\t\t\t\t\t\tunmatched.push(elem);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// `i` is now the count of elements visited above, and adding it to `matchedCount`\n\t\t\t// makes the latter nonnegative.\n\t\t\tmatchedCount += i;\n\n\t\t\t// Apply set filters to unmatched elements\n\t\t\t// NOTE: This can be skipped if there are no unmatched elements (i.e., `matchedCount`\n\t\t\t// equals `i`), unless we didn't visit _any_ elements in the above loop because we have\n\t\t\t// no element matchers and no seed.\n\t\t\t// Incrementing an initially-string \"0\" `i` allows `i` to remain a string only in that\n\t\t\t// case, which will result in a \"00\" `matchedCount` that differs from `i` but is also\n\t\t\t// numerically zero.\n\t\t\tif (bySet && i !== matchedCount) {\n\t\t\t\tj = 0;\n\t\t\t\twhile ((matcher = setMatchers[j++])) {\n\t\t\t\t\tmatcher(unmatched, setMatched, context, xml);\n\t\t\t\t}\n\n\t\t\t\tif (seed) {\n\t\t\t\t\t// Reintegrate element matches to eliminate the need for sorting\n\t\t\t\t\tif (matchedCount > 0) {\n\t\t\t\t\t\twhile (i--) {\n\t\t\t\t\t\t\tif (!(unmatched[i] || setMatched[i])) {\n\t\t\t\t\t\t\t\tsetMatched[i] = pop.call(results);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Discard index placeholder values to get only actual matches\n\t\t\t\t\tsetMatched = condense(setMatched);\n\t\t\t\t}\n\n\t\t\t\t// Add matches to results\n\t\t\t\tpush.apply(results, setMatched);\n\n\t\t\t\t// Seedless set matches succeeding multiple successful matchers stipulate sorting\n\t\t\t\tif (outermost && !seed && setMatched.length > 0 &&\n\t\t\t\t\t(matchedCount + setMatchers.length) > 1) {\n\n\t\t\t\t\tSizzle.uniqueSort(results);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Override manipulation of globals by nested matchers\n\t\t\tif (outermost) {\n\t\t\t\tdirruns = dirrunsUnique;\n\t\t\t\toutermostContext = contextBackup;\n\t\t\t}\n\n\t\t\treturn unmatched;\n\t\t};\n\n\treturn bySet ?\n\t\tmarkFunction(superMatcher) :\n\t\tsuperMatcher;\n}\n\ncompile = Sizzle.compile = function(selector, match /* Internal Use Only */) {\n\tvar i,\n\t\tsetMatchers = [],\n\t\telementMatchers = [],\n\t\tcached = compilerCache[selector + \" \"];\n\n\tif (!cached) {\n\t\t// Generate a function of recursive functions that can be used to check each element\n\t\tif (!match) {\n\t\t\tmatch = tokenize(selector);\n\t\t}\n\t\ti = match.length;\n\t\twhile (i--) {\n\t\t\tcached = matcherFromTokens(match[i]);\n\t\t\tif (cached[expando]) {\n\t\t\t\tsetMatchers.push(cached);\n\t\t\t} else {\n\t\t\t\telementMatchers.push(cached);\n\t\t\t}\n\t\t}\n\n\t\t// Cache the compiled function\n\t\tcached = compilerCache(selector, matcherFromGroupMatchers(elementMatchers, setMatchers));\n\n\t\t// Save selector and

tokenization\n\t\tcached.selector = selector;\n\t}\n\treturn cached;\n};\n\n/**\n * A low-level selection function that works with Sizzle's compiled\n * selector functions\n * @param {String|Function} selector A selector or a pre-compiled\n * selector function built with Sizzle.compile\n * @param {Element} context\n * @param {Array} [results]\n * @param {Array} [seed] A set of elements to match against\n */\nselect = Sizzle.select = function(selector, context, results, seed) {\n\tvar i, tokens, token, type, find,\n\t\tcompiled = typeof selector === \"function\" && selector,\n\t\tmatch = !seed && tokenize((selector = compiled.selector || selector));\n\n\tresults = results || [];\n\n\t// Try to minimize operations if there is only one selector in the list and no seed\n\t// (the latter of which guarantees us context)\n\tif (match.length === 1) {\n\n\t\t// Reduce context if the leading compound selector is an ID\n\t\ttokens = match[0] = match[0].slice(0);\n\t\tif (tokens.length > 2 && (token = tokens[0]).type === \"ID\" &&\n\t\t\tcontext.nodeType === 9 && documentIsHTML && Expr.relative[tokens[1].type]) {\n\n\t\t\tcontext = (Expr.find[\"ID\"](token.matches[0].replace(runescape, funescape), context) || [])[0];\n\t\t\tif (!context) {\n\t\t\t\treturn results;\n\n\t\t\t// Precompiled matchers will still verify ancestry, so step up a level\n\t\t\t} else if (compiled) {\n\t\t\t\tcontext = context.parentNode;\n\t\t\t}\n\n\t\t\tselector = selector.slice(tokens.shift().value.length);\n\t\t}\n\n\t\t// Fetch a seed set for right-to-left matching\n\t\ti = matchExpr[\"needsContext\"].test(selector) ? 0 : tokens.length;\n\t\twhile (i--) {\n\t\t\ttoken = tokens[i];\n\n\t\t\t// Abort if we hit a combinator\n\t\t\tif (Expr.relative[(type = token.type)]) {\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tif ((find = Expr.find[type])) {\n\t\t\t\t// Search, expanding context for leading sibling combinators\n\t\t\t\tif ((seed = find(\n\t\t\t\t\ttoken.matches[0].replace(runescape, funescape),\n\t\t\t\t\trsibling.test(tokens[0].type) && testContext(context.parentNode) || context\n\t\t\t\t))) {\n\t\t\t\t\t// If seed is empty or no tokens remain, we can return early\n\t\t\t\t\ttokens.splice(i, 1);\n\t\t\t\t\tselector = seed.length && toSelector(tokens);\n\t\t\t\t\tif (!selector) {\n\t\t\t\t\t\tpush.apply(results, seed);\n\t\t\t\t\t\treturn results;\n\t\t\t\t\t}\n\n\t\t\t\t\tbreak;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// Compile and execute a filtering function if one is not provided\n\t// Provide `match` to avoid retokenization if we modified the selector above\n\t(compiled || compile(selector, match)\n\t)(\n\t\tseed,\n\t\tcontext,\n\t\t!documentIsHTML,\n\t\tresults,\n\t\t!context || rsibling.test(selector) && testContext(context.parentNode) || context\n\t);\n\treturn results;\n};\n\n// One-time assignments\n\n// Sort stability\nsupport.sortStable = expando.split(\"\").sort(sortOrder).join(\"\") === expando;\n\n// Support: Chrome 14-35+\n// Always assume duplicates if they aren't passed to the comparison function\nsupport.detectDuplicates = !!hasDuplicate;\n\n// Initialize against the default document\nsetDocument();\n\n// Support: Webkit<537.32 - Safari 6.0.3/Chrome 25 (fixed in Chrome 27)\n// Detached nodes confoundingly follow *each other*\nsupport.sortDetached = assert(function(el) {\n\t// Should return 1, but returns 4 (following)\n\treturn el.compareDocumentPosition(document.createElement(\"fieldset\")) & 1;\n});\n\n// Support: IE<8\n// Prevent attribute/property \"interpolation\"\n// https://msdn.microsoft.com/en-us/library/ms536429%28VS.85%29.aspx\nif (!assert(function(el) {\n\tel.innerHTML = \"\";\n\treturn el.firstChild.getAttribute(\"href\") === \"#\" ;\n})) {\n\taddHandle(\"type|href|height|width\", function(elem, name, isXML) {\n\t\tif (!isXML) {\n\t\t\treturn elem.getAttribute(name, name.toLowerCase() === \"type\" ? 1 : 2);\n\t\t}\n\t});\n}\n\n// Support: IE<9\n// Use defaultValue in place of getAttribute(\"value\")\nif (!support.attributes || !assert(function(el) {\n\tel.innerHTML = \"<input/>\";\n\tel.firstChild.setAttribute(\"value\", \"\");\n\treturn el.firstChild.getAttribute(\"value\") === \"\";\n})) {\n\taddHandle(\"value\", function(elem, name, isXML) {\n\t\tif (!isXML && elem.nodeName.toLowerCase() === \"input\") {\n\t\t\treturn elem.defaultValue;\n\t\t}\n\t});\n}\n\n// Support: IE<9\n// Use getAttributeNode to fetch booleans when getAttribute lies\nif (!assert(function(el) {\n\treturn el.getAttribute(\"disabled\") == null;\n})) {\n\taddHandle(booleans, function(elem, name, isXML) {\n\t\tvar val;\n\t\tif (!isXML) {\n\t\t\treturn elem[name] === true ? name.toLowerCase() :\n\t\t\t\t\t(val = elem.getAttributeNode(name)) && val.specified ?\n\t\t\t\t\tval.value :\n\t\t\t\t\tnull;\n\t\t}\n\t});\n}\n\nreturn Sizzle;\n\n})(window);\n\n\njQuery.find = Sizzle;\njQuery.expr = Sizzle.selectors;\n\n// Deprecated\njQuery.expr[\":\"] = jQuery.expr.pseudos;\njQuery.uniqueSort = jQuery.unique = Sizzle.uniqueSort;\njQuery.text = Sizzle.getText;\njQuery.isXMLDoc = Sizzle.isXML;\njQuery.contains = Sizzle.contains;\njQuery.escapeSelector = Sizzle.escape;\n\n\n\nvar dir = function(elem, dir, until) {\n\tvar matched = [],\n\t\ttruncate = until !== undefined;\n\n\twhile ((elem = elem[dir]) && elem.nodeType !== 9)

{\n\t\tif (elem.nodeType === 1) {\n\t\t\tif (truncate && jQuery(elem).is(until)) {\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tmatched.push(elem);\n\t\t}\n\t}\n\treturn matched;\n};\n\n\nvar siblings = function(n, elem) {\n\tvar matched = [];\n\n\tfor (; n; n = n.nextSibling) {\n\t\tif (n.nodeType === 1 && n !== elem) {\n\t\t\tmatched.push(n);\n\t\t}\n\t}\n\n\treturn matched;\n};\n\n\nvar rneedsContext = jQuery.expr.match.needsContext;\n\n\n\nfunction nodeName(elem, name) {\n\n return elem.nodeName && elem.nodeName.toLowerCase() === name.toLowerCase();\n\n};\nvar rsingleTag = (/^<([a-z][^\/\0>:\\x20\t\r\n\\f]*)[\\x20\t\r\n\\f]*\/?>(?:<\/\\1>|)$/i);\n\n\n\n// Implement the identical functionality for filter and not\nfunction winnow(elements, qualifier, not) {\n\tif (isFunction(qualifier)) {\n\t\treturn jQuery.grep(elements, function(elem, i) {\n\t\t\treturn !!qualifier.call(elem, i, elem) !== not;\n\t\t});\n\t}\n\n\t// Single element\n\tif (qualifier.nodeType) {\n\t\treturn jQuery.grep(elements, function(elem) {\n\t\t\treturn (elem === qualifier) !== not;\n\t\t});\n\t}\n\n\t// Arraylike of elements (jQuery, arguments, Array)\n\tif (typeof qualifier !== \"string\") {\n\t\treturn jQuery.grep(elements, function(elem) {\n\t\t\treturn (indexOf.call(qualifier, elem) > -1) !== not;\n\t\t});\n\t}\n\n\t// Filtered directly for both simple and complex selectors\n\treturn jQuery.filter(qualifier, elements, not);\n}\n\n\njQuery.filter = function(expr, elems, not) {\n\tvar elem = elems[0];\n\n\tif (not) {\n\t\texpr = \":not(\" + expr + \")\";\n\t}\n\n\tif (elems.length === 1 && elem.nodeType === 1) {\n\t\treturn jQuery.find.matchesSelector(elem, expr) ? [elem] : [];\n\t}\n\n\treturn jQuery.find.matches(expr, jQuery.grep(elems, function(elem) {\n\t\treturn elem.nodeType === 1;\n\t}));\n};\n\njQuery.fn.extend({\n\tfind: function(selector) {\n\t\tvar i, ret,\n\t\t\tlen = this.length,\n\t\t\tself = this;\n\n\t\tif (typeof selector !== \"string\") {\n\t\t\treturn this.pushStack(jQuery(selector).filter(function() {\n\t\t\t\tfor (i = 0; i < len; i++) {\n\t\t\t\t\tif (jQuery.contains(self[i], this)) {\n\t\t\t\t\t\treturn true;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}));\n\t\t}\n\n\t\tret = this.pushStack([]);\n\n\t\tfor (i = 0; i < len; i++) {\n\t\t\tjQuery.find(selector, self[i], ret);\n\t\t}\n\n\t\treturn len > 1 ? jQuery.uniqueSort(ret) : ret;\n\t},\n\tfilter: function(selector) {\n\t\treturn this.pushStack(winnow(this, selector || [], false));\n\t},\n\tnot: function(selector) {\n\t\treturn this.pushStack(winnow(this, selector || [], true));\n\t},\n\tis: function(selector) {\n\t\treturn !!winnow(\n\t\t\tthis,\n\t\t\t\t// If this is a positional/relative selector, check membership in the returned set\n\t\t\t\t// so $(\"p:first\").is(\"p:last\") won't return true for a doc with two \"p\".\n\t\t\ttypeof selector === \"string\" && rneedsContext.test(selector) ?\n\t\t\t\tjQuery(selector) :\n\t\t\t\tselector || [],\n\t\t\tfalse\n\t\t).length;\n\t}\n});\n\n\n// Initialize a jQuery object\n\n\n// A central reference to the root jQuery(document)\nvar rootjQuery,\n\n\t// A simple way to check for HTML strings\n\t// Prioritize #id over <tag> to avoid XSS via location.hash (#9521)\n\t// Strict HTML recognition (#11290: must start with <)\n\t// Shortcut simple #id case for speed\n\trquickExpr = /^(?:\\s*(<[\\w\\W]+>)[^>]*|#([\\w-]+))$/,\n\n\tinit = jQuery.fn.init = function(selector, context, root) {\n\t\tvar match, elem;\n\n\t\t// HANDLE: $(\"\"), $(null), $(undefined), $(false)\n\t\tif (!selector) {\n\t\t\treturn this;\n\t\t}\n\n\t\t// Method init() accepts an alternate rootjQuery\n\t\t// so migrate can support jQuery.sub (gh-2101)\n\t\troot = root || rootjQuery;\n\n\t\t// Handle HTML strings\n\t\tif (typeof selector === \"string\") {\n\t\t\tif (selector[0] === \"<\" &&\n\t\t\t\tselector[selector.length - 1] === \">\" &&\n\t\t\t\tselector.length >= 3) {\n\n\t\t\t\t// Assume that strings that start and end with <> are HTML and skip the regex check\n\t\t\t\tmatch = [null, selector, null];\n\n\t\t\t} else {\n\t\t\t\tmatch = rquickExpr.exec(selector);\n\t\t\t}\n\n\t\t\t// Match html or make sure no context is specified for #id\n\t\t\tif (match && (match[1] || !context)) {\n\n\t\t\t\t// HANDLE: $(html) -> $(array)\n\t\t\t\tif (match[1]) {\n\t\t\t\t\tcontext = context instanceof jQuery ? context[0] : context;\n\n\t\t\t\t\t// Option to run scripts is true for back-compat\n\t\t\t\t\t// Intentionally let the error be thrown if parseHTML is not present\n\t\t\t\t\tjQuery.merge(this, jQuery.parseHTML(\n\t\t\t\t\t\tmatch[1],\n\t\t\t\t\t\tcontext && context.nodeType ? context.ownerDocument || context : document,\n\t\t\t\t\t\ttrue\n\t\t\t\t\t));\n\n\t\t\t\t\t// HANDLE: $(html, props)\n\t\t\t\t\tif (rsingleTag.test(match[1]) && jQuery.isPlainObject(context)) {\n\t\t\t\t\t\tfor (match in context) {\n\n\t\t\t\t\t\t\t// Properties of context are called as methods if possible\n\t\t\t\t\t\t\tif (isFunction(this[match])) {\n\t\t\t\t\t\t\t\tthis[match](context[match]);\n\n\t\t\t\t\t\t\t// ...and otherwise set as attributes\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tthis.attr(match, context[match]);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\treturn this;\n\n\t\t\t\t// HANDLE: $(#id)\n\t\t\t\t} else {\n\t\t\t\t\telem = document.getElementById(match[2]);\n\n\t\t\t\t\tif (elem) {\n\n\t\t\t\t\t\t// Inject the element directly into the jQuery object\n\t\t\t\t\t\tthis[0] = elem;\n\t\t\t\t\t\tthis.length = 1;\n\t\t\t\t\t}\n\t\t\t\t\treturn

this;\n\t\t\t}\n\n\t\t\t// HANDLE: $(expr, $(...))\n\t\t\t} else if (!context || context.jquery) {\n\t\t\t\treturn (context || root).find(selector);\n\n\t\t\t// HANDLE: $(expr, context)\n\t\t\t// (which is just equivalent to: $(context).find(expr)\n\t\t\t} else {\n\t\t\t\treturn this.constructor(context).find(selector);\n\t\t\t}\n\n\t\t\t// HANDLE: $(DOMElement)\n\t\t} else if (selector.nodeType) {\n\t\t\tthis[0] = selector;\n\t\t\tthis.length = 1;\n\t\t\treturn this;\n\n\t\t\t// HANDLE: $(function)\n\t\t\t// Shortcut for document ready\n\t\t} else if (isFunction(selector)) {\n\t\t\treturn root.ready !== undefined ?\n\t\t\t\troot.ready(selector) :\n\n\t\t\t\t// Execute immediately if ready is not present\n\t\t\t\tselector(jQuery);\n\t\t}\n\n\t\treturn jQuery.makeArray(selector, this);\n\t};\n\n\n// Give the init function the jQuery prototype for later instantiation\ninit.prototype = jQuery.fn;\n\n\n// Initialize central reference\nrootjQuery = jQuery(document);\n\n\nvar rparentsprev = /^(?:parents|prev(?:Until|All))/,\n\n\t// Methods guaranteed to produce a unique set when starting from a unique set\n\tguaranteedUnique = {\n\t\tchildren: true,\n\t\tcontents: true,\n\t\tnext: true,\n\t\tprev: true\n\t};\n\njQuery.fn.extend({\n\thas: function(target) {\n\t\tvar targets = jQuery(target, this),\n\t\t\tl = targets.length;\n\n\t\treturn this.filter(function() {\n\t\t\tvar i = 0;\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tif (jQuery.contains(this, targets[i])) {\n\t\t\t\t\treturn true;\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t},\n\n\tclosest: function(selectors, context) {\n\t\tvar cur,\n\t\t\ti = 0,\n\t\t\tl = this.length,\n\t\t\tmatched = [],\n\t\t\ttargets = typeof selectors !== \"string\" && jQuery(selectors);\n\n\t\t// Positional selectors never match, since there's no _selection_ context\n\t\tif (!rneedsContext.test(selectors)) {\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tfor (cur = this[i]; cur && cur !== context; cur = cur.parentNode) {\n\n\t\t\t\t\t// Always skip document fragments\n\t\t\t\t\tif (cur.nodeType < 11 && (targets ?\n\t\t\t\t\t\ttargets.index(cur) > -1 :\n\n\t\t\t\t\t\t// Don't pass non-elements to Sizzle\n\t\t\t\t\t\tcur.nodeType === 1 &&\n\t\t\t\t\t\t\tjQuery.find.matchesSelector(cur, selectors))) {\n\n\t\t\t\t\t\tmatched.push(cur);\n\t\t\t\t\t\tbreak;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this.pushStack(matched.length > 1 ? jQuery.uniqueSort(matched) : matched);\n\t},\n\n\t// Determine the position of an element within the set\n\tindex: function(elem) {\n\n\t\t// No argument, return index in parent\n\t\tif (!elem) {\n\t\t\treturn (this[0] && this[0].parentNode) ? this.first().prevAll().length : -1;\n\t\t}\n\n\t\t// Index in selector\n\t\tif (typeof elem === \"string\") {\n\t\t\treturn indexOf.call(jQuery(elem), this[0]);\n\t\t}\n\n\t\t// Locate the position of the desired element\n\t\treturn indexOf.call(this,\n\n\t\t\t// If it receives a jQuery object, the first element is used\n\t\t\telem.jquery ? elem[0] : elem);\n\t},\n\n\tadd: function(selector, context) {\n\t\treturn this.pushStack(\n\t\t\tjQuery.uniqueSort(\n\t\t\t\tjQuery.merge(this.get(), jQuery(selector, context))\n\t\t\t)\n\t\t);\n\t},\n\n\taddBack: function(selector) {\n\t\treturn this.add(selector == null ?\n\t\t\tthis.prevObject : this.prevObject.filter(selector)\n\t\t);\n\t}\n});\n\nfunction sibling(cur, dir) {\n\twhile ((cur = cur[dir]) && cur.nodeType !== 1) { }\n\treturn cur;\n}\n\njQuery.each({\n\tparent: function(elem) {\n\t\tvar parent = elem.parentNode;\n\t\treturn parent && parent.nodeType !== 11 ? parent : null;\n\t},\n\tparents: function(elem) {\n\t\treturn dir(elem, \"parentNode\");\n\t},\n\tparentsUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"parentNode\", until);\n\t},\n\tnext: function(elem) {\n\t\treturn sibling(elem, \"nextSibling\");\n\t},\n\tprev: function(elem) {\n\t\treturn sibling(elem, \"previousSibling\");\n\t},\n\tnextAll: function(elem) {\n\t\treturn dir(elem, \"nextSibling\");\n\t},\n\tprevAll: function(elem) {\n\t\treturn dir(elem, \"previousSibling\");\n\t},\n\tnextUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"nextSibling\", until);\n\t},\n\tprevUntil: function(elem, i, until) {\n\t\treturn dir(elem, \"previousSibling\", until);\n\t},\n\tsiblings: function(elem) {\n\t\treturn siblings((elem.parentNode || {}).firstChild, elem);\n\t},\n\tchildren: function(elem) {\n\t\treturn siblings(elem.firstChild);\n\t},\n\tcontents: function(elem) {\n   if (nodeName(elem, \"iframe\")) {\n   return elem.contentDocument;\n   }\n\n   // Support: IE 9 - 11 only, iOS 7 only, Android Browser <=4.3 only\n   // Treat the template element as a regular one in browsers that\n   // don't support it.\n   if (nodeName(elem, \"template\")) {\n   elem = elem.content || elem;\n   }\n\n   return jQuery.merge([], elem.childNodes);\n\t}\n}, function(name, fn) {\n\tjQuery.fn[name] = function(until, selector) {\n\t\tvar matched = jQuery.map(this, fn, until);\n\n\t\tif (name.slice(-5) !== \"Until\") {\n\t\t\tselector = until;\n\t\t}\n\n\t\tif (selector && typeof selector === \"string\") {\n\t\t\tmatched = jQuery.filter(selector, matched);\n\t\t}\n\n\t\tif (this.length > 1) {\n\n\t\t\t// Remove duplicates\n\t\t\tif (!guaranteedUnique[name]) {\n\t\t\t\tjQuery.uniqueSort(matched);\n\t\t\t}\n\n\t\t\t// Reverse order for parents* and prev-derivatives\n\t\t\tif (rparentsprev.test(name)) {\n\t\t\t\tmatched.reverse();\n\t\t\t}\n\t\t}\n\n\t\treturn this.pushStack(matched);\n\t};\n}

);\nvar rnothtmlwhite = (/[^\\x20\\t\\r\\n\\f]+/g);\n\n\n\n// Convert String-formatted options into Object-formatted ones\nfunction createOptions(options) {\n\tvar object = {};\n\tjQuery.each(options.match(rnothtmlwhite) || [], function(_, flag) {\n\t\tobject[flag] = true;\n\t});\n\treturn object;\n}\n\n/*\n * Create a callback list using the following parameters:\n *\n *\toptions: an optional list of space-separated options that will change how\n *\t\t\tthe callback list behaves or a more traditional option object\n *\n * By default a callback list will act like an event callback list and can be\n * \"fired\" multiple times.\n *\n * Possible options:\n *\n *\tonce:\t\t\twill ensure the callback list can only be fired once (like a Deferred)\n *\n *\tmemory:\t\t\twill keep track of previous values and will call any callback added\n *\t\t\t\tafter the list has been fired right away with the latest \"memorized\"\n *\t\t\t\tvalues (like a Deferred)\n *\n *\tunique:\t\t\twill ensure a callback can only be added once (no duplicate in the list)\n *\n *\tstopOnFalse:\tinterrupt callings when a callback returns false\n *\n */\njQuery.Callbacks = function(options) {\n\n\t// Convert options from String-formatted to Object-formatted if needed\n\t// (we check in cache first)\n\toptions = typeof options === \"string\" ?\n\t\tcreateOptions(options) :\n\t\tjQuery.extend({}, options);\n\n\tvar // Flag to know if list is currently firing\n\t\tfiring,\n\n\t\t// Last fire value for non-forgettable lists\n\t\tmemory,\n\n\t\t// Flag to know if list was already fired\n\t\tfired,\n\n\t\t// Flag to prevent firing\n\t\tlocked,\n\n\t\t// Actual callback list\n\t\tlist = [],\n\n\t\t// Queue of execution data for repeatable lists\n\t\tqueue = [],\n\n\t\t// Index of currently firing callback (modified by add/remove as needed)\n\t\tfiringIndex = -1,\n\n\t\t// Fire callbacks\n\t\tfire = function() {\n\n\t\t\t// Enforce single-firing\n\t\t\tlocked = locked || options.once;\n\n\t\t\t// Execute callbacks for all pending executions,\n\t\t\t// respecting firingIndex overrides and runtime changes\n\t\t\tfired = firing = true;\n\t\t\tfor (; queue.length; firingIndex = -1) {\n\t\t\t\tmemory = queue.shift();\n\t\t\t\twhile (++firingIndex < list.length) {\n\n\t\t\t\t\t// Run callback and check for early termination\n\t\t\t\t\tif (list[firingIndex].apply(memory[0], memory[1]) === false &&\n\t\t\t\t\t\toptions.stopOnFalse) {\n\n\t\t\t\t\t\t// Jump to end and forget the data so .add doesn't re-fire\n\t\t\t\t\t\tfiringIndex = list.length;\n\t\t\t\t\t\tmemory = false;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Forget the data if we're done with it\n\t\t\tif (!options.memory) {\n\t\t\t\tmemory = false;\n\t\t\t}\n\n\t\t\tfiring = false;\n\n\t\t\t// Clean up if we're done firing for good\n\t\t\tif (locked) {\n\n\t\t\t\t// Keep an empty list if we have data for future add calls\n\t\t\t\tif (memory) {\n\t\t\t\t\tlist = [];\n\n\t\t\t\t// Otherwise, this object is spent\n\t\t\t\t} else {\n\t\t\t\t\tlist = \"\";\n\t\t\t\t}\n\t\t\t}\n\t\t},\n\n\t\t// Actual Callbacks object\n\t\tself = {\n\n\t\t\t// Add a callback or a collection of callbacks to the list\n\t\t\tadd: function() {\n\t\t\t\tif (list) {\n\n\t\t\t\t\t// If we have memory from a past run, we should fire after adding\n\t\t\t\t\tif (memory && !firing) {\n\t\t\t\t\t\tfiringIndex = list.length - 1;\n\t\t\t\t\t\tqueue.push(memory);\n\t\t\t\t\t}\n\n\t\t\t\t\t(function add(args) {\n\t\t\t\t\t\tjQuery.each(args, function(_, arg) {\n\t\t\t\t\t\t\tif (isFunction(arg)) {\n\t\t\t\t\t\t\t\tif (!options.unique || !self.has(arg)) {\n\t\t\t\t\t\t\t\t\tlist.push(arg);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t} else if (arg && arg.length && toType(arg) !== \"string\") {\n\n\t\t\t\t\t\t\t\t// Inspect recursively\n\t\t\t\t\t\t\t\tadd(arg);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t});\n\t\t\t\t\t})(arguments);\n\n\t\t\t\t\tif (memory && !firing) {\n\t\t\t\t\t\tfire();\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Remove a callback from the list\n\t\t\tremove: function() {\n\t\t\t\tjQuery.each(arguments, function(_, arg) {\n\t\t\t\t\tvar index;\n\t\t\t\t\twhile ((index = jQuery.inArray(arg, list, index)) > -1) {\n\t\t\t\t\t\tlist.splice(index, 1);\n\n\t\t\t\t\t\t// Handle firing indexes\n\t\t\t\t\t\tif (index <= firingIndex) {\n\t\t\t\t\t\t\tfiringIndex--;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t});\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Check if a given callback is in the list.\n\t\t\t// If no argument is given, return whether or not list has callbacks attached.\n\t\t\thas: function(fn) {\n\t\t\t\treturn fn ?\n\t\t\t\t\tjQuery.inArray(fn, list) > -1 :\n\t\t\t\t\tlist.length > 0;\n\t\t\t},\n\n\t\t\t// Remove all callbacks from the list\n\t\t\tempty: function() {\n\t\t\t\tif (list) {\n\t\t\t\t\tlist = [];\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// Disable .fire and .add\n\t\t\t// Abort any current/pending executions\n\t\t\t// Clear all callbacks and values\n\t\t\tdisable: function() {\n\t\t\t\tlocked = queue = [];\n\t\t\t\tlist = memory = \"\";\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\tdisabled: function() {\n\t\t\t\treturn !list;\n\t\t\t},\n\n\t\t\t// Disable .fire\n\t\t\t// Also disable .add unless we have memory (since it would have no effect)\n\t\t\t// Abort any pending executions\n\t\t\tlock: function() {\n\t\t\t\tlocked = queue = [];\n\t\t\t\tif (!memory && !firing) {\n\t\t\t\t\tlist = memory = \"\";\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t},\n\t\t\tlocked: function() {\n\t\t\t\treturn !!locked;\n\t\t\t},\n\n\t\t\t// Call all callbacks with the given context and arguments\n\t\t\tfireWith: function(context, args) {\n\t\t\t\tif (!locked) {\n\t\t\t\t\targs = args ||

[];\n\t\t\t\targs = [context, args.slice ? args.slice() : args];\n\t\t\t\tqueue.push(args);\n\t\t\t\tif (!firing) {\n\t\t\t\t\tfire();\n\t\t\t\t\t}\n\t\t\t}\n\t\t\treturn this;\n\t\t},\n\n\t\t\t// Call all the callbacks with the given arguments\n\t\t\tfire: function() {\n\t\t\t\tself.fireWith(this, arguments);\n\t\t\t\treturn this;\n\t\t\t},\n\n\t\t\t// To know if the callbacks have already been called at least once\n\t\t\tfired: function() {\n\t\t\t\treturn !!fired;\n\t\t\t}\n\t\t};\n\n\treturn self;\n};\n\n\nfunction Identity(v) {\n\treturn v;\n}\nfunction Thrower(ex) {\n\tthrow ex;\n}\n\nfunction adoptValue(value, resolve, reject, noValue) {\n\tvar method;\n\n\ttry {\n\n\t\t// Check for promise aspect first to privilege synchronous behavior\n\t\tif (value && isFunction((method = value.promise))) {\n\t\tmethod.call(value).done(resolve).fail(reject);\n\n\t\t// Other thenables\n\t} else if (value && isFunction((method = value.then))) {\n\t\tmethod.call(value, resolve, reject);\n\n\t\t// Other non-thenables\n\t} else {\n\n\t\t\t// Control `resolve` arguments by letting Array#slice cast boolean `noValue` to integer:\n\t\t\t// * false: [value].slice(0) => resolve(value)\n\t\t\t// * true: [value].slice(1) => resolve()\n\t\t\tresolve.apply(undefined, [value].slice(noValue));\n\t}\n\n\t// For Promises/A+, convert exceptions into rejections\n\t// Since jQuery.when doesn't unwrap thenables, we can skip the extra checks appearing in\n\t// Deferred#then to conditionally suppress rejection.\n\t} catch (value) {\n\n\t\t// Support: Android 4.0 only\n\t\t// Strict mode functions invoked without .call/.apply get global-object context\n\t\treject.apply(undefined, [value]);\n\t}\n}\n\njQuery.extend({\n\n\tDeferred: function(func) {\n\t\tvar tuples = [\n\n\t\t\t\t// action, add listener, callbacks,\n\t\t\t\t// ... .then handlers, argument index, [final state]\n\t\t\t\t[\"notify\", \"progress\", jQuery.Callbacks(\"memory\"),\n\t\t\t\t\tjQuery.Callbacks(\"memory\"), 2],\n\t\t\t\t[\"resolve\", \"done\", jQuery.Callbacks(\"once memory\"),\n\t\t\t\t\tjQuery.Callbacks(\"once memory\"), 0, \"resolved\"],\n\t\t\t\t[\"reject\", \"fail\", jQuery.Callbacks(\"once memory\"),\n\t\t\t\t\tjQuery.Callbacks(\"once memory\"), 1, \"rejected\"]\n\t\t\t],\n\t\t\tstate = \"pending\",\n\t\t\tpromise = {\n\t\t\t\tstate: function() {\n\t\t\t\t\treturn state;\n\t\t\t\t},\n\t\t\t\talways: function() {\n\t\t\t\t\tdeferred.done(arguments).fail(arguments);\n\t\t\t\t\treturn this;\n\t\t\t\t},\n\t\t\t\t\"catch\": function(fn) {\n\t\t\t\t\treturn promise.then(null, fn);\n\t\t\t\t},\n\n\t\t\t\t// Keep pipe for back-compat\n\t\t\t\tpipe: function(/* fnDone, fnFail, fnProgress */) {\n\t\t\t\t\tvar fns = arguments;\n\n\t\t\t\t\treturn jQuery.Deferred(function(newDefer) {\n\t\t\t\t\t\tjQuery.each(tuples, function(i, tuple) {\n\n\t\t\t\t\t\t\t// Map tuples (progress, done, fail) to arguments (done, fail, progress)\n\t\t\t\t\t\t\tvar fn = isFunction(fns[tuple[4]]) && fns[tuple[4]];\n\n\t\t\t\t\t\t\t// deferred.progress(function() { bind to newDefer or newDefer.notify })\n\t\t\t\t\t\t\t// deferred.done(function() { bind to newDefer or newDefer.resolve })\n\t\t\t\t\t\t\t// deferred.fail(function() { bind to newDefer or newDefer.reject })\n\t\t\t\t\t\t\tdeferred[tuple[1]](function() {\n\t\t\t\t\t\t\t\tvar returned = fn && fn.apply(this, arguments);\n\t\t\t\t\t\t\t\tif (returned && isFunction(returned.promise)) {\n\t\t\t\t\t\t\t\t\treturned.promise()\n\t\t\t\t\t\t\t\t\t\t.progress(newDefer.notify)\n\t\t\t\t\t\t\t\t\t\t.done(newDefer.resolve)\n\t\t\t\t\t\t\t\t\t\t.fail(newDefer.reject);\n\t\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\t\tnewDefer[tuple[0] + \"With\"](\n\t\t\t\t\t\t\t\t\t\tthis,\n\t\t\t\t\t\t\t\t\t\tfn ? [returned] : arguments\n\t\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t});\n\t\t\t\t\t\t});\n\t\t\t\t\t\tfns = null;\n\t\t\t\t\t}).promise();\n\t\t\t\t},\n\t\t\t\tthen: function(onFulfilled, onRejected, onProgress) {\n\t\t\t\t\tvar maxDepth = 0;\n\t\t\t\t\tfunction resolve(depth, deferred, handler, special) {\n\t\t\t\t\t\treturn function() {\n\t\t\t\t\t\t\tvar that = this,\n\t\t\t\t\t\t\t\targs = arguments,\n\t\t\t\t\t\t\t\tmightThrow = function() {\n\t\t\t\t\t\t\t\t\tvar returned, then;\n\n\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.3\n\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-59\n\t\t\t\t\t\t\t\t\t// Ignore double-resolution attempts\n\t\t\t\t\t\t\t\t\tif (depth < maxDepth) {\n\t\t\t\t\t\t\t\t\t\treturn;\n\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\treturned = handler.apply(that, args);\n\n\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.1\n\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-48\n\t\t\t\t\t\t\t\t\tif (returned === deferred.promise()) {\n\t\t\t\t\t\t\t\t\t\tthrow new TypeError(\"Thenable self-resolution\");\n\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t// Support: Promises/A+ sections 2.3.3.1, 3.5\n\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-54\n\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-75\n\t\t\t\t\t\t\t\t\t// Retrieve `then` only once\n\t\t\t\t\t\t\t\t\tthen = returned &&\n\n\t\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.4\n\t\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-64\n\t\t\t\t\t\t\t\t\t\t// Only check objects and functions for thenability\n\t\t\t\t\t\t\t\t\t\t(typeof returned === \"object\" ||\n\t\t\t\t\t\t\t\t\t\ttypeof returned === \"function\") &&\n\t\t\t\t\t\t\t\t\t\treturned.then;\n\n\t\t\t\t\t\t\t\t\t// Handle a returned thenable\n\t\t\t\t\t\t\t\t\tif (isFunction(then))

{\n\n\t\t\t\t\t\t\t\t\t\t// Special processors (notify) just wait for resolution\n\t\t\t\t\t\t\t\t\tif (special) {\n\t\t\t\t\t\t\t\t\t\tthen.call(\n\t\t\t\t\t\t\t\t\t\t\treturned,\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity, special),\n\t\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Thrower, special)\n\t\t\t\t\t\t\t\t\t);\n\n\t\t\t\t\t\t\t\t\t// Normal processors (resolve) also hook into progress\n\t\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t\t// ...and disregard older resolution values\n\t\t\t\t\t\t\t\t\tmaxDepth++;\n\n\t\t\t\t\t\t\t\t\tthen.call(\n\t\t\t\t\t\t\t\t\t\treturned,\n\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity, special),\n\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Thrower, special),\n\t\t\t\t\t\t\t\t\t\tresolve(maxDepth, deferred, Identity,\n\t\t\t\t\t\t\t\t\t\t\tdeferred.notifyWith)\n\t\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t// Handle all other returned values\n\t\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t\t// Only substitute handlers pass on context\n\t\t\t\t\t\t\t\t// and multiple values (non-spec behavior)\n\t\t\t\t\t\t\t\tif (handler !== Identity) {\n\t\t\t\t\t\t\t\t\tthat = undefined;\n\t\t\t\t\t\t\t\t\targs = [returned];\n\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t// Process the value(s)\n\t\t\t\t\t\t\t\t// Default process is resolve\n\t\t\t\t\t\t\t\t(special || deferred.resolveWith)(that, args);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t},\n\n\t\t\t\t\t\t// Only normal processors (resolve) catch and reject exceptions\n\t\t\t\t\t\tprocess = special ?\n\t\t\t\t\t\t\tmightThrow :\n\t\t\t\t\t\t\tfunction() {\n\t\t\t\t\t\t\t\ttry {\n\t\t\t\t\t\t\t\t\tmightThrow();\n\t\t\t\t\t\t\t\t} catch (e) {\n\n\t\t\t\t\t\t\t\t\tif (jQuery.Deferred.exceptionHook) {\n\t\t\t\t\t\t\t\t\t\tjQuery.Deferred.exceptionHook(e,\n\t\t\t\t\t\t\t\t\t\t\tprocess.stackTrace);\n\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.4.1\n\t\t\t\t\t\t\t\t\t// https://promisesaplus.com/#point-61\n\t\t\t\t\t\t\t\t\t// Ignore post-resolution exceptions\n\t\t\t\t\t\t\t\t\tif (depth + 1 >= maxDepth) {\n\n\t\t\t\t\t\t\t\t\t\t// Only substitute handlers pass on context\n\t\t\t\t\t\t\t\t\t\t// and multiple values (non-spec behavior)\n\t\t\t\t\t\t\t\t\t\tif (handler !== Thrower) {\n\t\t\t\t\t\t\t\t\t\t\tthat = undefined;\n\t\t\t\t\t\t\t\t\t\t\targs = [e];\n\t\t\t\t\t\t\t\t\t\t}\n\n\t\t\t\t\t\t\t\t\t\tdeferred.rejectWith(that, args);\n\t\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t};\n\n\t\t\t\t\t\t// Support: Promises/A+ section 2.3.3.3.1\n\t\t\t\t\t\t// https://promisesaplus.com/#point-57\n\t\t\t\t\t\t// Re-resolve promises immediately to dodge false rejection from\n\t\t\t\t\t\t// subsequent errors\n\t\t\t\t\t\tif (depth) {\n\t\t\t\t\t\t\tprocess();\n\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t// Call an optional hook to record the stack, in case of exception\n\t\t\t\t\t\t\t// since it's otherwise lost when execution goes async\n\t\t\t\t\t\t\tif (jQuery.Deferred.getStackHook) {\n\t\t\t\t\t\t\t\tprocess.stackTrace = jQuery.Deferred.getStackHook();\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\twindow.setTimeout(process);\n\t\t\t\t\t\t}\n\t\t\t\t\t};\n\t\t\t\t}\n\n\t\t\t\treturn jQuery.Deferred(function(newDefer) {\n\n\t\t\t\t\t// progress_handlers.add(...)\n\t\t\t\t\ttuples[0][3].add(\n\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\tisFunction(onProgress) ?\n\t\t\t\t\t\t\t\tonProgress :\n\t\t\t\t\t\t\t\tIdentity,\n\t\t\t\t\t\t\tnewDefer.notifyWith\n\t\t\t\t\t\t)\n\t\t\t\t\t);\n\n\t\t\t\t\t// fulfilled_handlers.add(...)\n\t\t\t\t\ttuples[1][3].add(\n\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\tisFunction(onFulfilled) ?\n\t\t\t\t\t\t\t\tonFulfilled :\n\t\t\t\t\t\t\t\tIdentity\n\t\t\t\t\t\t)\n\t\t\t\t\t);\n\n\t\t\t\t\t// rejected_handlers.add(...)\n\t\t\t\t\ttuples[2][3].add(\n\t\t\t\t\t\tresolve(\n\t\t\t\t\t\t\t0,\n\t\t\t\t\t\t\tnewDefer,\n\t\t\t\t\t\t\tisFunction(onRejected) ?\n\t\t\t\t\t\t\t\tonRejected :\n\t\t\t\t\t\t\t\tThrower\n\t\t\t\t\t\t)\n\t\t\t\t\t);\n\t\t\t\t}).promise();\n\t\t\t},\n\n\t\t\t// Get a promise for this deferred\n\t\t\t// If obj is provided, the promise aspect is added to the object\n\t\t\tpromise: function(obj) {\n\t\t\t\treturn obj != null ? jQuery.extend(obj, promise) : promise;\n\t\t\t}\n\t\t},\n\t\tdeferred = {};\n\n\t// Add list-specific methods\n\tjQuery.each(tuples, function(i, tuple) {\n\t\tvar list = tuple[2],\n\t\t\tstateString = tuple[5];\n\n\t\t// promise.progress = list.add\n\t\t// promise.done = list.add\n\t\t// promise.fail = list.add\n\t\tpromise[tuple[1]] = list.add;\n\n\t\t// Handle state\n\t\tif (stateString) {\n\t\t\tlist.add(\n\t\t\t\tfunction() {\n\n\t\t\t\t\t// state = "resolved" (i.e., fulfilled)\n\t\t\t\t\t// state = "rejected"\n\t\t\t\t\tstate = stateString;\n\t\t\t\t},\n\n\t\t\t\t// rejected_callbacks.disable\n\t\t\t\t// fulfilled_callbacks.disable\n\t\t\t\ttuples[3 - i][2].disable,\n\n\t\t\t\t// rejected_handlers.disable\n\t\t\t\t// fulfilled_handlers.disable\n\t\t\t\ttuples[3 - i][3].disable,\n\n\t\t\t\t//

progress_callbacks.lock\n\t\t\t\t\tttuples[0][2].lock,\n\n\t\t\t\t\t// progress_handlers.lock\n\t\t\t\t\tttuples[0][3].lock\n\t\t\t\t);\n\t\t\t}\n\n\t\t\t/// progress_handlers.fire\n\t\t\t// fulfilled_handlers.fire\n\t\t\t// rejected_handlers.fire\n\t\t\tlist.add(tuple[3].fire);\n\n\t\t\t// deferred.notify = function() { deferred.notifyWith(...) }\n\t\t\t// deferred.resolve = function() { deferred.resolveWith(...) }\n\t\t\t// deferred.reject = function() { deferred.rejectWith(...) }\n\t\t\tdeferred[tuple[0]] = function() {\n\t\t\t\tdeferred[tuple[0] + \"With\"](this === deferred ? undefined : this, arguments);\n\t\t\t\treturn this;\n\t\t\t};\n\n\t\t\t// deferred.notifyWith = list.fireWith\n\t\t\t// deferred.resolveWith = list.fireWith\n\t\t\t// deferred.rejectWith = list.fireWith\n\t\t\tdeferred[tuple[0] + \"With\"] = list.fireWith;\n\t\t});\n\n\t\t// Make the deferred a promise\n\t\tpromise.promise(deferred);\n\n\t\t// Call given func if any\n\t\tif (func) {\n\t\t\tfunc.call(deferred, deferred);\n\t\t}\n\n\t\t// All done!\n\t\treturn deferred;\n\t},\n\n\t// Deferred helper\n\twhen: function(singleValue) {\n\t\tvar\n\n\t\t\t// count of uncompleted subordinates\n\t\t\tremaining = arguments.length,\n\n\t\t\t// count of unprocessed arguments\n\t\t\ti = remaining,\n\n\t\t\t// subordinate fulfillment data\n\t\t\tresolveContexts = Array(i),\n\t\t\tresolveValues = slice.call(arguments),\n\n\t\t\t// the master Deferred\n\t\t\tmaster = jQuery.Deferred(),\n\n\t\t\t// subordinate callback factory\n\t\t\tupdateFunc = function(i) {\n\t\t\t\treturn function(value) {\n\t\t\t\t\tresolveContexts[i] = this;\n\t\t\t\t\tresolveValues[i] = arguments.length > 1 ? slice.call(arguments) : value;\n\t\t\t\t\tif (!(--remaining)) {\n\t\t\t\t\t\tmaster.resolveWith(resolveContexts, resolveValues);\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t\t};\n\n\t\t// Single- and empty arguments are adopted like Promise.resolve\n\t\tif (remaining <= 1) {\n\t\t\tadoptValue(singleValue, master.done(updateFunc(i)).resolve, master.reject,\n\t\t\t\t!remaining);\n\n\t\t\t// Use .then() to unwrap secondary thenables (cf. gh-3000)\n\t\t\tif (master.state() === \"pending\" ||\n\t\t\t\tisFunction(resolveValues[i] && resolveValues[i].then)) {\n\n\t\t\t\treturn master.then();\n\t\t\t}\n\t\t}\n\n\t\t// Multiple arguments are aggregated like Promise.all array elements\n\t\twhile (i--) {\n\t\t\tadoptValue(resolveValues[i], updateFunc(i), master.reject);\n\t\t}\n\n\t\treturn master.promise();\n\t}\n});\n\n\n// These usually indicate a programmer mistake during development,\n// warn about them ASAP rather than swallowing them by default.\nvar rerrorNames = /^(Eval|Internal|Range|Reference|Syntax|Type|URI)Error$/;\n\njQuery.Deferred.exceptionHook = function(error, stack) {\n\n\t// Support: IE 8 - 9 only\n\t// Console exists when dev tools are open, which can happen at any time\n\tif (window.console && window.console.warn && error && rerrorNames.test(error.name)) {\n\t\twindow.console.warn(\"jQuery.Deferred exception: \" + error.message, error.stack, stack);\n\t}\n};\n\n\n\njQuery.readyException = function(error) {\n\twindow.setTimeout(function() {\n\t\tthrow error;\n\t});\n};\n\n\n\n\n// The deferred used on DOM ready\nvar readyList = jQuery.Deferred();\n\njQuery.fn.ready = function(fn) {\n\n\treadyList\n\t\t.then(fn)\n\n\t\t// Wrap jQuery.readyException in a function so that the lookup\n\t\t// happens at the time of error handling instead of callback\n\t\t// registration.\n\t\t.catch(function(error) {\n\t\t\tjQuery.readyException(error);\n\t\t});\n\n\treturn this;\n};\n\njQuery.extend({\n\n\t// Is the DOM ready to be used? Set to true once it occurs.\n\tisReady: false,\n\n\t// A counter to track how many items to wait for before\n\t// the ready event fires. See #6781\n\treadyWait: 1,\n\n\t// Handle when the DOM is ready\n\tready: function(wait) {\n\n\t\t// Abort if there are pending holds or we're already ready\n\t\tif (wait === true ? --jQuery.readyWait : jQuery.isReady) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Remember that the DOM is ready\n\t\tjQuery.isReady = true;\n\n\t\t// If a normal DOM Ready event fired, decrement, and wait if need be\n\t\tif (wait !== true && --jQuery.readyWait > 0) {\n\t\t\treturn;\n\t\t}\n\n\t\t// If there are functions bound, to execute\n\t\treadyList.resolveWith(document, [jQuery]);\n\t}\n});\n\njQuery.ready.then = readyList.then;\n\n// The ready event handler and self cleanup method\nfunction completed() {\n\tdocument.removeEventListener(\"DOMContentLoaded\", completed);\n\twindow.removeEventListener(\"load\", completed);\n\tjQuery.ready();\n}\n\n\n// Catch cases where $(document).ready() is called\n// after the browser event has already occurred.\n// Support: IE <=9 - 10 only\n// Older IE sometimes signals \"interactive\" too soon\nif (document.readyState === \"complete\" ||\n\t(document.readyState !== \"loading\" && !document.documentElement.doScroll)) {\n\n\t// Handle it asynchronously to allow scripts the opportunity to delay ready\n\twindow.setTimeout(jQuery.ready);\n\n} else {\n\n\t// Use the handy event callback\n\tdocument.addEventListener(\"DOMContentLoaded\", completed);\n\n\t// A fallback to window.onload, that will always work\n\twindow.addEventListener(\"load\", completed);\n}\n\n\n\n\n// Multifunctional method to

get and set values of a collection\n// The value/s can optionally be executed if it's a function\nvar access = function(elems, fn, key, value, chainable, emptyGet, raw) {\n\tvar i = 0,\n\t\tlen = elems.length,\n\t\tbulk = key == null;\n\n\t// Sets many values\n\tif (toType(key) === \"object\") {\n\t\tchainable = true;\n\t\tfor (i in key) {\n\t\t\taccess(elems, fn, i, key[i], true, emptyGet, raw);\n\t\t}\n\n\t// Sets one value\n\t} else if (value !== undefined) {\n\t\tchainable = true;\n\n\t\tif (!isFunction(value)) {\n\t\t\traw = true;\n\t\t}\n\n\t\tif (bulk) {\n\n\t\t\t// Bulk operations run against the entire set\n\t\t\tif (raw) {\n\t\t\t\tfn.call(elems, value);\n\t\t\t\tfn = null;\n\n\t\t\t\t// ...except when executing function values\n\t\t\t} else {\n\t\t\t\tbulk = fn;\n\t\t\t\tfn = function(elem, key, value) {\n\t\t\t\t\treturn bulk.call(jQuery(elem), value);\n\t\t\t\t};\n\t\t\t}\n\t\t}\n\n\t\tif (fn) {\n\t\t\tfor (; i < len; i++) {\n\t\t\t\tfn(\n\t\t\t\t\telems[i], key, raw ?\n\t\t\t\t\tvalue :\n\t\t\t\t\tvalue.call(elems[i], i, fn(elems[i], key))\n\t\t\t\t);\n\t\t\t}\n\t\t}\n\t}\n\n\tif (chainable) {\n\t\treturn elems;\n\t}\n\n\t// Gets\n\tif (bulk) {\n\t\treturn fn.call(elems);\n\t}\n\n\treturn len ? fn(elems[0], key) : emptyGet;\n};\n\n\n// Matches dashed string for camelizing\nvar rmsPrefix = /^-ms-/,\n\trdashAlpha = /-([a-z])/g;\n\n// Used by camelCase as callback to replace()\nfunction fcamelCase(all, letter) {\n\treturn letter.toUpperCase();\n}\n\n\n// Convert dashed to camelCase; used by the css and data modules\n// Support: IE <=9 - 11, Edge 12 - 15\n// Microsoft forgot to hump their vendor prefix (#9572)\nfunction camelCase(string) {\n\treturn string.replace(rmsPrefix, \"ms-\").replace(rdashAlpha, fcamelCase);\n}\nvar acceptData = function(owner) {\n\n\t// Accepts only:\n\t// - Node\n\t//   - Node.ELEMENT_NODE\n\t//   - Node.DOCUMENT_NODE\n\t// - Object\n\t//   - Any\n\treturn owner.nodeType === 1 || owner.nodeType === 9 || !(+owner.nodeType);\n};\n\n\n\nfunction Data() {\n\tthis.expando = jQuery.expando + Data.uid++;\n}\n\nData.uid = 1;\n\nData.prototype = {\n\n\tcache: function(owner) {\n\n\t\t// Check if the owner object already has a cache\n\t\tvar value = owner[this.expando];\n\n\t\t// If not, create one\n\t\tif (!value) {\n\t\t\tvalue = {};\n\n\t\t\t// We can accept data for non-element nodes in modern browsers,\n\t\t\t// but we should not, see #8335.\n\t\t\t// Always return an empty object.\n\t\t\tif (acceptData(owner)) {\n\n\t\t\t\t// If it is a node unlikely to be stringify-ed or looped over\n\t\t\t\t// use plain assignment\n\t\t\t\tif (owner.nodeType) {\n\t\t\t\t\towner[this.expando] = value;\n\n\t\t\t\t// Otherwise secure it in a non-enumerable property\n\t\t\t\t// configurable must be true to allow the property to be\n\t\t\t\t// deleted when data is removed\n\t\t\t\t} else {\n\t\t\t\t\tObject.defineProperty(owner, this.expando, {\n\t\t\t\t\t\tvalue: value,\n\t\t\t\t\t\tconfigurable: true\n\t\t\t\t\t});\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn value;\n\t},\n\tset: function(owner, data, value) {\n\t\tvar prop,\n\t\t\tcache = this.cache(owner);\n\n\t\t// Handle: [owner, key, value] args\n\t\t// Always use camelCase key (gh-2257)\n\t\tif (typeof data === \"string\") {\n\t\t\tcache[camelCase(data)] = value;\n\n\t\t// Handle: [owner, { properties }] args\n\t\t} else {\n\n\t\t\t// Copy the properties one-by-one to the cache object\n\t\t\tfor (prop in data) {\n\t\t\t\tcache[camelCase(prop)] = data[prop];\n\t\t\t}\n\t\t}\n\t\treturn cache;\n\t},\n\tget: function(owner, key) {\n\t\treturn key === undefined ?\n\t\t\tthis.cache(owner) :\n\n\t\t\t// Always use camelCase key (gh-2257)\n\t\t\towner[this.expando] && owner[this.expando][camelCase(key)];\n\t},\n\taccess: function(owner, key, value) {\n\n\t\t// In cases where either:\n\t\t//\n\t\t//   1. No key was specified\n\t\t//   2. A string key was specified, but no value provided\n\t\t//\n\t\t// Take the \"read\" path and allow the get method to determine\n\t\t// which value to return, respectively either:\n\t\t//\n\t\t//   1. The entire cache object\n\t\t//   2. The data stored at the key\n\t\t//\n\t\tif (key === undefined ||\n\t\t\t((key && typeof key === \"string\") && value === undefined)) {\n\t\t\treturn this.get(owner, key);\n\t\t}\n\n\t\t// When the key is not a string, or both a key and value\n\t\t// are specified, set or extend (existing objects) with either:\n\t\t//\n\t\t//   1. An object of properties\n\t\t//   2. A key and value\n\t\t//\n\t\tthis.set(owner, key, value);\n\n\t\t// Since the \"set\" path can have two possible entry points\n\t\t// return the expected data based on which path was taken[*]\n\t\treturn value !== undefined ? value : key;\n\t},\n\tremove: function(owner, key) {\n\t\tvar i,\n\t\t\tcache = owner[this.expando];\n\n\t\tif (cache === undefined) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (key !== undefined) {\n\n\t\t\t// Support array or space separated string of keys\n\t\t\tif (Array.isArray(key)) {\n\n\t\t\t\t// If key is an array of keys...\n\t\t\t\t// We always set camelCase keys, so remove that.\n\t\t\t\tkey = key.map(camelCase);\n\t\t\t} else {\n\t\t\t\tkey = camelCase(key);\n\n\t\t\t\t// If a key with the spaces exists, use it.\n\t\t\t\t// Otherwise, create an array by matching non-whitespace\n\t\t\t\tkey = key in cache ?\n\t\t\t\t\t[key] :\n\t\t\t\t\t(key.match(rnothtmlwhite) || []);\n\t\t\t}\n\n\t\t\ti = key.length;\n\n\t\t\twhile (i--) {\n\t\t\t\tdelete cache[key[i]];\n\t\t\t}\n\t\t}\n\n\t\t// Remove the expando if there's

no more data\n\t\tif (key === undefined || jQuery.isEmptyObject(cache)) {\n\n\t\t\t// Support: Chrome <=35 - 45\n\t\t\t// Webkit & Blink performance suffers when deleting properties\n\t\t\t// from DOM nodes, so set to undefined instead\n\t\t\t// https://bugs.chromium.org/p/chromium/issues/detail?id=378607 (bug restricted)\n\t\t\tif (owner.nodeType) {\n\t\t\towner[this.expando] = undefined;\n\t\t\t} else {\n\t\t\tdelete owner[this.expando];\n\t\t\t}\n\t\t\t}\n\t\t},\n\thasData: function(owner) {\n\t\tvar cache = owner[this.expando];\n\t\treturn cache !== undefined && !jQuery.isEmptyObject(cache);\n\t}\n};\nvar dataPriv = new Data();\n\nvar dataUser = new Data();\n\n\n\n//\tImplementation Summary\n//\n//\t1. Enforce API surface and semantic compatibility with 1.9.x branch\n//\t2. Improve the module's maintainability by reducing the storage\n//\t\tpaths to a single mechanism.\n//\t3. Use the same single mechanism to support \"private\" and \"user\" data.\n//\t4. _Never_ expose \"private\" data to user code (TODO: Drop _data, _removeData)\n//\t5. Avoid exposing implementation details on user objects (eg. expando properties)\n//\t6. Provide a clear path for implementation upgrade to WeakMap in 2014\n\nvar rbrace = /^(?:\\{[\\w\\W]*\\}|\\[[\\w\\W]*\\])$/,\n\trmultiDash = /[A-Z]/g;\n\nfunction getData(data) {\n\tif (data === \"true\") {\n\t\treturn true;\n\t}\n\n\tif (data === \"false\") {\n\t\treturn false;\n\t}\n\n\tif (data === \"null\") {\n\t\treturn null;\n\t}\n\n\t// Only convert to a number if it doesn't change the string\n\tif (data === +data + \"\") {\n\t\treturn +data;\n\t}\n\n\tif (rbrace.test(data)) {\n\t\treturn JSON.parse(data);\n\t}\n\n\treturn data;\n}\n\nfunction dataAttr(elem, key, data) {\n\tvar name;\n\n\t// If nothing was found internally, try to fetch any\n\t// data from the HTML5 data-* attribute\n\tif (data === undefined && elem.nodeType === 1) {\n\t\tname = \"data-\" + key.replace(rmultiDash, \"-$&\").toLowerCase();\n\t\tdata = elem.getAttribute(name);\n\n\t\tif (typeof data === \"string\") {\n\t\t\ttry {\n\t\t\t\tdata = getData(data);\n\t\t\t} catch (e) {}\n\n\t\t\t// Make sure we set the data so it isn't changed later\n\t\t\tdataUser.set(elem, key, data);\n\t\t} else {\n\t\t\tdata = undefined;\n\t\t}\n\t}\n\treturn data;\n}\n\njQuery.extend({\n\thasData: function(elem) {\n\t\treturn dataUser.hasData(elem) || dataPriv.hasData(elem);\n\t},\n\n\tdata: function(elem, name, data) {\n\t\treturn dataUser.access(elem, name, data);\n\t},\n\n\tremoveData: function(elem, name) {\n\t\tdataUser.remove(elem, name);\n\t},\n\n\t// TODO: Now that all calls to _data and _removeData have been replaced\n\t// with direct calls to dataPriv methods, these can be deprecated.\n\t_data: function(elem, name, data) {\n\t\treturn dataPriv.access(elem, name, data);\n\t},\n\n\t_removeData: function(elem, name) {\n\t\tdataPriv.remove(elem, name);\n\t}\n});\n\njQuery.fn.extend({\n\tdata: function(key, value) {\n\t\tvar i, name, data,\n\t\telem = this[0],\n\t\tattrs = elem && elem.attributes;\n\n\t\t// Gets all values\n\t\tif (key === undefined) {\n\t\t\tif (this.length) {\n\t\t\t\tdata = dataUser.get(elem);\n\n\t\t\t\tif (elem.nodeType === 1 && !dataPriv.get(elem, \"hasDataAttrs\")) {\n\t\t\t\t\ti = attrs.length;\n\t\t\t\t\twhile (i--) {\n\n\t\t\t\t\t\t// Support: IE 11 only\n\t\t\t\t\t\t// The attrs elements can be null (#14894)\n\t\t\t\t\t\tif (attrs[i]) {\n\t\t\t\t\t\t\tname = attrs[i].name;\n\t\t\t\t\t\t\tif (name.indexOf(\"data-\") === 0) {\n\t\t\t\t\t\t\t\tname = camelCase(name.slice(5));\n\t\t\t\t\t\t\t\tdataAttr(elem, name, data[name]);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tdataPriv.set(elem, \"hasDataAttrs\", true);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\treturn data;\n\t\t}\n\n\t\t// Sets multiple values\n\t\tif (typeof key === \"object\") {\n\t\t\treturn this.each(function() {\n\t\t\t\tdataUser.set(this, key);\n\t\t\t});\n\t\t}\n\n\t\treturn access(this, function(value) {\n\t\t\tvar data;\n\n\t\t\t// The calling jQuery object (element matches) is not empty\n\t\t\t// (and therefore has an element appears at this[0]) and the\n\t\t\t// `value` parameter was not undefined. An empty jQuery object\n\t\t\t// will result in `undefined` for elem = this[0] which will\n\t\t\t// throw an exception if an attempt to read a data cache is made.\n\t\t\tif (elem && value === undefined) {\n\n\t\t\t\t// Attempt to get data from the cache\n\t\t\t\t// The key will always be camelCased in Data\n\t\t\t\tdata = dataUser.get(elem, key);\n\t\t\t\tif (data !== undefined) {\n\t\t\t\t\treturn data;\n\t\t\t\t}\n\n\t\t\t\t// Attempt to \"discover\" the data in\n\t\t\t\t// HTML5 custom data-* attrs\n\t\t\t\tdata = dataAttr(elem, key);\n\t\t\t\tif (data !== undefined) {\n\t\t\t\t\treturn data;\n\t\t\t\t}\n\n\t\t\t\t// We tried really hard, but the data doesn't exist.\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// Set the data...\n\t\t\tthis.each(function() {\n\n\t\t\t\t// We always store the camelCased key\n\t\t\t\tdataUser.set(this, key, value);\n\t\t\t});\n\t\t}, null, value, arguments.length > 1, null, true);\n\t},\n\n\tremoveData: function(key) {\n\t\treturn this.each(function() {\n\t\t\tdataUser.remove(this, key);\n\t\t});\n\t}\n});\n\n\njQuery.extend({\n\tqueue: function(elem, type, data) {\n\t\tvar queue;\n\n\t\tif (elem) {\n\t\t\ttype = (type || \"fx\") + \"queue\";\n\t\t\tqueue = dataPriv.get(elem, type);\n\n\t\t\t// Speed up dequeue by getting out quickly if this is just a

lookup\n\t\t\tif (data) {\n\t\t\t\tif (!queue || Array.isArray(data)) {\n\t\t\t\t\tqueue = dataPriv.access(elem, type, jQuery.makeArray(data));\n\t\t\t\t} else {\n\t\t\t\t\tqueue.push(data);\n\t\t\t\t}\n\t\t\t}\n\t\t\treturn queue || [];\n\t\t}\n\t\t},\n\n\tdequeue: function(elem, type) {\n\t\ttype = type || \"fx\";\n\n\t\tvar queue = jQuery.queue(elem, type),\n\t\t\tstartLength = queue.length,\n\t\t\tfn = queue.shift(),\n\t\t\thooks = jQuery._queueHooks(elem, type),\n\t\t\tnext = function() {\n\t\t\t\tjQuery.dequeue(elem, type);\n\t\t\t};\n\n\t\t// If the fx queue is dequeued, always remove the progress sentinel\n\t\tif (fn === \"inprogress\") {\n\t\t\tfn = queue.shift();\n\t\t\tstartLength--;\n\t\t}\n\n\t\tif (fn) {\n\n\t\t\t// Add a progress sentinel to prevent the fx queue from being\n\t\t\t// automatically dequeued\n\t\t\tif (type === \"fx\") {\n\t\t\t\tqueue.unshift(\"inprogress\");\n\t\t\t}\n\n\t\t\t// Clear up the last queue stop function\n\t\t\tdelete hooks.stop;\n\t\t\tfn.call(elem, next, hooks);\n\t\t}\n\n\t\tif (!startLength && hooks) {\n\t\t\thooks.empty.fire();\n\t\t}\n\t},\n\n\t// Not public - generate a queueHooks object, or return the current one\n\t_queueHooks: function(elem, type) {\n\t\tvar key = type + \"queueHooks\";\n\t\treturn dataPriv.get(elem, key) || dataPriv.access(elem, key, {\n\t\t\tempty: jQuery.Callbacks(\"once memory\").add(function() {\n\t\t\t\tdataPriv.remove(elem, [type + \"queue\", key]);\n\t\t\t})\n\t\t});\n\t}\n});\n\njQuery.fn.extend({\n\tqueue: function(type, data) {\n\t\tvar setter = 2;\n\n\t\tif (typeof type !== \"string\") {\n\t\t\tdata = type;\n\t\t\ttype = \"fx\";\n\t\t\tsetter--;\n\t\t}\n\n\t\tif (arguments.length < setter) {\n\t\t\treturn jQuery.queue(this[0], type);\n\t\t}\n\n\t\treturn data === undefined ?\n\t\t\tthis :\n\t\t\tthis.each(function() {\n\t\t\t\tvar queue = jQuery.queue(this, type, data);\n\n\t\t\t\t// Ensure a hooks for this queue\n\t\t\t\tjQuery._queueHooks(this, type);\n\n\t\t\t\tif (type === \"fx\" && queue[0] !== \"inprogress\") {\n\t\t\t\t\tjQuery.dequeue(this, type);\n\t\t\t\t}\n\t\t\t});\n\t},\n\tdequeue: function(type) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.dequeue(this, type);\n\t\t});\n\t},\n\tclearQueue: function(type) {\n\t\treturn this.queue(type || \"fx\", []);\n\t},\n\n\t// Get a promise resolved when queues of a certain type\n\t// are emptied (fx is the type by default)\n\tpromise: function(type, obj) {\n\t\tvar tmp,\n\t\t\tcount = 1,\n\t\t\tdefer = jQuery.Deferred(),\n\t\t\telements = this,\n\t\t\ti = this.length,\n\t\t\tresolve = function() {\n\t\t\t\tif (!(--count)) {\n\t\t\t\t\tdefer.resolveWith(elements, [elements]);\n\t\t\t\t}\n\t\t\t};\n\n\t\tif (typeof type !== \"string\") {\n\t\t\tobj = type;\n\t\t\ttype = undefined;\n\t\t}\n\t\ttype = type || \"fx\";\n\n\t\twhile (i--) {\n\t\t\ttmp = dataPriv.get(elements[i], type + \"queueHooks\");\n\t\t\tif (tmp && tmp.empty) {\n\t\t\t\tcount++;\n\t\t\t\ttmp.empty.add(resolve);\n\t\t\t}\n\t\t}\n\t\tresolve();\n\t\treturn defer.promise(obj);\n\t}\n});\nvar pnum = (/[+-]?(?:\\d*\\.|)\\d+(?:[eE][+-]?\\d+|)/).source;\n\n\nvar rcssNum = new RegExp(\"^(?:([+-])=|)(\" + pnum + \")([a-z%]*)$\", \"i\");\n\n\nvar cssExpand = [\"Top\", \"Right\", \"Bottom\", \"Left\"];\n\nvar isHiddenWithinTree = function(elem, el) {\n\n\t\t// isHiddenWithinTree might be called from jQuery#filter function;\n\t\t// in that case, element will be second argument\n\t\telem = el || elem;\n\n\t\t// Inline style trumps all\n\t\treturn elem.style.display === \"none\" ||\n\t\t\telem.style.display === \"\" &&\n\n\t\t\t// Otherwise, check computed style\n\t\t\t// Support: Firefox <=43 - 45\n\t\t\t// Disconnected elements can have computed display:\n\t\t\t// none, so first confirm that elem is\n\t\t\t// in the document.\n\t\t\tjQuery.contains(elem.ownerDocument, elem) &&\n\n\t\t\tjQuery.css(elem, \"display\") === \"none\";\n\t};\n\nvar swap = function(elem, options, callback, args) {\n\tvar ret, name,\n\t\told = {};\n\n\t// Remember the old values, and insert the new ones\n\tfor (name in options) {\n\t\told[name] = elem.style[name];\n\t\telem.style[name] = options[name];\n\t}\n\n\tret = callback.apply(elem, args || []);\n\n\t// Revert the old values\n\tfor (name in options) {\n\t\telem.style[name] = old[name];\n\t}\n\n\treturn ret;\n};\n\n\n\nfunction adjustCSS(elem, prop, valueParts, tween) {\n\tvar adjusted, scale,\n\t\tmaxIterations = 20,\n\t\tcurrentValue = tween ?\n\t\t\tfunction() {\n\t\t\t\treturn tween.cur();\n\t\t\t} :\n\t\t\tfunction() {\n\t\t\t\treturn jQuery.css(elem, prop, \"\");\n\t\t\t},\n\tinitial = currentValue(),\n\tunit = valueParts && valueParts[3] || (jQuery.cssNumber[prop] ? \"\" : \"px\"),\n\n\t// Starting value computation is required for potential unit mismatches\n\tinitialInUnit = (jQuery.cssNumber[prop] || unit !== \"px\" && +initial) &&\n\t\trcssNum.exec(jQuery.css(elem, prop));\n\n\tif (initialInUnit && initialInUnit[3] !== unit) {\n\n\t\t// Support: Firefox <=54\n\t\t// Halve the iteration target value to prevent interference from CSS upper bounds (gh-2144)\n\t\tinitial = initial / 2;\n\n\t\t// Trust units reported by jQuery.css\n\t\tunit = unit || initialInUnit[3];\n\n\t\t// Iteratively approximate from a nonzero starting point\n\t\tinitialInUnit = +initial || 1;\n\n\t\twhile (maxIterations--) {\n\n\t\t\t// Evaluate and update our best guess (doubling guesses that zero out).\n\t\t\t// Finish if the scale equals or crosses 1 (making the old*new product non-positive).\n\t\t\tjQuery.style(elem, prop, initialInUnit + unit);\n\t\t\tif (

(1 - scale) * (1 - (scale = currentValue() / initial || 0.5)) <= 0) {\n\t\t\t\tmaxIterations = 0;\n\t\t\t}\n\t\t\tinitialInUnit = initialInUnit / scale;\n\n\t\t}\n\n\t\tinitialInUnit = initialInUnit * 2;\n\t\tjQuery.style(elem, prop, initialInUnit + unit);\n\n\t\t// Make sure we update the tween properties later on\n\t\tvalueParts = valueParts || [];\n\t}\n\n\tif (valueParts) {\n\t\tinitialInUnit = +initialInUnit || +initial || 0;\n\n\t\t// Apply relative offset (+=/-=) if specified\n\t\tadjusted = valueParts[1] ?\n\t\t\tinitialInUnit + (valueParts[1] + 1) * valueParts[2] :\n\t\t\t+valueParts[2];\n\t\tif (tween) {\n\t\t\ttween.unit = unit;\n\t\t\ttween.start = initialInUnit;\n\t\t\ttween.end = adjusted;\n\t\t}\n\t}\n\t\treturn adjusted;\n}\n\n\nvar defaultDisplayMap = {};\nfunction getDefaultDisplay(elem) {\n\tvar temp,\n\t\tdoc = elem.ownerDocument,\n\t\tnodeName = elem.nodeName,\n\t\tdisplay = defaultDisplayMap[nodeName];\n\n\tif (display) {\n\t\treturn display;\n\t}\n\n\ttemp = doc.body.appendChild(doc.createElement(nodeName));\n\tdisplay = jQuery.css(temp, \"display\");\n\n\ttemp.parentNode.removeChild(temp);\n\n\tif (display === \"none\") {\n\t\tdisplay = \"block\";\n\t}\n\tdefaultDisplayMap[nodeName] = display;\n\n\treturn display;\n}\n\nfunction showHide(elements, show) {\n\tvar display, elem,\n\t\tvalues = [],\n\t\tindex = 0,\n\t\tlength = elements.length;\n\n\t// Determine new display value for elements that need to change\n\tfor (; index < length; index++) {\n\t\telem = elements[index];\n\t\tif (!elem.style) {\n\t\t\tcontinue;\n\t\t}\n\n\t\tdisplay = elem.style.display;\n\t\tif (show) {\n\n\t\t\t// Since we force visibility upon cascade-hidden elements, an immediate (and slow)\n\t\t\t// check is required in this first loop unless we have a nonempty display value (either\n\t\t\t// inline or about-to-be-restored)\n\t\t\tif (display === \"none\") {\n\t\t\t\tvalues[index] = dataPriv.get(elem, \"display\") || null;\n\t\t\t\tif (!values[index]) {\n\t\t\t\t\telem.style.display = \"\";\n\t\t\t\t}\n\t\t\t}\n\t\t\tif (elem.style.display === \"\" && isHiddenWithinTree(elem)) {\n\t\t\t\tvalues[index] = getDefaultDisplay(elem);\n\t\t\t}\n\t\t} else {\n\t\t\tif (display !== \"none\") {\n\t\t\t\tvalues[index] = \"none\";\n\n\t\t\t\t// Remember what we're overwriting\n\t\t\t\tdataPriv.set(elem, \"display\", display);\n\t\t\t}\n\t\t}\n\t}\n\n\t// Set the display of the elements in a second loop to avoid constant reflow\n\tfor (index = 0; index < length; index++) {\n\t\tif (values[index] != null) {\n\t\t\telements[index].style.display = values[index];\n\t\t}\n\t}\n\n\treturn elements;\n}\n\njQuery.fn.extend({\n\tshow: function() {\n\t\treturn showHide(this, true);\n\t},\n\thide: function() {\n\t\treturn showHide(this);\n\t},\n\ttoggle: function(state) {\n\t\tif (typeof state === \"boolean\") {\n\t\t\treturn state ? this.show() : this.hide();\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tif (isHiddenWithinTree(this)) {\n\t\t\t\tjQuery(this).show();\n\t\t\t} else {\n\t\t\t\tjQuery(this).hide();\n\t\t\t}\n\t\t});\n\t}\n});\nvar rcheckableType = (/^(?:checkbox|radio)$/i);\nvar rtagName = (/<([a-z][^\\/\\0>\\x20\\t\\r\\n\\f]+)/i);\nvar rscriptType = (/^$|^module$|\\/(?:java|ecma)script/i);\n\n\n\n// We have to close these tags to support XHTML (#13200)\nvar wrapMap = {\n\n\t// Support: IE <=9 only\n\toption: [1, \"<select multiple='multiple'>\", \"</select>\"],\n\n\t// XHTML parsers do not magically insert elements in the\n\t// same way that tag soup parsers do. So we cannot shorten\n\t// this by omitting <tbody> or other required elements.\n\tthead: [1, \"<table>\", \"</table>\"],\n\tcol: [2, \"<table><colgroup>\", \"</colgroup></table>\"],\n\ttr: [2, \"<table><tbody>\", \"</tbody></table>\"],\n\ttd: [3, \"<table><tbody><tr>\", \"</tr></tbody></table>\"],\n\n\t_default: [0, \"\", \"\"]\n};\n\n// Support: IE <=9 only\nwrapMap.optgroup = wrapMap.option;\n\nwrapMap.tbody = wrapMap.tfoot = wrapMap.colgroup = wrapMap.caption = wrapMap.thead;\nwrapMap.th = wrapMap.td;\n\nfunction getAll(context, tag) {\n\n\t// Support: IE <=9 - 11 only\n\t// Use typeof to avoid zero-argument method invocation on host objects (#15151)\n\tvar ret;\n\n\tif (typeof context.getElementsByTagName !== \"undefined\") {\n\t\tret = context.getElementsByTagName(tag || \"*\");\n\n\t} else if (typeof context.querySelectorAll !== \"undefined\") {\n\t\tret = context.querySelectorAll(tag || \"*\");\n\n\t} else {\n\t\tret = [];\n\t}\n\n\tif (tag === undefined || tag && nodeName(context, tag)) {\n\t\treturn jQuery.merge([context], ret);\n\t}\n\n\treturn ret;\n}\n\n\n// Mark scripts as having already been evaluated\nfunction setGlobalEval(elems, refElements) {\n\tvar i = 0,\n\t\tl = elems.length;\n\n\tfor (; i < l; i++) {\n\t\tdataPriv.set(\n\t\t\telems[i],\n\t\t\t\"globalEval\",\n\t\t\t!refElements || dataPriv.get(refElements[i], \"globalEval\")\n\t\t);\n\t}\n}\n\n\nvar rhtml = /<|&#?\\w+;/;\n\nfunction buildFragment(elems, context, scripts, selection, ignored) {\n\tvar elem, tmp, tag, wrap, contains, j,\n\t\tfragment = context.createDocumentFragment(),\n\t\tnodes = [],\n\t\ti = 0,\n\t\tl = elems.length;\n\n\tfor (; i < l; i++) {\n\t\telem = elems[i];\n\n\t\tif (elem || elem === 0) {\n\n\t\t\t// Add nodes directly\n\t\t\tif (toType(elem) === \"object\")

{\n\n\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\tjQuery.merge(nodes, elem.nodeType ? [elem] : elem);\n\n\t\t\t// Convert non-html into a text node\n\t\t\t} else if (!rhtml.test(elem)) {\n\t\t\t\tnodes.push(context.createTextNode(elem));\n\n\t\t\t// Convert html into DOM nodes\n\t\t\t} else {\n\t\t\t\ttmp = tmp || fragment.appendChild(context.createElement(\"div\"));\n\n\t\t\t\t// Deserialize a standard representation\n\t\t\t\ttag = (rtagName.exec(elem) || [\"\", \"\"])[1].toLowerCase();\n\t\t\t\twrap = wrapMap[tag] || wrapMap._default;\n\t\t\t\ttmp.innerHTML = wrap[1] + jQuery.htmlPrefilter(elem) + wrap[2];\n\n\t\t\t\t// Descend through wrappers to the right content\n\t\t\t\tj = wrap[0];\n\t\t\t\twhile (j--) {\n\t\t\t\t\ttmp = tmp.lastChild;\n\t\t\t\t}\n\n\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\tjQuery.merge(nodes, tmp.childNodes);\n\n\t\t\t\t// Remember the top-level container\n\t\t\t\ttmp = fragment.firstChild;\n\n\t\t\t\t// Ensure the created nodes are orphaned (#12392)\n\t\t\t\ttmp.textContent = \"\";\n\t\t\t}\n\t\t}\n\t}\n\n\t// Remove wrapper from fragment\n\tfragment.textContent = \"\";\n\n\ti = 0;\n\twhile ((elem = nodes[i++])) {\n\n\t\t// Skip elements already in the context collection (trac-4087)\n\t\tif (selection && jQuery.inArray(elem, selection) > -1) {\n\t\t\tif (ignored) {\n\t\t\t\tignored.push(elem);\n\t\t\t}\n\t\t\tcontinue;\n\t\t}\n\n\t\tcontains = jQuery.contains(elem.ownerDocument, elem);\n\n\t\t// Append to fragment\n\t\ttmp = getAll(fragment.appendChild(elem), \"script\");\n\n\t\t// Preserve script evaluation history\n\t\tif (contains) {\n\t\t\tsetGlobalEval(tmp);\n\t\t}\n\n\t\t// Capture executables\n\t\tif (scripts) {\n\t\t\tj = 0;\n\t\t\twhile ((elem = tmp[j++])) {\n\t\t\t\tif (rscriptType.test(elem.type || \"\")) {\n\t\t\t\t\tscripts.push(elem);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn fragment;\n}\n\n\n(function() {\n\tvar fragment = document.createDocumentFragment(),\n\t\tdiv = fragment.appendChild(document.createElement(\"div\")),\n\t\tinput = document.createElement(\"input\");\n\n\t// Support: Android 4.0 - 4.3 only\n\t// Check state lost if the name is set (#11217)\n\t// Support: Windows Web Apps (WWA)\n\t// `name` and `type` must use .setAttribute for WWA (#14901)\n\tinput.setAttribute(\"type\", \"radio\");\n\tinput.setAttribute(\"checked\", \"checked\");\n\tinput.setAttribute(\"name\", \"t\");\n\tdiv.appendChild(input);\n\n\t// Support: Android <=4.1 only\n\t// Older WebKit doesn't clone checked state correctly in fragments\n\tsupport.checkClone = div.cloneNode(true).cloneNode(true).lastChild.checked;\n\n\t// Support: IE <=11 only\n\t// Make sure textarea (and checkbox) defaultValue is properly cloned\n\tdiv.innerHTML = \"<textarea>x</textarea>\";\n\tsupport.noCloneChecked = !!div.cloneNode(true).lastChild.defaultValue;\n})();\nvar documentElement = document.documentElement;\n\n\n\nvar\n\trkeyEvent = /^key/,\n\trmouseEvent = /^(?:mouse|pointer|contextmenu|drag|drop)|click/,\n\trtypenamespace = /^([^.]*)(?:\\.(.+)|)/;\n\nfunction returnTrue() {\n\treturn true;\n}\n\nfunction returnFalse() {\n\treturn false;\n}\n\n// Support: IE <=9 only\n// See #13393 for more info\nfunction safeActiveElement() {\n\ttry {\n\t\treturn document.activeElement;\n\t} catch (err) { }\n}\n\nfunction on(elem, types, selector, data, fn, one) {\n\tvar origFn, type;\n\n\t// Types can be a map of types/handlers\n\tif (typeof types === \"object\") {\n\n\t\t// (types-Object, selector, data)\n\t\tif (typeof selector !== \"string\") {\n\n\t\t\t// (types-Object, data)\n\t\t\tdata = data || selector;\n\t\t\tselector = undefined;\n\t\t}\n\t\tfor (type in types) {\n\t\t\ton(elem, type, selector, data, types[type], one);\n\t\t}\n\t\treturn elem;\n\t}\n\n\tif (data == null && fn == null) {\n\n\t\t// (types, fn)\n\t\tfn = selector;\n\t\tdata = selector = undefined;\n\t} else if (fn == null) {\n\t\tif (typeof selector === \"string\") {\n\n\t\t\t// (types, selector, fn)\n\t\t\tfn = data;\n\t\t\tdata = undefined;\n\t\t} else {\n\n\t\t\t// (types, data, fn)\n\t\t\tfn = data;\n\t\t\tdata = selector;\n\t\t\tselector = undefined;\n\t\t}\n\t}\n\tif (fn === false) {\n\t\tfn = returnFalse;\n\t} else if (!fn) {\n\t\treturn elem;\n\t}\n\n\tif (one === 1) {\n\t\torigFn = fn;\n\t\tfn = function(event) {\n\n\t\t\t// Can use an empty set, since event contains the info\n\t\t\tjQuery().off(event);\n\t\t\treturn origFn.apply(this, arguments);\n\t\t};\n\n\t\t// Use same guid so caller can remove using origFn\n\t\tfn.guid = origFn.guid || (origFn.guid = jQuery.guid++);\n\t}\n\treturn elem.each(function() {\n\t\tjQuery.event.add(this, types, fn, data, selector);\n\t});\n}\n\n/*\n * Helper functions for managing events -- not part of the public interface.\n * Props to Dean Edwards' addEvent library for many of the ideas.\n */\njQuery.event = {\n\n\tglobal: {},\n\n\tadd: function(elem, types, handler, data, selector) {\n\n\t\tvar handleObjIn, eventHandle, tmp,\n\t\t\tevents, t, handleObj,\n\t\t\tspecial, handlers, type, namespaces, origType,\n\t\t\telemData = dataPriv.get(elem);\n\n\t\t// Don't attach events to noData or text/comment nodes (but allow plain objects)\n\t\tif (!elemData) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Caller can pass in an object of custom data in

lieu of the handler\n\t\tif (handler.handler) {\n\t\t\thandleObjIn = handler;\n\t\t\thandler = handleObjIn.handler;\n\t\t\tselector = handleObjIn.selector;\n\t\t}\n\n\t\t// Ensure that invalid selectors throw exceptions at attach time\n\t\t// Evaluate against documentElement in case elem is a non-element node (e.g., document)\n\t\tif (selector) {\n\t\t\tjQuery.find.matchesSelector(documentElement, selector);\n\t\t}\n\n\t\t// Make sure that the handler has a unique ID, used to find/remove it later\n\t\tif (!handler.guid) {\n\t\t\thandler.guid = jQuery.guid++;\n\t\t}\n\n\t\t// Init the element's event structure and main handler, if this is the first\n\t\tif (!(events = elemData.events)) {\n\t\t\tevents = elemData.events = {};\n\t\t}\n\t\tif (!(eventHandle = elemData.handle)) {\n\t\t\teventHandle = elemData.handle = function(e) {\n\n\t\t\t\t// Discard the second event of a jQuery.event.trigger() and\n\t\t\t\t// when an event is called after a page has unloaded\n\t\t\t\treturn typeof jQuery !== \"undefined\" && jQuery.event.triggered !== e.type ?\n\t\t\t\t\tjQuery.event.dispatch.apply(elem, arguments) : undefined;\n\t\t\t};\n\t\t}\n\n\t\t// Handle multiple events separated by a space\n\t\ttypes = (types || \"\").match(rnothtmlwhite) || [\"\"];\n\t\tt = types.length;\n\t\twhile (t--) {\n\t\t\ttmp = rtypenamespace.exec(types[t]) || [];\n\t\t\ttype = origType = tmp[1];\n\t\t\tnamespaces = (tmp[2] || \"\").split(\".\").sort();\n\n\t\t\t// There *must* be a type, no attaching namespace-only handlers\n\t\t\tif (!type) {\n\t\t\t\tcontinue;\n\t\t\t}\n\n\t\t\t// If event changes its type, use the special event handlers for the changed type\n\t\t\tspecial = jQuery.event.special[type] || {};\n\n\t\t\t// If selector defined, determine special event api type, otherwise given type\n\t\t\ttype = (selector ? special.delegateType : special.bindType) || type;\n\n\t\t\t// Update special based on newly reset type\n\t\t\tspecial = jQuery.event.special[type] || {};\n\n\t\t\t// handleObj is passed to all event handlers\n\t\t\thandleObj = jQuery.extend({\n\t\t\t\ttype: type,\n\t\t\t\torigType: origType,\n\t\t\t\tdata: data,\n\t\t\t\thandler: handler,\n\t\t\t\tguid: handler.guid,\n\t\t\t\tselector: selector,\n\t\t\t\tneedsContext: selector && jQuery.expr.match.needsContext.test(selector),\n\t\t\t\tnamespace: namespaces.join(\".\")\n\t\t\t}, handleObjIn);\n\n\t\t\t// Init the event handler queue if we're the first\n\t\t\tif (!(handlers = events[type])) {\n\t\t\t\thandlers = events[type] = [];\n\t\t\t\thandlers.delegateCount = 0;\n\n\t\t\t\t// Only use addEventListener if the special events handler returns false\n\t\t\t\tif (!special.setup ||\n\t\t\t\t\tspecial.setup.call(elem, data, namespaces, eventHandle) === false) {\n\t\t\t\t\tif (elem.addEventListener) {\n\t\t\t\t\t\telem.addEventListener(type, eventHandle);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\tif (special.add) {\n\t\t\t\tspecial.add.call(elem, handleObj);\n\t\t\t\tif (!handleObj.handler.guid) {\n\t\t\t\t\thandleObj.handler.guid = handler.guid;\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Add to the element's handler list, delegates in front\n\t\t\tif (selector) {\n\t\t\t\thandlers.splice(handlers.delegateCount++, 0, handleObj);\n\t\t\t} else {\n\t\t\t\thandlers.push(handleObj);\n\t\t\t}\n\n\t\t\t// Keep track of which events have ever been used, for event optimization\n\t\t\tjQuery.event.global[type] = true;\n\t\t}\n\n\t},\n\n\t// Detach an event or set of events from an element\n\tremove: function(elem, types, handler, selector, mappedTypes) {\n\n\t\tvar j, origCount, tmp,\n\t\t\tevents, t, handleObj,\n\t\t\tspecial, handlers, type, namespaces, origType,\n\t\t\telemData = dataPriv.hasData(elem) && dataPriv.get(elem);\n\n\t\tif (!elemData || !(events = elemData.events)) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Once for each type.namespace in types; type may be omitted\n\t\ttypes = (types || \"\").match(rnothtmlwhite) || [\"\"];\n\t\tt = types.length;\n\t\twhile (t--) {\n\t\t\ttmp = rtypenamespace.exec(types[t]) || [];\n\t\t\ttype = origType = tmp[1];\n\t\t\tnamespaces = (tmp[2] || \"\").split(\".\").sort();\n\n\t\t\t// Unbind all events (on this namespace, if provided) for the element\n\t\t\tif (!type) {\n\t\t\t\tfor (type in events) {\n\t\t\t\t\tjQuery.event.remove(elem, type + types[t], handler, selector, true);\n\t\t\t\t}\n\t\t\t\tcontinue;\n\t\t\t}\n\n\t\t\tspecial = jQuery.event.special[type] || {};\n\t\t\ttype = (selector ? special.delegateType : special.bindType) || type;\n\t\t\thandlers = events[type] || [];\n\t\t\ttmp = tmp[2] &&\n\t\t\t\tnew RegExp(\"(^|\\\\.)\" + namespaces.join(\"\\\\.(?:.*\\\\.|)\") + \"(\\\\.|$)\");\n\n\t\t\t// Remove matching events\n\t\t\torigCount = j = handlers.length;\n\t\t\twhile (j--) {\n\t\t\t\thandleObj = handlers[j];\n\n\t\t\t\tif ((mappedTypes || origType === handleObj.origType) &&\n\t\t\t\t\t(!handler || handler.guid === handleObj.guid) &&\n\t\t\t\t\t(!tmp || tmp.test(handleObj.namespace)) &&\n\t\t\t\t\t(!selector || selector === handleObj.selector ||\n\t\t\t\t\t\tselector === \"**\" && handleObj.selector)) {\n\t\t\t\t\thandlers.splice(j, 1);\n\n\t\t\t\t\tif (handleObj.selector) {\n\t\t\t\t\t\thandlers.delegateCount--;\n\t\t\t\t\t}\n\t\t\t\t\tif (special.remove) {\n\t\t\t\t\t\tspecial.remove.call(elem, handleObj);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Remove generic event handler if we removed something and no more handlers exist\n\t\t\t// (avoids potential for endless recursion during

removal of special event handlers)\n\t\t\tif (origCount && !handlers.length) {\n\t\t\t\tif (!special.teardown ||\n\t\t\t\t\tspecial.teardown.call(elem, namespaces, elemData.handle) === false) {\n\n\t\t\t\t\tjQuery.removeEvent(elem, type, elemData.handle);\n\t\t\t\t}\n\n\t\t\t\tdelete events[type];\n\t\t\t}\n\t\t}\n\n\t\t// Remove data and the expando if it's no longer used\n\t\tif (jQuery.isEmptyObject(events)) {\n\t\t\tdataPriv.remove(elem, \"handle events\");\n\t\t}\n\t},\n\n\tdispatch: function(nativeEvent) {\n\t\t// Make a writable jQuery.Event from the native event object\n\t\tvar event = jQuery.event.fix(nativeEvent);\n\n\t\tvar i, j, ret, matched, handleObj, handlerQueue,\n\t\t\targs = new Array(arguments.length),\n\t\t\thandlers = (dataPriv.get(this, \"events\") || {})[event.type] || [],\n\t\t\tspecial = jQuery.event.special[event.type] || {};\n\n\t\t// Use the fix-ed jQuery.Event rather than the (read-only) native event\n\t\targs[0] = event;\n\n\t\tfor (i = 1; i < arguments.length; i++) {\n\t\t\targs[i] = arguments[i];\n\t\t}\n\n\t\tevent.delegateTarget = this;\n\n\t\t// Call the preDispatch hook for the mapped type, and let it bail if desired\n\t\tif (special.preDispatch && special.preDispatch.call(this, event) === false) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Determine handlers\n\t\thandlerQueue = jQuery.event.handlers.call(this, event, handlers);\n\n\t\t// Run delegates first; they may want to stop propagation beneath us\n\t\ti = 0;\n\t\twhile ((matched = handlerQueue[i++]) && !event.isPropagationStopped()) {\n\t\t\tevent.currentTarget = matched.elem;\n\n\t\t\tj = 0;\n\t\t\twhile ((handleObj = matched.handlers[j++]) &&\n\t\t\t\t!event.isImmediatePropagationStopped()) {\n\n\t\t\t\t// Triggered event must either 1) have no namespace, or 2) have namespace(s)\n\t\t\t\t// a subset or equal to those in the bound event (both can have no namespace).\n\t\t\t\tif (!event.rnamespace || event.rnamespace.test(handleObj.namespace)) {\n\n\t\t\t\t\tevent.handleObj = handleObj;\n\t\t\t\t\tevent.data = handleObj.data;\n\n\t\t\t\t\tret = ((jQuery.event.special[handleObj.origType] || {}).handle ||\n\t\t\t\t\t\thandleObj.handler).apply(matched.elem, args);\n\n\t\t\t\t\tif (ret !== undefined) {\n\t\t\t\t\t\tif ((event.result = ret) === false) {\n\t\t\t\t\t\t\tevent.preventDefault();\n\t\t\t\t\t\t\tevent.stopPropagation();\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Call the postDispatch hook for the mapped type\n\t\tif (special.postDispatch) {\n\t\t\tspecial.postDispatch.call(this, event);\n\t\t}\n\n\t\treturn event.result;\n\t},\n\n\thandlers: function(event, handlers) {\n\t\tvar i, handleObj, sel, matchedHandlers, matchedSelectors,\n\t\t\thandlerQueue = [],\n\t\t\tdelegateCount = handlers.delegateCount,\n\t\t\tcur = event.target;\n\n\t\t// Find delegate handlers\n\t\tif (delegateCount &&\n\n\t\t\t// Support: IE <=9\n\t\t\t// Black-hole SVG <use> instance trees (trac-13180)\n\t\t\tcur.nodeType &&\n\n\t\t\t// Support: Firefox <=42\n\t\t\t// Suppress spec-violating clicks indicating a non-primary pointer button (trac-3861)\n\t\t\t// https://www.w3.org/TR/DOM-Level-3-Events/#event-type-click\n\t\t\t// Support: IE 11 only\n\t\t\t// ...but not arrow key \"clicks\" of radio inputs, which can have `button` -1 (gh-2343)\n\t\t\t!(event.type === \"click\" && event.button >= 1)) {\n\n\t\t\tfor (; cur !== this; cur = cur.parentNode || this) {\n\n\t\t\t\t// Don't check non-elements (#13208)\n\t\t\t\t// Don't process clicks on disabled elements (#6911, #8165, #11382, #11764)\n\t\t\t\tif (cur.nodeType === 1 && !(event.type === \"click\" && cur.disabled === true)) {\n\t\t\t\t\tmatchedHandlers = [];\n\t\t\t\t\tmatchedSelectors = {};\n\t\t\t\t\tfor (i = 0; i < delegateCount; i++) {\n\t\t\t\t\t\thandleObj = handlers[i];\n\n\t\t\t\t\t\t// Don't conflict with Object.prototype properties (#13203)\n\t\t\t\t\t\tsel = handleObj.selector + \" \";\n\n\t\t\t\t\t\tif (matchedSelectors[sel] === undefined) {\n\t\t\t\t\t\t\tmatchedSelectors[sel] = handleObj.needsContext ?\n\t\t\t\t\t\t\t\tjQuery(sel, this).index(cur) > -1 :\n\t\t\t\t\t\t\t\tjQuery.find(sel, this, null, [cur]).length;\n\t\t\t\t\t\t}\n\t\t\t\t\t\tif (matchedSelectors[sel]) {\n\t\t\t\t\t\t\tmatchedHandlers.push(handleObj);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\tif (matchedHandlers.length) {\n\t\t\t\t\t\thandlerQueue.push({ elem: cur, handlers: matchedHandlers });\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\t// Add the remaining (directly-bound) handlers\n\t\tcur = this;\n\t\tif (delegateCount < handlers.length) {\n\t\t\thandlerQueue.push({ elem: cur, handlers: handlers.slice(delegateCount) });\n\t\t}\n\n\t\treturn handlerQueue;\n\t},\n\n\taddProp: function(name, hook) {\n\t\tObject.defineProperty(jQuery.Event.prototype, name, {\n\t\t\tenumerable: true,\n\t\t\tconfigurable: true,\n\n\t\t\tget: isFunction(hook) ?\n\t\t\t\tfunction() {\n\t\t\t\t\tif (this.originalEvent) {\n\t\t\t\t\t\t\treturn hook(this.originalEvent);\n\t\t\t\t\t}\n\t\t\t\t} :\n\t\t\t\tfunction() {\n\t\t\t\t\tif (this.originalEvent) {\n\t\t\t\t\t\t\treturn this.originalEvent[name];\n\t\t\t\t\t}\n\t\t\t\t},\n\n\t\t\tset: function(value) {\n\t\t\t\tObject.defineProperty(this, name, {\n\t\t\t\t\tenumerable: true,\n\t\t\t\t\tconfigurable: true,\n\t\t\t\t\twritable: true,\n\t\t\t\t\tvalue: value\n\t\t\t\t});\n\t\t\t}\n\t\t});\n\t},\n\n\tfix:

function(originalEvent) {\n\t\treturn originalEvent[jQuery.expando] ?\n\t\t\toriginalEvent :\n\t\t\tnew jQuery.Event(originalEvent);\n\t},\n\n\tspecial: {\n\t\tload: {\n\n\t\t\t// Prevent triggered image.load events from bubbling to window.load\n\t\t\tnoBubble: true\n\t\t},\n\t\tfocus: {\n\n\t\t\t// Fire native event if possible so blur/focus sequence is correct\n\t\t\ttrigger: function() {\n\t\t\t\tif (this !== safeActiveElement() && this.focus) {\n\t\t\t\t\tthis.focus();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\t\t\tdelegateType: \"focusin\"\n\t\t},\n\t\tblur: {\n\t\t\ttrigger: function() {\n\t\t\t\tif (this === safeActiveElement() && this.blur) {\n\t\t\t\t\tthis.blur();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\t\t\tdelegateType: \"focusout\"\n\t\t},\n\t\tclick: {\n\n\t\t\t// For checkbox, fire native event so checked state will be right\n\t\t\ttrigger: function() {\n\t\t\t\tif (this.type === \"checkbox\" && this.click && nodeName(this, \"input\")) {\n\t\t\t\t\tthis.click();\n\t\t\t\t\treturn false;\n\t\t\t\t}\n\t\t\t},\n\n\t\t\t// For cross-browser consistency, don't fire native .click() on links\n\t\t\t_default: function(event) {\n\t\t\t\treturn nodeName(event.target, \"a\");\n\t\t\t}\n\t\t},\n\n\t\tbeforeunload: {\n\t\t\tpostDispatch: function(event) {\n\n\t\t\t\t// Support: Firefox 20+\n\t\t\t\t// Firefox doesn't alert if the returnValue field is not set.\n\t\t\t\tif (event.result !== undefined && event.originalEvent) {\n\t\t\t\t\tevent.originalEvent.returnValue = event.result;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n};\n\njQuery.removeEvent = function(elem, type, handle) {\n\n\t// This \"if\" is needed for plain objects\n\tif (elem.removeEventListener) {\n\t\telem.removeEventListener(type, handle);\n\t}\n};\n\njQuery.Event = function(src, props) {\n\n\t// Allow instantiation without the 'new' keyword\n\tif (!(this instanceof jQuery.Event)) {\n\t\treturn new jQuery.Event(src, props);\n\t}\n\n\t// Event object\n\tif (src && src.type) {\n\t\tthis.originalEvent = src;\n\t\tthis.type = src.type;\n\n\t\t// Events bubbling up the document may have been marked as prevented\n\t\t// by a handler lower down the tree; reflect the correct value.\n\t\tthis.isDefaultPrevented = src.defaultPrevented ||\n\t\t\t\tsrc.defaultPrevented === undefined &&\n\n\t\t\t\t// Support: Android <=2.3 only\n\t\t\t\tsrc.returnValue === false ?\n\t\t\treturnTrue :\n\t\t\treturnFalse;\n\n\t\t// Create target properties\n\t\t// Support: Safari <=6 - 7 only\n\t\t// Target should not be a text node (#504, #13143)\n\t\tthis.target = (src.target && src.target.nodeType === 3) ?\n\t\t\tsrc.target.parentNode :\n\t\t\tsrc.target;\n\n\t\tthis.currentTarget = src.currentTarget;\n\t\tthis.relatedTarget = src.relatedTarget;\n\n\t// Event type\n\t} else {\n\t\tthis.type = src;\n\t}\n\n\t// Put explicitly provided properties onto the event object\n\tif (props) {\n\t\tjQuery.extend(this, props);\n\t}\n\n\t// Create a timestamp if incoming event doesn't have one\n\tthis.timeStamp = src && src.timeStamp || Date.now();\n\n\t// Mark it as fixed\n\tthis[jQuery.expando] = true;\n};\n\n// jQuery.Event is based on DOM3 Events as specified by the ECMAScript Language Binding\n// https://www.w3.org/TR/2003/WD-DOM-Level-3-Events-20030331/ecma-script-binding.html\njQuery.Event.prototype = {\n\tconstructor: jQuery.Event,\n\tisDefaultPrevented: returnFalse,\n\tisPropagationStopped: returnFalse,\n\tisImmediatePropagationStopped: returnFalse,\n\tisSimulated: false,\n\n\tpreventDefault: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isDefaultPrevented = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.preventDefault();\n\t\t}\n\t},\n\tstopPropagation: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isPropagationStopped = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.stopPropagation();\n\t\t}\n\t},\n\tstopImmediatePropagation: function() {\n\t\tvar e = this.originalEvent;\n\n\t\tthis.isImmediatePropagationStopped = returnTrue;\n\n\t\tif (e && !this.isSimulated) {\n\t\t\te.stopImmediatePropagation();\n\t\t}\n\n\t\tthis.stopPropagation();\n\t}\n};\n\n// Includes all common event props including KeyEvent and MouseEvent specific props\njQuery.each({\n\taltKey: true,\n\tbubbles: true,\n\tcancelable: true,\n\tchangedTouches: true,\n\tctrlKey: true,\n\tdetail: true,\n\teventPhase: true,\n\tmetaKey: true,\n\tpageX: true,\n\tpageY: true,\n\tshiftKey: true,\n\tview: true,\n\t\"char\": true,\n\tcharCode: true,\n\tkey: true,\n\tkeyCode: true,\n\tbutton: true,\n\tbuttons: true,\n\tclientX: true,\n\tclientY: true,\n\toffsetX: true,\n\toffsetY: true,\n\tpointerId: true,\n\tpointerType: true,\n\tscreenX: true,\n\tscreenY: true,\n\ttargetTouches: true,\n\ttoElement: true,\n\ttouches: true,\n\n\twhich: function(event) {\n\t\tvar button = event.button;\n\n\t\t// Add which for key events\n\t\tif (event.which == null && rkeyEvent.test(event.type)) {\n\t\t\treturn event.charCode != null ? event.charCode : event.keyCode;\n\t\t}\n\n\t\t// Add which for click: 1 === left; 2 === middle; 3 === right\n\t\tif (!event.which && button !== undefined && rmouseEvent.test(event.type)) {\n\t\t\tif (button & 1) {\n\t\t\t\treturn 1;\n\t\t\t}\n\n\t\t\tif (button & 2) {\n\t\t\t\treturn 3;\n\t\t\t}\n\n\t\t\tif (button & 4) {\n\t\t\t\treturn

2;\n\t\t}\n\n\t\t\treturn 0;\n\t\t}\n\n\t\treturn event.which;\n\t}\n}, jQuery.event.addProp);\n\n// Create mouseenter/leave events using mouseover/out and event-time checks\n// so that event delegation works in jQuery.\n// Do the same for pointerenter/pointerleave and pointerover/pointerout\n//\n// Support: Safari 7 only\n// Safari sends mouseenter too often; see:\n// https://bugs.chromium.org/p/chromium/issues/detail?id=470258\n// for the description of the bug (it existed in older Chrome versions as well).\njQuery.each({\n\tmouseenter: \"mouseover\",\n\tmouseleave: \"mouseout\",\n\tpointerenter: \"pointerover\",\n\tpointerleave: \"pointerout\"\n}, function(orig, fix) {\n\tjQuery.event.special[orig] = {\n\t\tdelegateType: fix,\n\t\tbindType: fix,\n\n\t\thandle: function(event) {\n\t\t\tvar ret,\n\t\t\t\ttarget = this,\n\t\t\t\trelated = event.relatedTarget,\n\t\t\t\thandleObj = event.handleObj;\n\n\t\t\t// For mouseenter/leave call the handler if related is outside the target.\n\t\t\t// NB: No relatedTarget if the mouse left/entered the browser window\n\t\t\tif (!related || (related !== target && !jQuery.contains(target, related))) {\n\t\t\t\tevent.type = handleObj.origType;\n\t\t\t\tret = handleObj.handler.apply(this, arguments);\n\t\t\t\tevent.type = fix;\n\t\t\t}\n\t\t\treturn ret;\n\t\t}\n\t};\n});\n\njQuery.fn.extend({\n\n\ton: function(types, selector, data, fn) {\n\t\treturn on(this, types, selector, data, fn);\n\t},\n\tone: function(types, selector, data, fn) {\n\t\treturn on(this, types, selector, data, fn, 1);\n\t},\n\toff: function(types, selector, fn) {\n\t\tvar handleObj, type;\n\t\tif (types && types.preventDefault && types.handleObj) {\n\n\t\t\t// (event) dispatched jQuery.Event\n\t\t\thandleObj = types.handleObj;\n\t\t\tjQuery(types.delegateTarget).off(\n\t\t\t\thandleObj.namespace ?\n\t\t\t\t\thandleObj.origType + \".\" + handleObj.namespace :\n\t\t\t\t\thandleObj.origType,\n\t\t\t\thandleObj.selector,\n\t\t\t\thandleObj.handler\n\t\t\t);\n\t\t\treturn this;\n\t\t}\n\t\tif (typeof types === \"object\") {\n\n\t\t\t// (types-object [, selector])\n\t\t\tfor (type in types) {\n\t\t\t\tthis.off(type, selector, types[type]);\n\t\t\t}\n\t\t\treturn this;\n\t\t}\n\t\tif (selector === false || typeof selector === \"function\") {\n\n\t\t\t// (types [, fn])\n\t\t\tfn = selector;\n\t\t\tselector = undefined;\n\t\t}\n\t\tif (fn === false) {\n\t\t\tfn = returnFalse;\n\t\t}\n\t\treturn this.each(function() {\n\t\t\tjQuery.event.remove(this, types, fn, selector);\n\t\t});\n\t}\n});\n\nvar\n\n\t/* eslint-disable max-len */\n\n\t// See https://github.com/eslint/eslint/issues/3229\n\trxhtmlTag = /<(?!area|br|col|embed|hr|img|input|link|meta|param)(([a-z][^\/\0>\x20\t\r\n\f]*)[^>]*)\/>/gi,\n\n\t/* eslint-enable */\n\n\t// Support: IE <=10 - 11, Edge 12 - 13 only\n\t// In IE/Edge using regex groups here causes severe slowdowns.\n\t// See https://connect.microsoft.com/IE/feedback/details/1736512/\n\trnoInnerhtml = /<script|<style|<link/i,\n\n\t// checked=\"checked\" or checked\n\trchecked = /checked\s*(?:[^=]|=\s*.checked.)/i,\n\trcleanScript = /^\s*<!(?:\[CDATA\[|--)|(?:\]\]|--)>\s*$/g;\n\n// Prefer a tbody over its parent table for containing new rows\nfunction manipulationTarget(elem, content) {\n\tif (nodeName(elem, \"table\") &&\n\t\tnodeName(content.nodeType !== 11 ? content : content.firstChild, \"tr\")) {\n\n\t\treturn jQuery(elem).children(\"tbody\")[0] || elem;\n\t}\n\n\treturn elem;\n}\n\n// Replace/restore the type attribute of script elements for safe DOM manipulation\nfunction disableScript(elem) {\n\telem.type = (elem.getAttribute(\"type\") !== null) + \"/\" + elem.type;\n\treturn elem;\n}\nfunction restoreScript(elem) {\n\tif ((elem.type || \"\").slice(0, 5) === \"true/\") {\n\t\telem.type = elem.type.slice(5);\n\t} else {\n\t\telem.removeAttribute(\"type\");\n\t}\n\n\treturn elem;\n}\n\nfunction cloneCopyEvent(src, dest) {\n\tvar i, l, type, pdataOld, pdataCur, udataOld, udataCur, events;\n\n\tif (dest.nodeType !== 1) {\n\t\treturn;\n\t}\n\n\t// 1. Copy private data: events, handlers, etc.\n\tif (dataPriv.hasData(src)) {\n\t\tpdataOld = dataPriv.access(src);\n\t\tpdataCur = dataPriv.set(dest, pdataOld);\n\t\tevents = pdataOld.events;\n\n\t\tif (events) {\n\t\t\tdelete pdataCur.handle;\n\t\t\tpdataCur.events = {};\n\n\t\t\tfor (type in events) {\n\t\t\t\tfor (i = 0, l = events[type].length; i < l; i++) {\n\t\t\t\t\tjQuery.event.add(dest, type, events[type][i]);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\t// 2. Copy user data\n\tif (dataUser.hasData(src)) {\n\t\tudataOld = dataUser.access(src);\n\t\tudataCur = jQuery.extend({}, udataOld);\n\n\t\tdataUser.set(dest, udataCur);\n\t}\n}\n\n// Fix IE bugs, see support tests\nfunction fixInput(src, dest) {\n\tvar nodeName = dest.nodeName.toLowerCase();\n\n\t// Fails to persist the checked state of a cloned checkbox or radio button.\n\tif (nodeName === \"input\" && rcheckableType.test(src.type)) {\n\t\tdest.checked = src.checked;\n\n\t// Fails to return the selected option to the default selected state when cloning options\n\t} else if (nodeName === \"input\" || nodeName === \"textarea\") {\n\t\tdest.defaultValue = src.defaultValue;\n\t}\n}\n\nfunction domManip(collection,

args, callback, ignored) {\n\n\t// Flatten any nested arrays\n\targs = concat.apply([], args);\n\n\tvar fragment, first, scripts, hasScripts, node, doc,\n\t\ti = 0,\n\t\tl = collection.length,\n\t\tiNoClone = l - 1,\n\t\tvalue = args[0],\n\t\tvalueIsFunction = isFunction(value);\n\n\t// We can't cloneNode fragments that contain checked, in WebKit\n\tif (valueIsFunction ||\n\t\t\t(l > 1 && typeof value === \"string\" &&\n\t\t\t\t!support.checkClone && rchecked.test(value))) {\n\t\treturn collection.each(function(index) {\n\t\t\tvar self = collection.eq(index);\n\t\t\tif (valueIsFunction) {\n\t\t\t\targs[0] = value.call(this, index, self.html());\n\t\t\t}\n\t\t\tdomManip(self, args, callback, ignored);\n\t\t});\n\t}\n\n\tif (l) {\n\t\tfragment = buildFragment(args, collection[0].ownerDocument, false, collection, ignored);\n\t\tfirst = fragment.firstChild;\n\n\t\tif (fragment.childNodes.length === 1) {\n\t\t\tfragment = first;\n\t\t}\n\n\t\t// Require either new content or an interest in ignored elements to invoke the callback\n\t\tif (first || ignored) {\n\t\t\tscripts = jQuery.map(getAll(fragment, \"script\"), disableScript);\n\t\t\thasScripts = scripts.length;\n\n\t\t\t// Use the original fragment for the last item\n\t\t\t// instead of the first because it can end up\n\t\t\t// being emptied incorrectly in certain situations (#8070).\n\t\t\tfor (; i < l; i++) {\n\t\t\t\tnode = fragment;\n\n\t\t\t\tif (i !== iNoClone) {\n\t\t\t\t\tnode = jQuery.clone(node, true, true);\n\n\t\t\t\t\t// Keep references to cloned scripts for later restoration\n\t\t\t\t\tif (hasScripts) {\n\n\t\t\t\t\t\t// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t\t\t\t// push.apply(_, arraylike) throws on ancient WebKit\n\t\t\t\t\t\tjQuery.merge(scripts, getAll(node, \"script\"));\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\tcallback.call(collection[i], node, i);\n\t\t\t}\n\n\t\t\tif (hasScripts) {\n\t\t\t\tdoc = scripts[scripts.length - 1].ownerDocument;\n\n\t\t\t\t// Reenable scripts\n\t\t\t\tjQuery.map(scripts, restoreScript);\n\n\t\t\t\t// Evaluate executable scripts on first document insertion\n\t\t\t\tfor (i = 0; i < hasScripts; i++) {\n\t\t\t\t\tnode = scripts[i];\n\t\t\t\t\tif (rscriptType.test(node.type || \"\") &&\n\t\t\t\t\t\t!dataPriv.access(node, \"globalEval\") &&\n\t\t\t\t\t\tjQuery.contains(doc, node)) {\n\n\t\t\t\t\t\tif (node.src && (node.type || \"\").toLowerCase() !== \"module\") {\n\n\t\t\t\t\t\t\t// Optional AJAX dependency, but won't run scripts if not present\n\t\t\t\t\t\t\tif (jQuery._evalUrl) {\n\t\t\t\t\t\t\t\tjQuery._evalUrl(node.src);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\tDOMEval(node.textContent.replace(rcleanScript, \"\"), doc, node);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t}\n\n\treturn collection;\n}\n\nfunction remove(elem, selector, keepData) {\n\tvar node,\n\t\tnodes = selector ? jQuery.filter(selector, elem) : elem,\n\t\ti = 0;\n\n\tfor (; (node = nodes[i]) != null; i++) {\n\t\tif (!keepData && node.nodeType === 1) {\n\t\t\tjQuery.cleanData(getAll(node));\n\t\t}\n\n\t\tif (node.parentNode) {\n\t\t\tif (keepData && jQuery.contains(node.ownerDocument, node)) {\n\t\t\t\tsetGlobalEval(getAll(node, \"script\"));\n\t\t\t}\n\t\t\tnode.parentNode.removeChild(node);\n\t\t}\n\t}\n\n\treturn elem;\n}\n\njQuery.extend({\n\thtmlPrefilter: function(html) {\n\t\treturn html.replace(rxhtmlTag, \"<$1></$2>\");\n\t},\n\n\tclone: function(elem, dataAndEvents, deepDataAndEvents) {\n\t\tvar i, l, srcElements, destElements,\n\t\t\tclone = elem.cloneNode(true),\n\t\t\tinPage = jQuery.contains(elem.ownerDocument, elem);\n\n\t\t// Fix IE cloning issues\n\t\tif (!support.noCloneChecked && (elem.nodeType === 1 || elem.nodeType === 11) &&\n\t\t\t\t!jQuery.isXMLDoc(elem)) {\n\n\t\t\t// We eschew Sizzle here for performance reasons: https://jsperf.com/getall-vs-sizzle/2\n\t\t\tdestElements = getAll(clone);\n\t\t\tsrcElements = getAll(elem);\n\n\t\t\tfor (i = 0, l = srcElements.length; i < l; i++) {\n\t\t\t\tfixInput(srcElements[i], destElements[i]);\n\t\t\t}\n\t\t}\n\n\t\t// Copy the events from the original to the clone\n\t\tif (dataAndEvents) {\n\t\t\tif (deepDataAndEvents) {\n\t\t\t\tsrcElements = srcElements || getAll(elem);\n\t\t\t\tdestElements = destElements || getAll(clone);\n\n\t\t\t\tfor (i = 0, l = srcElements.length; i < l; i++) {\n\t\t\t\t\tcloneCopyEvent(srcElements[i], destElements[i]);\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tcloneCopyEvent(elem, clone);\n\t\t\t}\n\t\t}\n\n\t\t// Preserve script evaluation history\n\t\tdestElements = getAll(clone, \"script\");\n\t\tif (destElements.length > 0) {\n\t\t\tsetGlobalEval(destElements, !inPage && getAll(elem, \"script\"));\n\t\t}\n\n\t\t// Return the cloned set\n\t\treturn clone;\n\t},\n\n\tcleanData: function(elems) {\n\t\tvar data, elem, type,\n\t\t\tspecial = jQuery.event.special,\n\t\t\ti = 0;\n\n\t\tfor (; (elem = elems[i]) !== undefined; i++) {\n\t\t\tif (acceptData(elem)) {\n\t\t\t\tif ((data = elem[dataPriv.expando])) {\n\t\t\t\t\tif (data.events) {\n\t\t\t\t\t\tfor (type in data.events) {\n\t\t\t\t\t\t\tif (special[type]) {\n\t\t\t\t\t\t\t\tjQuery.event.remove(elem, type);\n\n\t\t\t\t\t\t\t// This is a shortcut to avoid jQuery.event.remove's overhead\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tjQuery.removeEvent(elem, type, data.handle);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t//

Support: Chrome <=35 - 45+\n\t\t\t\t/// Assign undefined instead of using delete, see Data#remove\n\t\t\t\telem[dataPriv.expando] = undefined;\n\t\t\t\t}\n\t\t\t\tif (elem[dataUser.expando]) {\n\n\t\t\t\t\t/// Support: Chrome <=35 - 45+\n\t\t\t\t/// Assign undefined instead of using delete, see Data#remove\n\t\t\t\telem[dataUser.expando] = undefined;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t});\n\njQuery.fn.extend({\n\tdetach: function(selector) {\n\t\treturn remove(this, selector, true);\n\t},\n\n\tremove: function(selector) {\n\t\treturn remove(this, selector);\n\t},\n\n\ttext: function(value) {\n\t\treturn access(this, function(value) {\n\t\t\treturn value === undefined ?\n\t\t\t\tjQuery.text(this) :\n\t\t\t\tthis.empty().each(function() {\n\t\t\t\t\tif (this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9) {\n\t\t\t\t\t\tthis.textContent = value;\n\t\t\t\t\t}\n\t\t\t\t});\n\t\t}, null, value, arguments.length);\n\t},\n\n\tappend: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9) {\n\t\t\t\tvar target = manipulationTarget(this, elem);\n\t\t\t\ttarget.appendChild(elem);\n\t\t\t}\n\t\t});\n\t},\n\n\tprepend: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.nodeType === 1 || this.nodeType === 11 || this.nodeType === 9) {\n\t\t\t\tvar target = manipulationTarget(this, elem);\n\t\t\t\ttarget.insertBefore(elem, target.firstChild);\n\t\t\t}\n\t\t});\n\t},\n\n\tbefore: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.parentNode) {\n\t\t\t\tthis.parentNode.insertBefore(elem, this);\n\t\t\t}\n\t\t});\n\t},\n\n\tafter: function() {\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tif (this.parentNode) {\n\t\t\t\tthis.parentNode.insertBefore(elem, this.nextSibling);\n\t\t\t}\n\t\t});\n\t},\n\n\tempty: function() {\n\t\tvar elem,\n\t\t\ti = 0;\n\n\t\tfor (; (elem = this[i]) != null; i++) {\n\t\t\tif (elem.nodeType === 1) {\n\n\t\t\t\t/// Prevent memory leaks\n\t\t\t\tjQuery.cleanData(getAll(elem, false));\n\n\t\t\t\t/// Remove any remaining nodes\n\t\t\t\telem.textContent = \"\";\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\tclone: function(dataAndEvents, deepDataAndEvents) {\n\t\tdataAndEvents = dataAndEvents == null ? false : dataAndEvents;\n\t\tdeepDataAndEvents = deepDataAndEvents == null ? dataAndEvents : deepDataAndEvents;\n\n\t\treturn this.map(function() {\n\t\t\treturn jQuery.clone(this, dataAndEvents, deepDataAndEvents);\n\t\t});\n\t},\n\n\thtml: function(value) {\n\t\treturn access(this, function(value) {\n\t\t\tvar elem = this[0] || {},\n\t\t\t\ti = 0,\n\t\t\t\tl = this.length;\n\n\t\t\tif (value === undefined && elem.nodeType === 1) {\n\t\t\t\treturn elem.innerHTML;\n\t\t\t}\n\n\t\t\t/// See if we can take a shortcut and just use innerHTML\n\t\t\tif (typeof value === \"string\" && !rnoInnerhtml.test(value) &&\n\t\t\t\t!wrapMap[(rtagName.exec(value) || [\"\", \"\"])[1].toLowerCase()]) {\n\n\t\t\t\tvalue = jQuery.htmlPrefilter(value);\n\n\t\t\t\ttry {\n\t\t\t\t\tfor (; i < l; i++) {\n\t\t\t\t\t\telem = this[i] || {};\n\n\t\t\t\t\t\t/// Remove element nodes and prevent memory leaks\n\t\t\t\t\t\tif (elem.nodeType === 1) {\n\t\t\t\t\t\t\tjQuery.cleanData(getAll(elem, false));\n\t\t\t\t\t\t\telem.innerHTML = value;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\telem = 0;\n\n\t\t\t\t/// If using innerHTML throws an exception, use the fallback method\n\t\t\t\t} catch (e) {}\n\t\t\t}\n\n\t\t\tif (elem) {\n\t\t\t\tthis.empty().append(value);\n\t\t\t}\n\t\t}, null, value, arguments.length);\n\t},\n\n\treplaceWith: function() {\n\t\tvar ignored = [];\n\n\t\t/// Make the changes, replacing each non-ignored context element with the new content\n\t\treturn domManip(this, arguments, function(elem) {\n\t\t\tvar parent = this.parentNode;\n\n\t\t\tif (jQuery.inArray(this, ignored) < 0) {\n\t\t\t\tjQuery.cleanData(getAll(this));\n\t\t\t\tif (parent) {\n\t\t\t\t\tparent.replaceChild(elem, this);\n\t\t\t\t}\n\t\t\t}\n\n\t\t/// Force callback invocation\n\t\t}, ignored);\n\t}\n});\n\njQuery.each({\n\tappendTo: \"append\",\n\tprependTo: \"prepend\",\n\tinsertBefore: \"before\",\n\tinsertAfter: \"after\",\n\treplaceAll: \"replaceWith\"\n}, function(name, original) {\n\tjQuery.fn[name] = function(selector) {\n\t\tvar elems,\n\t\t\tret = [],\n\t\t\tinsert = jQuery(selector),\n\t\t\tlast = insert.length - 1,\n\t\t\ti = 0;\n\n\t\tfor (; i <= last; i++) {\n\t\t\telems = i === last ? this : this.clone(true);\n\t\t\tjQuery(insert[i])[original](elems);\n\n\t\t\t/// Support: Android <=4.0 only, PhantomJS 1 only\n\t\t\t/// .get() because push.apply(_, arraylike) throws on ancient WebKit\n\t\t\tpush.apply(ret, elems.get());\n\t\t}\n\n\t\treturn this.pushStack(ret);\n\t};\n});\nvar rnumnonpx = new RegExp(\"^(\" + pnum + \")(?!px)[a-z%]+$\", \"i\");\n\nvar getStyles = function(elem) {\n\n\t\t/// Support: IE <=11 only, Firefox <=30 (#15098, #14150)\n\t\t/// IE throws on elements created in popups\n\t\t/// FF meanwhile throws on frame elements through \"defaultView.getComputedStyle\"\n\t\tvar view = elem.ownerDocument.defaultView;\n\n\t\tif (!view || !view.opener) {\n\t\t\tview = window;\n\t\t}\n\n\t\treturn view.getComputedStyle(elem);\n\t};\n\nvar rboxStyle =

new RegExp(cssExpand.join(\"|\"), \"i\");\n\n\n\n(function() {\n\n\t// Executing both pixelPosition & boxSizingReliable tests require only one layout\n\t// so they're executed at the same time to save the second computation.\n\tfunction computeStyleTests() {\n\n\t\t// This is a singleton, we need to execute it only once\n\t\tif (!div) {\n\t\t\treturn;\n\t\t}\n\n\t\tcontainer.style.cssText = \"position:absolute;left:-11111px;width:60px;\" +\n\t\t\t\"margin-top:1px;padding:0;border:0\";\n\t\tdiv.style.cssText =\n\t\t\t\"position:relative;display:block;box-sizing:border-box;overflow:scroll;\" +\n\t\t\t\"margin:auto;border:1px;padding:1px;\" +\n\t\t\t\"width:60%;top:1%\";\n\t\tdocumentElement.appendChild(container).appendChild(div);\n\n\t\tvar divStyle = window.getComputedStyle(div);\n\t\tpixelPositionVal = divStyle.top !== \"1%\";\n\n\t\t// Support: Android 4.0 - 4.3 only, Firefox <=3 - 44\n\t\treliableMarginLeftVal = roundPixelMeasures(divStyle.marginLeft) === 12;\n\n\t\t// Support: Android 4.0 - 4.3 only, Safari <=9.1 - 10.1, iOS <=7.0 - 9.3\n\t\t// Some styles come back with percentage values, even though they shouldn't\n\t\tdiv.style.right = \"60%\";\n\t\tpixelBoxStylesVal = roundPixelMeasures(divStyle.right) === 36;\n\n\t\t// Support: IE 9 - 11 only\n\t\t// Detect misreporting of content dimensions for box-sizing:border-box elements\n\t\tboxSizingReliableVal = roundPixelMeasures(divStyle.width) === 36;\n\n\t\t// Support: IE 9 only\n\t\t// Detect overflow:scroll screwiness (gh-3699)\n\t\tdiv.style.position = \"absolute\";\n\t\tscrollboxSizeVal = div.offsetWidth === 36 || \"absolute\";\n\n\t\tdocumentElement.removeChild(container);\n\n\t\t// Nullify the div so it wouldn't be stored in the memory and\n\t\t// it will also be a sign that checks already performed\n\t\tdiv = null;\n\t}\n\n\tfunction roundPixelMeasures(measure) {\n\t\treturn Math.round(parseFloat(measure));\n\t}\n\n\tvar pixelPositionVal, boxSizingReliableVal, scrollboxSizeVal, pixelBoxStylesVal,\n\t\treliableMarginLeftVal,\n\t\tcontainer = document.createElement(\"div\"),\n\t\tdiv = document.createElement(\"div\");\n\n\t// Finish early in limited (non-browser) environments\n\tif (!div.style) {\n\t\treturn;\n\t}\n\n\t// Support: IE <=9 - 11 only\n\t// Style of cloned element affects source element cloned (#8908)\n\tdiv.style.backgroundClip = \"content-box\";\n\tdiv.cloneNode(true).style.backgroundClip = \"\";\n\tsupport.clearCloneStyle = div.style.backgroundClip === \"content-box\";\n\n\tjQuery.extend(support, {\n\t\tboxSizingReliable: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn boxSizingReliableVal;\n\t\t},\n\t\tpixelBoxStyles: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn pixelBoxStylesVal;\n\t\t},\n\t\tpixelPosition: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn pixelPositionVal;\n\t\t},\n\t\treliableMarginLeft: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn reliableMarginLeftVal;\n\t\t},\n\t\tscrollboxSize: function() {\n\t\t\tcomputeStyleTests();\n\t\t\treturn scrollboxSizeVal;\n\t\t}\n\t});\n})();\n\nfunction curCSS(elem, name, computed) {\n\tvar width, minWidth, maxWidth, ret,\n\n\t\t// Support: Firefox 51+\n\t\t// Retrieving style before computed somehow\n\t\t// fixes an issue with getting wrong values\n\t\t// on detached elements\n\t\tstyle = elem.style;\n\n\tcomputed = computed || getStyles(elem);\n\n\t// getPropertyValue is needed for:\n\t//   .css('filter') (IE 9 only, #12537)\n\t//   .css('--customProperty) (#3144)\n\tif (computed) {\n\t\tret = computed.getPropertyValue(name) || computed[name];\n\n\t\tif (ret === \"\" && !jQuery.contains(elem.ownerDocument, elem)) {\n\t\t\tret = jQuery.style(elem, name);\n\t\t}\n\n\t\t// A tribute to the \"awesome hack by Dean Edwards\"\n\t\t// Android Browser returns percentage for some values,\n\t\t// but width seems to be reliably pixels.\n\t\t// This is against the CSSOM draft spec:\n\t\t// https://drafts.csswg.org/cssom/#resolved-values\n\t\tif (!support.pixelBoxStyles() && rnumnonpx.test(ret) && rboxStyle.test(name)) {\n\n\t\t\t// Remember the original values\n\t\t\twidth = style.width;\n\t\t\tminWidth = style.minWidth;\n\t\t\tmaxWidth = style.maxWidth;\n\n\t\t\t// Put in the new values to get a computed value out\n\t\t\tstyle.minWidth = style.maxWidth = style.width = ret;\n\t\t\tret = computed.width;\n\n\t\t\t// Revert the changed values\n\t\t\tstyle.width = width;\n\t\t\tstyle.minWidth = minWidth;\n\t\t\tstyle.maxWidth = maxWidth;\n\t\t}\n\t}\n\n\treturn ret !== undefined ?\n\n\t\t// Support: IE <=9 - 11 only\n\t\t// IE returns zIndex value as an integer.\n\t\tret + \"\" :\n\t\tret;\n}\n\n\nfunction addGetHookIf(conditionFn, hookFn) {\n\n\t// Define the hook, we'll check on the first run if it's really needed.\n\treturn {\n\t\tget: function() {\n\t\t\tif (conditionFn()) {\n\n\t\t\t\t// Hook not needed (or it's not possible to use it due\n\t\t\t\t// to missing dependency), remove it.\n\t\t\t\tdelete this.get;\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// Hook needed; redefine it so that the support test is not executed again.\n\t\t\treturn (this.get = hookFn).apply(this, arguments);\n\t\t}\n\t};\n}\n\n\nvar\n\n\t// Swappable if display is none or starts with table\n\t// except \"table\", \"table-cell\", or \"table-caption\"\n\t// See here for display

values: https://developer.mozilla.org/en-US/docs/CSS/display\n\trdisplayswap = /^(none|table(?!-c[ea]).+)/,\n\trcustomProp = /^--/,\n\tcssShow = { position: \"absolute\", visibility: \"hidden\", display: \"block\" },\n\tcssNormalTransform = {\n\t\tletterSpacing: \"0\",\n\t\tfontWeight: \"400\"\n\t},\n\tcssPrefixes = [\"Webkit\", \"Moz\", \"ms\"],\n\temptyStyle = document.createElement(\"div\").style;\n\n// Return a css property mapped to a potentially vendor prefixed property\nfunction vendorPropName(name) {\n\n\t// Shortcut for names that are not vendor prefixed\n\tif (name in emptyStyle) {\n\t\treturn name;\n\t}\n\n\t// Check for vendor prefixed names\n\tvar capName = name[0].toUpperCase() + name.slice(1),\n\t\ti = cssPrefixes.length;\n\n\twhile (i--) {\n\t\tname = cssPrefixes[i] + capName;\n\t\tif (name in emptyStyle) {\n\t\t\treturn name;\n\t\t}\n\t}\n}\n\n// Return a property mapped along what jQuery.cssProps suggests or to\n// a vendor prefixed property.\nfunction finalPropName(name) {\n\tvar ret = jQuery.cssProps[name];\n\tif (!ret) {\n\t\tret = jQuery.cssProps[name] = vendorPropName(name) || name;\n\t}\n\treturn ret;\n}\n\nfunction setPositiveNumber(elem, value, subtract) {\n\n\t// Any relative (+/-) values have already been\n\t// normalized at this point\n\tvar matches = rcssNum.exec(value);\n\treturn matches ?\n\n\t\t// Guard against undefined \"subtract\", e.g., when used as in cssHooks\n\t\tMath.max(0, matches[2] - (subtract || 0)) + (matches[3] || \"px\") :\n\t\tvalue;\n}\n\nfunction boxModelAdjustment(elem, dimension, box, isBorderBox, styles, computedVal) {\n\tvar i = dimension === \"width\" ? 1 : 0,\n\t\textra = 0,\n\t\tdelta = 0;\n\n\t// Adjustment may not be necessary\n\tif (box === (isBorderBox ? \"border\" : \"content\")) {\n\t\treturn 0;\n\t}\n\n\tfor (; i < 4; i += 2) {\n\n\t\t// Both box models exclude margin\n\t\tif (box === \"margin\") {\n\t\t\tdelta += jQuery.css(elem, box + cssExpand[i], true, styles);\n\t\t}\n\n\t\t// If we get here with a content-box, we're seeking \"padding\" or \"border\" or \"margin\"\n\t\tif (!isBorderBox) {\n\n\t\t\t// Add padding\n\t\t\tdelta += jQuery.css(elem, \"padding\" + cssExpand[i], true, styles);\n\n\t\t\t// For \"border\" or \"margin\", add border\n\t\t\tif (box !== \"padding\") {\n\t\t\t\tdelta += jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\n\t\t\t// But still keep track of it otherwise\n\t\t\t} else {\n\t\t\t\textra += jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\t\t\t}\n\n\t\t// If we get here with a border-box (content + padding + border), we're seeking \"content\" or\n\t\t// \"padding\" or \"margin\"\n\t\t} else {\n\n\t\t\t// For \"content\", subtract padding\n\t\t\tif (box === \"content\") {\n\t\t\t\tdelta -= jQuery.css(elem, \"padding\" + cssExpand[i], true, styles);\n\t\t\t}\n\n\t\t\t// For \"content\" or \"padding\", subtract border\n\t\t\tif (box !== \"margin\") {\n\t\t\t\tdelta -= jQuery.css(elem, \"border\" + cssExpand[i] + \"Width\", true, styles);\n\t\t\t}\n\t\t}\n\t}\n\n\t// Account for positive content-box scroll gutter when requested by providing computedVal\n\tif (!isBorderBox && computedVal >= 0) {\n\n\t\t// offsetWidth/offsetHeight is a rounded sum of content, padding, scroll gutter, and border\n\t\t// Assuming integer scroll gutter, subtract the rest and round down\n\t\tdelta += Math.max(0, Math.ceil(\n\t\t\telem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)] -\n\t\t\tcomputedVal -\n\t\t\tdelta -\n\t\t\textra -\n\t\t\t0.5\n\t\t));\n\t}\n\n\treturn delta;\n}\n\nfunction getWidthOrHeight(elem, dimension, extra) {\n\n\t// Start with computed style\n\tvar styles = getStyles(elem),\n\t\tval = curCSS(elem, dimension, styles),\n\t\tisBorderBox = jQuery.css(elem, \"boxSizing\", false, styles) === \"border-box\",\n\t\tvalueIsBorderBox = isBorderBox;\n\n\t// Support: Firefox <=54\n\t// Return a confounding non-pixel value or feign ignorance, as appropriate.\n\tif (rnumnonpx.test(val)) {\n\t\tif (!extra) {\n\t\t\treturn val;\n\t\t}\n\t\tval = \"auto\";\n\t}\n\n\t// Check for style in case a browser which returns unreliable values\n\t// for getComputedStyle silently falls back to the reliable elem.style\n\tvalueIsBorderBox = valueIsBorderBox &&\n\t\t(support.boxSizingReliable() || val === elem.style[dimension]);\n\n\t// Fall back to offsetWidth/offsetHeight when value is \"auto\"\n\t// This happens for inline elements with no explicit setting (gh-3571)\n\t// Support: Android <=4.1 - 4.3 only\n\t// Also use offsetWidth/offsetHeight for misreported inline dimensions (gh-3602)\n\tif (val === \"auto\" ||\n\t\t!parseFloat(val) && jQuery.css(elem, \"display\", false, styles) === \"inline\") {\n\n\t\tval = elem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)];\n\n\t\t// offsetWidth/offsetHeight provide border-box values\n\t\tvalueIsBorderBox = true;\n\t}\n\n\t// Normalize \"\" and auto\n\tval = parseFloat(val) || 0;\n\n\t// Adjust for the element's box model\n\treturn (val +\n\t\tboxModelAdjustment(\n\t\t\telem,\n\t\t\tdimension,\n\t\t\textra || (isBorderBox ? \"border\" : \"content\"),\n\t\t\tvalueIsBorderBox,\n\t\t\tstyles,\n\n\t\t\t// Provide the current computed size to request scroll gutter calculation (gh-3589)\n\t\t\tval\n\t\t)\n\t) + \"px\";\n}\n\njQuery.extend({\n\n\t// Add in style property hooks for

overriding the default\n\t// behavior of getting and setting a style property\n\tcssHooks: {\n\t\topacity: {\n\t\t\tget: function(elem, computed) {\n\t\t\t\tif (computed) {\n\n\t\t\t\t\t// We should always get a number back from opacity\n\t\t\t\t\tvar ret = curCSS(elem, \"opacity\");\n\t\t\t\t\treturn ret === \"\" ? \"1\" : ret;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t},\n\n\t// Don't automatically add \"px\" to these possibly-unitless properties\n\tcssNumber: {\n\t\t\"animationIterationCount\": true,\n\t\t\"columnCount\": true,\n\t\t\"fillOpacity\": true,\n\t\t\"flexGrow\": true,\n\t\t\"flexShrink\": true,\n\t\t\"fontWeight\": true,\n\t\t\"lineHeight\": true,\n\t\t\"opacity\": true,\n\t\t\"order\": true,\n\t\t\"orphans\": true,\n\t\t\"widows\": true,\n\t\t\"zIndex\": true,\n\t\t\"zoom\": true\n\t},\n\n\t// Add in properties whose names you wish to fix before\n\t// setting or getting the value\n\tcssProps: {},\n\n\t// Get and set the style property on a DOM Node\n\tstyle: function(elem, name, value, extra) {\n\n\t\t// Don't set styles on text and comment nodes\n\t\tif (!elem || elem.nodeType === 3 || elem.nodeType === 8 || !elem.style) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Make sure that we're working with the right name\n\t\tvar ret, type, hooks,\n\t\t\torigName = camelCase(name),\n\t\t\tisCustomProp = rcustomProp.test(name),\n\t\t\tstyle = elem.style;\n\n\t\t// Make sure that we're working with the right name. We don't\n\t\t// want to query the value if it is a CSS custom property\n\t\t// since they are user-defined.\n\t\tif (!isCustomProp) {\n\t\t\tname = finalPropName(origName);\n\t\t}\n\n\t\t// Gets hook for the prefixed version, then unprefixed version\n\t\thooks = jQuery.cssHooks[name] || jQuery.cssHooks[origName];\n\n\t\t// Check if we're setting a value\n\t\tif (value !== undefined) {\n\t\t\ttype = typeof value;\n\n\t\t\t// Convert \"+=\" or \"-=\" to relative numbers (#7345)\n\t\t\tif (type === \"string\" && (ret = rcssNum.exec(value)) && ret[1]) {\n\t\t\t\tvalue = adjustCSS(elem, name, ret);\n\n\t\t\t\t// Fixes bug #9237\n\t\t\t\ttype = \"number\";\n\t\t\t}\n\n\t\t\t// Make sure that null and NaN values aren't set (#7116)\n\t\t\tif (value == null || value !== value) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\t// If a number was passed in, add the unit (except for certain CSS properties)\n\t\t\tif (type === \"number\") {\n\t\t\t\tvalue += ret && ret[3] || (jQuery.cssNumber[origName] ? \"\" : \"px\");\n\t\t\t}\n\n\t\t\t// background-* props affect original clone's values\n\t\t\tif (!support.clearCloneStyle && value === \"\" && name.indexOf(\"background\") === 0) {\n\t\t\t\tstyle[name] = \"inherit\";\n\t\t\t}\n\n\t\t\t// If a hook was provided, use that value, otherwise just set the\n\t\t\t// specified value\n\t\t\tif (!hooks || !(\"set\" in hooks) ||\n\t\t\t\t(value = hooks.set(elem, value, extra)) !== undefined) {\n\n\t\t\t\tif (isCustomProp) {\n\t\t\t\t\tstyle.setProperty(name, value);\n\t\t\t\t} else {\n\t\t\t\t\tstyle[name] = value;\n\t\t\t\t}\n\t\t\t}\n\n\t\t} else {\n\n\t\t\t// If a hook was provided get the non-computed value from there\n\t\t\tif (hooks && \"get\" in hooks &&\n\t\t\t\t(ret = hooks.get(elem, false, extra)) !== undefined) {\n\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\t// Otherwise just get the value from the style object\n\t\t\treturn style[name];\n\t\t}\n\t},\n\n\tcss: function(elem, name, extra, styles) {\n\t\tvar val, num, hooks,\n\t\t\torigName = camelCase(name),\n\t\t\tisCustomProp = rcustomProp.test(name);\n\n\t\t// Make sure that we're working with the right name. We don't\n\t\t// want to modify the value if it is a CSS custom property\n\t\t// since they are user-defined.\n\t\tif (!isCustomProp) {\n\t\t\tname = finalPropName(origName);\n\t\t}\n\n\t\t// Try prefixed name followed by the unprefixed name\n\t\thooks = jQuery.cssHooks[name] || jQuery.cssHooks[origName];\n\n\t\t// If a hook was provided get the computed value from there\n\t\tif (hooks && \"get\" in hooks) {\n\t\t\tval = hooks.get(elem, true, extra);\n\t\t}\n\n\t\t// Otherwise, if a way to get the computed value exists, use that\n\t\tif (val === undefined) {\n\t\t\tval = curCSS(elem, name, styles);\n\t\t}\n\n\t\t// Convert \"normal\" to computed value\n\t\tif (val === \"normal\" && name in cssNormalTransform) {\n\t\t\tval = cssNormalTransform[name];\n\t\t}\n\n\t\t// Make numeric if forced or a qualifier was provided and val looks numeric\n\t\tif (extra === \"\" || extra) {\n\t\t\tnum = parseFloat(val);\n\t\t\treturn extra === true || isFinite(num) ? num || 0 : val;\n\t\t}\n\n\t\treturn val;\n\t}\n});\n\njQuery.each([\"height\", \"width\"], function(i, dimension) {\n\tjQuery.cssHooks[dimension] = {\n\t\tget: function(elem, computed, extra) {\n\t\t\tif (computed) {\n\n\t\t\t\t// Certain elements can have dimension info if we invisibly show them\n\t\t\t\t// but it must have a current display style that would benefit\n\t\t\t\treturn rdisplayswap.test(jQuery.css(elem, \"display\")) &&\n\n\t\t\t\t\t// Support: Safari 8+\n\t\t\t\t\t// Table columns in Safari have non-zero offsetWidth & zero\n\t\t\t\t\t// getBoundingClientRect().width unless display is changed.\n\t\t\t\t\t// Support: IE <=11 only\n\t\t\t\t\t// Running getBoundingClientRect on a disconnected node\n\t\t\t\t\t// in IE throws an error.\n\t\t\t\t\t(!elem.getClientRects().length || !elem.getBoundingClientRect().width) ?\n\t\t\t\t\t\tswap(elem, cssShow, function() {\n\t\t\t\t\t\t\treturn

getWidthOrHeight(elem, dimension, extra);\n\t\t\t\t\t}) :\n\t\t\t\t\tgetWidthOrHeight(elem, dimension, extra);\n\t\t\t}\n\t\t},\n\t\tset: function(elem, value, extra) {\n\t\t\tvar matches,\n\t\t\t\tstyles = getStyles(elem),\n\t\t\t\tisBorderBox = jQuery.css(elem, \"boxSizing\", false, styles) === \"border-box\",\n\t\t\t\tsubtract = extra && boxModelAdjustment(\n\t\t\t\t\telem,\n\t\t\t\t\tdimension,\n\t\t\t\t\textra,\n\t\t\t\t\tisBorderBox,\n\t\t\t\t\tstyles\n\t\t\t\t);\n\t\t\t// Account for unreliable border-box dimensions by comparing offset* to computed and\n\t\t\t// faking a content-box to get border and padding (gh-3699)\n\t\t\tif (isBorderBox && support.scrollboxSize() === styles.position) {\n\t\t\t\tsubtract -= Math.ceil(\n\t\t\t\t\telem[\"offset\" + dimension[0].toUpperCase() + dimension.slice(1)] -\n\t\t\t\t\tparseFloat(styles[dimension]) -\n\t\t\t\t\tboxModelAdjustment(elem, dimension, \"border\", false, styles) -\n\t\t\t\t\t0.5\n\t\t\t\t);\n\t\t\t}\n\t\t\t// Convert to pixels if value adjustment is needed\n\t\t\tif (subtract && (matches = rcssNum.exec(value)) &&\n\t\t\t\t(matches[3] || \"px\") !== \"px\") {\n\n\t\t\t\telem.style[dimension] = value;\n\t\t\t\tvalue = jQuery.css(elem, dimension);\n\t\t\t}\n\n\t\t\treturn setPositiveNumber(elem, value, subtract);\n\t\t}\n\t};\n});\n\njQuery.cssHooks.marginLeft = addGetHookIf(support.reliableMarginLeft,\n\tfunction(elem, computed) {\n\t\tif (computed) {\n\t\t\treturn (parseFloat(curCSS(elem, \"marginLeft\")) ||\n\t\t\t\telem.getBoundingClientRect().left -\n\t\t\t\t\tswap(elem, { marginLeft: 0 }, function() {\n\t\t\t\t\t\treturn elem.getBoundingClientRect().left;\n\t\t\t\t\t})\n\t\t\t) + \"px\";\n\t\t}\n\t}\n);\n\n// These hooks are used by animate to expand properties\njQuery.each({\n\tmargin: \"\",\n\tpadding: \"\",\n\tborder: \"Width\"\n}, function(prefix, suffix) {\n\tjQuery.cssHooks[prefix + suffix] = {\n\t\texpand: function(value) {\n\t\t\tvar i = 0,\n\t\t\t\texpanded = {},\n\n\t\t\t\t// Assumes a single number if not a string\n\t\t\t\tparts = typeof value === \"string\" ? value.split(\" \") : [value];\n\t\t\tfor (; i < 4; i++) {\n\t\t\t\texpanded[prefix + cssExpand[i] + suffix] =\n\t\t\t\t\tparts[i] || parts[i - 2] || parts[0];\n\t\t\t}\n\n\t\t\treturn expanded;\n\t\t}\n\t};\n\n\tif (prefix !== \"margin\") {\n\t\tjQuery.cssHooks[prefix + suffix].set = setPositiveNumber;\n\t}\n});\n\njQuery.fn.extend({\n\tcss: function(name, value) {\n\t\treturn access(this, function(elem, name, value) {\n\t\t\tvar styles, len,\n\t\t\t\tmap = {},\n\t\t\t\ti = 0;\n\n\t\t\tif (Array.isArray(name)) {\n\t\t\t\tstyles = getStyles(elem);\n\t\t\t\tlen = name.length;\n\n\t\t\t\tfor (; i < len; i++) {\n\t\t\t\t\tmap[name[i]] = jQuery.css(elem, name[i], false, styles);\n\t\t\t\t}\n\n\t\t\t\treturn map;\n\t\t\t}\n\n\t\t\treturn value !== undefined ?\n\t\t\t\tjQuery.style(elem, name, value) :\n\t\t\t\tjQuery.css(elem, name);\n\t\t}, name, value, arguments.length > 1);\n\t}\n});\n\nfunction Tween(elem, options, prop, end, easing) {\n\treturn new Tween.prototype.init(elem, options, prop, end, easing);\n}\njQuery.Tween = Tween;\n\nTween.prototype = {\n\tconstructor: Tween,\n\tinit: function(elem, options, prop, end, easing, unit) {\n\t\tthis.elem = elem;\n\t\tthis.prop = prop;\n\t\tthis.easing = easing || jQuery.easing._default;\n\t\tthis.options = options;\n\t\tthis.start = this.now = this.cur();\n\t\tthis.end = end;\n\t\tthis.unit = unit || (jQuery.cssNumber[prop] ? \"\" : \"px\");\n\t},\n\tcur: function() {\n\t\tvar hooks = Tween.propHooks[this.prop];\n\n\t\treturn hooks && hooks.get ?\n\t\t\thooks.get(this) :\n\t\t\tTween.propHooks._default.get(this);\n\t},\n\trun: function(percent) {\n\t\tvar eased,\n\t\t\thooks = Tween.propHooks[this.prop];\n\n\t\tif (this.options.duration) {\n\t\t\tthis.pos = eased = jQuery.easing[this.easing](\n\t\t\t\tpercent, this.options.duration * percent, 0, 1, this.options.duration\n\t\t\t);\n\t\t} else {\n\t\t\tthis.pos = eased = percent;\n\t\t}\n\t\tthis.now = (this.end - this.start) * eased + this.start;\n\n\t\tif (this.options.step) {\n\t\t\tthis.options.step.call(this.elem, this.now, this);\n\t\t}\n\n\t\tif (hooks && hooks.set) {\n\t\t\thooks.set(this);\n\t\t} else {\n\t\t\tTween.propHooks._default.set(this);\n\t\t}\n\t\treturn this;\n\t}\n};\n\nTween.prototype.init.prototype = Tween.prototype;\n\nTween.propHooks = {\n\t_default: {\n\t\tget: function(tween) {\n\t\t\tvar result;\n\n\t\t\t// Use a property on the element directly when it is not a DOM element,\n\t\t\t// or when there is no matching style property that exists.\n\t\t\tif (tween.elem.nodeType !== 1 ||\n\t\t\t\ttween.elem[tween.prop] != null && tween.elem.style[tween.prop] == null) {\n\t\t\t\treturn tween.elem[tween.prop];\n\t\t\t}\n\n\t\t\t// Passing an empty string as a 3rd parameter to .css will automatically\n\t\t\t// attempt a parseFloat and fallback to a string if the parse fails.\n\t\t\t// Simple values such as \"10px\" are parsed to Float;\n\t\t\t// complex values such as \"rotate(1rad)\" are returned as-is.\n\t\t\tresult = jQuery.css(tween.elem, tween.prop, \"\");\n\n\t\t\t// Empty strings, null, undefined and \"auto\" are converted to 0.\n\t\t\treturn !result || result === \"auto\" ? 0 : result;\n\t\t},\n\t\tset: function(tween) {\n\n\t\t\t// Use step hook for back compat.\n\t\t\t//

Use cssHook if its there.\n\t\t\t// Use .style if available and use plain properties where available.\n\t\t\tif (jQuery.fx.step[tween.prop]) {\n\t\t\t\tjQuery.fx.step[tween.prop](tween);\n\t\t\t} else if (tween.elem.nodeType === 1 &&\n\t\t\t\t(tween.elem.style[jQuery.cssProps[tween.prop]] != null ||\n\t\t\t\t\tjQuery.cssHooks[tween.prop])) {\n\t\t\t\tjQuery.style(tween.elem, tween.prop, tween.now + tween.unit);\n\t\t\t} else {\n\t\t\t\ttween.elem[tween.prop] = tween.now;\n\t\t\t}\n\t\t}\n\t}\n};\n\n// Support: IE <=9 only\n// Panic based approach to setting things on disconnected nodes\nTween.propHooks.scrollTop = Tween.propHooks.scrollLeft = {\n\tset: function(tween) {\n\t\tif (tween.elem.nodeType && tween.elem.parentNode) {\n\t\t\ttween.elem[tween.prop] = tween.now;\n\t\t}\n\t}\n};\n\njQuery.easing = {\n\tlinear: function(p) {\n\t\treturn p;\n\t},\n\tswing: function(p) {\n\t\treturn 0.5 - Math.cos(p * Math.PI) / 2;\n\t},\n\t_default: \"swing\"\n};\n\njQuery.fx = Tween.prototype.init;\n\n// Back compat <1.8 extension point\njQuery.fx.step = {};\n\n\n\nvar\n\tfxNow, inProgress,\n\trfxtypes = /^(?:toggle|show|hide)$/,\n\trrun = /queueHooks$/;\n\nfunction schedule() {\n\tif (inProgress) {\n\t\tif (document.hidden === false && window.requestAnimationFrame) {\n\t\t\twindow.requestAnimationFrame(schedule);\n\t\t} else {\n\t\t\twindow.setTimeout(schedule, jQuery.fx.interval);\n\t\t}\n\n\t\tjQuery.fx.tick();\n\t}\n}\n\n// Animations created synchronously will run synchronously\nfunction createFxNow() {\n\twindow.setTimeout(function() {\n\t\tfxNow = undefined;\n\t});\n\treturn (fxNow = Date.now());\n}\n\n// Generate parameters to create a standard animation\nfunction genFx(type, includeWidth) {\n\tvar which,\n\t\ti = 0,\n\t\tattrs = { height: type };\n\t// If we include width, step value is 1 to do all cssExpand values,\n\t// otherwise step value is 2 to skip over Left and Right\n\tincludeWidth = includeWidth ? 1 : 0;\n\tfor (; i < 4; i += 2 - includeWidth) {\n\t\twhich = cssExpand[i];\n\t\tattrs[\"margin\" + which] = attrs[\"padding\" + which] = type;\n\t}\n\n\tif (includeWidth) {\n\t\tattrs.opacity = attrs.width = type;\n\t}\n\n\treturn attrs;\n}\n\nfunction createTween(value, prop, animation) {\n\tvar tween,\n\t\tcollection = (Animation.tweeners[prop] || []).concat(Animation.tweeners[\"*\"]),\n\t\tindex = 0,\n\t\tlength = collection.length;\n\tfor (; index < length; index++) {\n\t\tif ((tween = collection[index].call(animation, prop, value))) {\n\t\t\t// We're done with this property\n\t\t\treturn tween;\n\t\t}\n\t}\n}\n\nfunction defaultPrefilter(elem, props, opts) {\n\tvar prop, value, toggle, hooks, oldfire, propTween, restoreDisplay, display,\n\t\tisBox = \"width\" in props || \"height\" in props,\n\t\tanim = this,\n\t\torig = {},\n\t\tstyle = elem.style,\n\t\thidden = elem.nodeType && isHiddenWithinTree(elem),\n\t\tdataShow = dataPriv.get(elem, \"fxshow\");\n\n\t// Queue-skipping animations hijack the fx hooks\n\tif (!opts.queue) {\n\t\thooks = jQuery._queueHooks(elem, \"fx\");\n\t\tif (hooks.unqueued == null) {\n\t\t\thooks.unqueued = 0;\n\t\t\toldfire = hooks.empty.fire;\n\t\t\thooks.empty.fire = function() {\n\t\t\t\tif (!hooks.unqueued) {\n\t\t\t\t\toldfire();\n\t\t\t\t}\n\t\t\t};\n\t\t}\n\t\thooks.unqueued++;\n\n\t\tanim.always(function() {\n\n\t\t\t// Ensure the complete handler is called before this completes\n\t\t\tanim.always(function() {\n\t\t\t\thooks.unqueued--;\n\t\t\t\tif (!jQuery.queue(elem, \"fx\").length) {\n\t\t\t\t\thooks.empty.fire();\n\t\t\t\t}\n\t\t\t});\n\t\t});\n\t}\n\n\t// Detect show/hide animations\n\tfor (prop in props) {\n\t\tvalue = props[prop];\n\t\tif (rfxtypes.test(value)) {\n\t\t\tdelete props[prop];\n\t\t\ttoggle = toggle || value === \"toggle\";\n\t\t\tif (value === (hidden ? \"hide\" : \"show\")) {\n\n\t\t\t\t// Pretend to be hidden if this is a \"show\" and\n\t\t\t\t// there is still data from a stopped show/hide\n\t\t\t\tif (value === \"show\" && dataShow && dataShow[prop] !== undefined) {\n\t\t\t\t\thidden = true;\n\n\t\t\t\t// Ignore all other no-op show/hide data\n\t\t\t\t} else {\n\t\t\t\t\tcontinue;\n\t\t\t\t}\n\t\t\t}\n\t\t\torig[prop] = dataShow && dataShow[prop] || jQuery.style(elem, prop);\n\t\t}\n\t}\n\n\t// Bail out if this is a no-op like .hide().hide()\n\tpropTween = !jQuery.isEmptyObject(props);\n\tif (!propTween && jQuery.isEmptyObject(orig)) {\n\t\treturn;\n\t}\n\n\t// Restrict \"overflow\" and \"display\" styles during box animations\n\tif (isBox && elem.nodeType === 1) {\n\n\t\t// Support: IE <=9 - 11, Edge 12 - 15\n\t\t// Record all 3 overflow attributes because IE does not infer the shorthand\n\t\t// from identically-valued overflowX and overflowY and Edge just mirrors\n\t\t// the overflowX value there.\n\t\topts.overflow = [style.overflow, style.overflowX, style.overflowY];\n\n\t\t// Identify a display type, preferring old show/hide data over the CSS cascade\n\t\trestoreDisplay = dataShow && dataShow.display;\n\t\tif (restoreDisplay == null) {\n\t\t\trestoreDisplay = dataPriv.get(elem, \"display\");\n\t\t}\n\t\tdisplay = jQuery.css(elem, \"display\");\n\t\tif (display === \"none\") {\n\t\t\tif (restoreDisplay) {\n\t\t\t\tdisplay = restoreDisplay;\n\t\t\t} else {\n\n\t\t\t\t// Get nonempty value(s) by temporarily forcing

visibility\n\t\t\tshowHide([elem], true);\n\t\t\trestoreDisplay = elem.style.display || restoreDisplay;\n\t\t\tdisplay = jQuery.css(elem, \"display\");\n\t\t\tshowHide([elem]);\n\t\t\t}\n\t\t}\n\n\t\t// Animate inline elements as inline-block\n\t\tif (display === \"inline\" || display === \"inline-block\" && restoreDisplay != null) {\n\t\t\tif (jQuery.css(elem, \"float\") === \"none\") {\n\n\t\t\t\t// Restore the original display value at the end of pure show/hide animations\n\t\t\t\tif (!propTween) {\n\t\t\t\t\tanim.done(function() {\n\t\t\t\t\t\tstyle.display = restoreDisplay;\n\t\t\t\t\t});\n\t\t\t\t\tif (restoreDisplay == null) {\n\t\t\t\t\t\tdisplay = style.display;\n\t\t\t\t\t\trestoreDisplay = display === \"none\" ? \"\" : display;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t\tstyle.display = \"inline-block\";\n\t\t\t}\n\t\t}\n\t}\n\n\tif (opts.overflow) {\n\t\tstyle.overflow = \"hidden\";\n\t\tanim.always(function() {\n\t\t\tstyle.overflow = opts.overflow[0];\n\t\t\tstyle.overflowX = opts.overflow[1];\n\t\t\tstyle.overflowY = opts.overflow[2];\n\t\t});\n\t}\n\n\t// Implement show/hide animations\n\tpropTween = false;\n\tfor (prop in orig) {\n\n\t\t// General show/hide setup for this element animation\n\t\tif (!propTween) {\n\t\t\tif (dataShow) {\n\t\t\t\tif (\"hidden\" in dataShow) {\n\t\t\t\t\thidden = dataShow.hidden;\n\t\t\t\t}\n\t\t\t} else {\n\t\t\t\tdataShow = dataPriv.access(elem, \"fxshow\", { display: restoreDisplay });\n\t\t\t}\n\n\t\t\t// Store hidden/visible for toggle so `.stop().toggle()` \"reverses\"\n\t\t\tif (toggle) {\n\t\t\t\tdataShow.hidden = !hidden;\n\t\t\t}\n\n\t\t\t// Show elements before animating them\n\t\t\tif (hidden) {\n\t\t\t\tshowHide([elem], true);\n\t\t\t}\n\n\t\t\t/* eslint-disable no-loop-func */\n\n\t\t\tanim.done(function() {\n\n\t\t\t/* eslint-enable no-loop-func */\n\n\t\t\t\t// The final step of a \"hide\" animation is actually hiding the element\n\t\t\t\tif (!hidden) {\n\t\t\t\t\tshowHide([elem]);\n\t\t\t\t}\n\t\t\t\tdataPriv.remove(elem, \"fxshow\");\n\t\t\t\tfor (prop in orig) {\n\t\t\t\t\tjQuery.style(elem, prop, orig[prop]);\n\t\t\t\t}\n\t\t\t});\n\t\t}\n\n\t\t// Per-property setup\n\t\tpropTween = createTween(hidden ? dataShow[prop] : 0, prop, anim);\n\t\tif (!(prop in dataShow)) {\n\t\t\tdataShow[prop] = propTween.start;\n\t\t\tif (hidden) {\n\t\t\t\tpropTween.end = propTween.start;\n\t\t\t\tpropTween.start = 0;\n\t\t\t}\n\t\t}\n\t}\n}\n\nfunction propFilter(props, specialEasing) {\n\tvar index, name, easing, value, hooks;\n\n\t// camelCase, specialEasing and expand cssHook pass\n\tfor (index in props) {\n\t\tname = camelCase(index);\n\t\teasing = specialEasing[name];\n\t\tvalue = props[index];\n\t\tif (Array.isArray(value)) {\n\t\t\teasing = value[1];\n\t\t\tvalue = props[index] = value[0];\n\t\t}\n\n\t\tif (index !== name) {\n\t\t\tprops[name] = value;\n\t\t\tdelete props[index];\n\t\t}\n\n\t\thooks = jQuery.cssHooks[name];\n\t\tif (hooks && \"expand\" in hooks) {\n\t\t\tvalue = hooks.expand(value);\n\t\t\tdelete props[name];\n\n\t\t\t// Not quite $.extend, this won't overwrite existing keys.\n\t\t\t// Reusing 'index' because we have the correct \"name\"\n\t\t\tfor (index in value) {\n\t\t\t\tif (!(index in props)) {\n\t\t\t\t\tprops[index] = value[index];\n\t\t\t\t\tspecialEasing[index] = easing;\n\t\t\t\t}\n\t\t\t}\n\t\t} else {\n\t\t\tspecialEasing[name] = easing;\n\t\t}\n\t}\n}\n\nfunction Animation(elem, properties, options) {\n\tvar result,\n\t\tstopped,\n\t\tindex = 0,\n\t\tlength = Animation.prefilters.length,\n\t\tdeferred = jQuery.Deferred().always(function() {\n\n\t\t\t// Don't match elem in the :animated selector\n\t\t\tdelete tick.elem;\n\t\t}),\n\t\ttick = function() {\n\t\t\tif (stopped) {\n\t\t\t\treturn false;\n\t\t\t}\n\t\t\tvar currentTime = fxNow || createFxNow(),\n\t\t\t\tremaining = Math.max(0, animation.startTime + animation.duration - currentTime),\n\n\t\t\t\t// Support: Android 2.3 only\n\t\t\t\t// Archaic crash bug won't allow us to use `1 - ( 0.5 || 0 )` (#12497)\n\t\t\t\ttemp = remaining / animation.duration || 0,\n\t\t\t\tpercent = 1 - temp,\n\t\t\t\tindex = 0,\n\t\t\t\tlength = animation.tweens.length;\n\n\t\t\tfor (; index < length; index++) {\n\t\t\t\tanimation.tweens[index].run(percent);\n\t\t\t}\n\n\t\t\tdeferred.notifyWith(elem, [animation, percent, remaining]);\n\n\t\t\t// If there's more to do, yield\n\t\t\tif (percent < 1 && length) {\n\t\t\t\treturn remaining;\n\t\t\t}\n\n\t\t\t// If this was an empty animation, synthesize a final progress notification\n\t\t\tif (!length) {\n\t\t\t\tdeferred.notifyWith(elem, [animation, 1, 0]);\n\t\t\t}\n\n\t\t\t// Resolve the animation and report its conclusion\n\t\t\tdeferred.resolveWith(elem, [animation]);\n\t\t\treturn false;\n\t\t},\n\t\tanimation = deferred.promise({\n\t\t\telem: elem,\n\t\t\tprops: jQuery.extend({}, properties),\n\t\t\topts: jQuery.extend(true, {\n\t\t\t\tspecialEasing: {},\n\t\t\t\teasing: jQuery.easing._default\n\t\t\t}, options),\n\t\t\toriginalProperties: properties,\n\t\t\toriginalOptions: options,\n\t\t\tstartTime: fxNow || createFxNow(),\n\t\t\tduration: options.duration,\n\t\t\ttweens: [],\n\t\t\tcreateTween: function(prop, end) {\n\t\t\t\tvar tween = jQuery.Tween(elem, animation.opts, prop, end,\n\t\t\t\t\t\tanimation.opts.specialEasing[prop] || animation.opts.easing);\n\t\t\t\tanimation.tweens.push(tween);\n\t\t\t\treturn tween;\n\t\t\t},\n\t\t\tstop: function(

gotoEnd) {\n\t\t\tvar index = 0,\n\n\t\t\t\t\t// If we are going to the end, we want to run all the tweens\n\t\t\t\t\t// otherwise we skip this part\n\t\t\t\t\tlength = gotoEnd ? animation.tweens.length : 0;\n\t\t\t\tif (stopped) {\n\t\t\t\t\treturn this;\n\t\t\t}\n\t\t\t\tstopped = true;\n\t\t\t\tfor (; index < length; index++) {\n\t\t\t\t\tanimation.tweens[index].run(1);\n\t\t\t}\n\n\t\t\t\t// Resolve when we played the last frame; otherwise, reject\n\t\t\t\tif (gotoEnd) {\n\t\t\t\t\tdeferred.notifyWith(elem, [animation, 1, 0]);\n\t\t\t\t\tdeferred.resolveWith(elem, [animation, gotoEnd]);\n\t\t\t\t} else {\n\t\t\t\t\tdeferred.rejectWith(elem, [animation, gotoEnd]);\n\t\t\t\t}\n\t\t\t\treturn this;\n\t\t\t}\n\t\t}),\n\t\tprops = animation.props;\n\n\tpropFilter(props, animation.opts.specialEasing);\n\n\tfor (; index < length; index++) {\n\t\tresult = Animation.prefilters[index].call(animation, elem, props, animation.opts);\n\t\tif (result) {\n\t\t\tif (isFunction(result.stop)) {\n\t\t\t\tjQuery._queueHooks(animation.elem, animation.opts.queue).stop =\n\t\t\t\t\tresult.stop.bind(result);\n\t\t}\n\t\t\treturn result;\n\t\t}\n\n\tjQuery.map(props, createTween, animation);\n\n\tif (isFunction(animation.opts.start)) {\n\t\tanimation.opts.start.call(elem, animation);\n\t}\n\n\t// Attach callbacks from options\n\tanimation\n\t\t.progress(animation.opts.progress)\n\t\t.done(animation.opts.done, animation.opts.complete)\n\t\t.fail(animation.opts.fail)\n\t\t.always(animation.opts.always);\n\n\tjQuery.fx.timer(\n\t\tjQuery.extend(tick, {\n\t\t\telem: elem,\n\t\t\tanim: animation,\n\t\t\tqueue: animation.opts.queue\n\t\t})\n\t);\n\n\treturn animation;\n}\n\njQuery.Animation = jQuery.extend(Animation, {\n\n\ttweeners: {\n\t\t"*": [function(prop, value) {\n\t\t\tvar tween = this.createTween(prop, value);\n\t\t\tadjustCSS(tween.elem, prop, rcssNum.exec(value), tween);\n\t\t\treturn tween;\n\t\t}]\n\t},\n\n\ttweener: function(props, callback) {\n\t\tif (isFunction(props)) {\n\t\t\tcallback = props;\n\t\t\tprops = ["*"];\n\t\t} else {\n\t\t\tprops = props.match(rnothtmlwhite);\n\t\t}\n\n\t\tvar prop,\n\t\t\tindex = 0,\n\t\t\tlength = props.length;\n\n\t\tfor (; index < length; index++) {\n\t\t\tprop = props[index];\n\t\t\tAnimation.tweeners[prop] = Animation.tweeners[prop] || [];\n\t\t\tAnimation.tweeners[prop].unshift(callback);\n\t\t}\n\t},\n\n\tprefilters: [defaultPrefilter],\n\n\tprefilter: function(callback, prepend) {\n\t\tif (prepend) {\n\t\t\tAnimation.prefilters.unshift(callback);\n\t\t} else {\n\t\t\tAnimation.prefilters.push(callback);\n\t\t}\n\t}\n});\n\njQuery.speed = function(speed, easing, fn) {\n\tvar opt = speed && typeof speed === "object" ? jQuery.extend({}, speed) : {\n\t\tcomplete: fn || !fn && easing ||\n\t\t\tisFunction(speed) && speed,\n\t\tduration: speed,\n\t\teasing: fn && easing || easing && !isFunction(easing) && easing\n\t};\n\n\t// Go to the end state if fx are off\n\tif (jQuery.fx.off) {\n\t\topt.duration = 0;\n\n\t} else {\n\t\tif (typeof opt.duration !== "number") {\n\t\t\tif (opt.duration in jQuery.fx.speeds) {\n\t\t\t\topt.duration = jQuery.fx.speeds[opt.duration];\n\n\t\t\t} else {\n\t\t\t\topt.duration = jQuery.fx.speeds._default;\n\t\t\t}\n\t\t}\n\t}\n\n\t// Normalize opt.queue - true/undefined/null -> "fx"\n\tif (opt.queue == null || opt.queue === true) {\n\t\topt.queue = "fx";\n\t}\n\n\t// Queueing\n\topt.old = opt.complete;\n\n\topt.complete = function() {\n\t\tif (isFunction(opt.old)) {\n\t\t\topt.old.call(this);\n\t\t}\n\n\t\tif (opt.queue) {\n\t\t\tjQuery.dequeue(this, opt.queue);\n\t\t}\n\t};\n\n\treturn opt;\n};\n\njQuery.fn.extend({\n\tfadeTo: function(speed, to, easing, callback) {\n\n\t\t// Show any hidden elements after setting opacity to 0\n\t\treturn this.filter(isHiddenWithinTree).css("opacity", 0).show()\n\n\t\t\t// Animate to the value specified\n\t\t\t.end().animate({ opacity: to }, speed, easing, callback);\n\t},\n\tanimate: function(prop, speed, easing, callback) {\n\t\tvar empty = jQuery.isEmptyObject(prop),\n\t\t\toptall = jQuery.speed(speed, easing, callback),\n\t\t\tdoAnimation = function() {\n\n\t\t\t\t// Operate on a copy of prop so per-property easing won't be lost\n\t\t\t\tvar anim = Animation(this, jQuery.extend({}, prop), optall);\n\n\t\t\t\t// Empty animations, or finishing resolves immediately\n\t\t\t\tif (empty || dataPriv.get(this, "finish")) {\n\t\t\t\t\tanim.stop(true);\n\t\t\t\t}\n\t\t\t};\n\t\t\tdoAnimation.finish = doAnimation;\n\n\t\treturn empty || optall.queue === false ?\n\t\t\tthis.each(doAnimation) :\n\t\t\tthis.queue(optall.queue, doAnimation);\n\t},\n\tstop: function(type, clearQueue, gotoEnd) {\n\t\tvar stopQueue = function(hooks) {\n\t\t\tvar stop = hooks.stop;\n\t\t\tdelete hooks.stop;\n\t\t\tstop(gotoEnd);\n\t\t};\n\n\t\tif (typeof type !== "string") {\n\t\t\tgotoEnd = clearQueue;\n\t\t\tclearQueue = type;\n\t\t\ttype = undefined;\n\t\t}\n\t\tif (clearQueue && type !== false) {\n\t\t\tthis.queue(type || "fx", []);\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar dequeue = true,\n\t\t\t\tindex = type != null && type + "queueHooks",\n\t\t\t\ttimers = jQuery.timers,\n\t\t\t\tdata = dataPriv.get(this);\n\n\t\t\tif (index) {\n\t\t\t\tif (data[index] && data[index].stop) {\n\t\t\t\t\tstopQueue(data[

index]);\n\t\t\t}\n\t\t} else {\n\t\t\tfor (index in data) {\n\t\t\t\tif (data[index] && data[index].stop && rrun.test(index)) {\n\t\t\t\t\tstopQueue(data[index]);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\tfor (index = timers.length; index--;) {\n\t\t\tif (timers[index].elem === this &&\n\t\t\t\t(type == null || timers[index].queue === type)) {\n\n\t\t\t\ttimers[index].anim.stop(gotoEnd);\n\t\t\t\tdequeue = false;\n\t\t\t\ttimers.splice(index, 1);\n\t\t\t}\n\t\t}\n\n\t\t// Start the next in the queue if the last step wasn't forced.\n\t\t// Timers currently will call their complete callbacks, which\n\t\t// will dequeue but only if they were gotoEnd.\n\t\tif (dequeue || !gotoEnd) {\n\t\t\tjQuery.dequeue(this, type);\n\t\t}\n\t});\n},\n\tfinish: function(type) {\n\t\tif (type !== false) {\n\t\t\ttype = type || \"fx\";\n\t\t}\n\t\treturn this.each(function() {\n\t\t\tvar index,\n\t\t\t\tdata = dataPriv.get(this),\n\t\t\t\tqueue = data[type + \"queue\"],\n\t\t\t\thooks = data[type + \"queueHooks\"],\n\t\t\t\ttimers = jQuery.timers,\n\t\t\t\tlength = queue ? queue.length : 0;\n\n\t\t\t// Enable finishing flag on private data\n\t\t\tdata.finish = true;\n\n\t\t\t// Empty the queue first\n\t\t\tjQuery.queue(this, type, []);\n\n\t\t\tif (hooks && hooks.stop) {\n\t\t\t\thooks.stop.call(this, true);\n\t\t\t}\n\n\t\t\t// Look for any active animations, and finish them\n\t\t\tfor (index = timers.length; index--;) {\n\t\t\t\tif (timers[index].elem === this && timers[index].queue === type) {\n\t\t\t\t\ttimers[index].anim.stop(true);\n\t\t\t\t\ttimers.splice(index, 1);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Look for any animations in the old queue and finish them\n\t\t\tfor (index = 0; index < length; index++) {\n\t\t\t\tif (queue[index] && queue[index].finish) {\n\t\t\t\t\tqueue[index].finish.call(this);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Turn off finishing flag\n\t\t\tdelete data.finish;\n\t\t});\n\t}\n});\n\njQuery.each([\"toggle\", \"show\", \"hide\"], function(i, name) {\n\tvar cssFn = jQuery.fn[name];\n\tjQuery.fn[name] = function(speed, easing, callback) {\n\t\treturn speed == null || typeof speed === \"boolean\" ?\n\t\t\tcssFn.apply(this, arguments) :\n\t\t\tthis.animate(genFx(name, true), speed, easing, callback);\n\t};\n});\n\n// Generate shortcuts for custom animations\njQuery.each({\n\tslideDown: genFx(\"show\"),\n\tslideUp: genFx(\"hide\"),\n\tslideToggle: genFx(\"toggle\"),\n\tfadeIn: { opacity: \"show\" },\n\tfadeOut: { opacity: \"hide\" },\n\tfadeToggle: { opacity: \"toggle\" }\n}, function(name, props) {\n\tjQuery.fn[name] = function(speed, easing, callback) {\n\t\treturn this.animate(props, speed, easing, callback);\n\t};\n});\n\njQuery.timers = [];\njQuery.fx.tick = function() {\n\tvar timer,\n\t\ti = 0,\n\t\ttimers = jQuery.timers;\n\n\tfxNow = Date.now();\n\n\tfor (; i < timers.length; i++) {\n\t\ttimer = timers[i];\n\n\t\t// Run the timer and safely remove it when done (allowing for external removal)\n\t\tif (!timer() && timers[i] === timer) {\n\t\t\ttimers.splice(i--, 1);\n\t\t}\n\t}\n\n\tif (!timers.length) {\n\t\tjQuery.fx.stop();\n\t}\n\tfxNow = undefined;\n};\n\njQuery.fx.timer = function(timer) {\n\tjQuery.timers.push(timer);\n\tjQuery.fx.start();\n};\n\njQuery.fx.interval = 13;\njQuery.fx.start = function() {\n\tif (inProgress) {\n\t\treturn;\n\t}\n\n\tinProgress = true;\n\tschedule();\n};\n\njQuery.fx.stop = function() {\n\tinProgress = null;\n};\n\njQuery.fx.speeds = {\n\tslow: 600,\n\tfast: 200,\n\n\t// Default speed\n\t_default: 400\n};\n\n\n// Based off of the plugin by Clint Helfers, with permission.\n// https://web.archive.org/web/20100324014747/http://blindsignals.com/index.php/2009/07/jquery-delay/\njQuery.fn.delay = function(time, type) {\n\ttime = jQuery.fx ? jQuery.fx.speeds[time] || time : time;\n\ttype = type || \"fx\";\n\n\treturn this.queue(type, function(next, hooks) {\n\t\tvar timeout = window.setTimeout(next, time);\n\t\thooks.stop = function() {\n\t\t\twindow.clearTimeout(timeout);\n\t\t};\n\t});\n};\n\n\n(function() {\n\tvar input = document.createElement(\"input\"),\n\t\tselect = document.createElement(\"select\"),\n\t\topt = select.appendChild(document.createElement(\"option\"));\n\n\tinput.type = \"checkbox\";\n\n\t// Support: Android <=4.3 only\n\t// Default value for a checkbox should be \"on\"\n\tsupport.checkOn = input.value !== \"\";\n\n\t// Support: IE <=11 only\n\t// Must access selectedIndex to make default options select\n\tsupport.optSelected = opt.selected;\n\n\t// Support: IE <=11 only\n\t// An input loses its value after becoming a radio\n\tinput = document.createElement(\"input\");\n\tinput.value = \"t\";\n\tinput.type = \"radio\";\n\tsupport.radioValue = input.value === \"t\";\n})();\n\n\nvar boolHook,\n\tattrHandle = jQuery.expr.attrHandle;\n\njQuery.fn.extend({\n\tattr: function(name, value) {\n\t\treturn access(this, jQuery.attr, name, value, arguments.length > 1);\n\t},\n\n\tremoveAttr: function(name) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.removeAttr(this, name);\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tattr: function(elem, name, value) {\n\t\tvar ret, hooks,\n\t\t\tnType = elem.nodeType;\n\n\t\t// Don't get/set attributes on text, comment and attribute nodes\n\t\tif (nType === 3 || nType === 8 || nType === 2) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Fallback to prop when

attributes are not supported\n\t\tif (typeof elem.getAttribute === \"undefined\") {\n\t\t\treturn jQuery.prop(elem, name, value);\n\t\t}\n\n\t\t// Attribute hooks are determined by the lowercase version\n\t\t// Grab necessary hook if one is defined\n\t\tif (nType !== 1 || !jQuery.isXMLDoc(elem)) {\n\t\t\thooks = jQuery.attrHooks[name.toLowerCase()] ||\n\t\t\t\t(jQuery.expr.match.bool.test(name) ? boolHook : undefined);\n\t\t}\n\n\t\tif (value !== undefined) {\n\t\t\tif (value === null) {\n\t\t\t\tjQuery.removeAttr(elem, name);\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\tif (hooks && \"set\" in hooks &&\n\t\t\t\t(ret = hooks.set(elem, value, name)) !== undefined) {\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\telem.setAttribute(name, value + \"\");\n\t\t\treturn value;\n\t\t}\n\n\t\tif (hooks && \"get\" in hooks && (ret = hooks.get(elem, name)) !== null) {\n\t\t\treturn ret;\n\t\t}\n\n\t\tret = jQuery.find.attr(elem, name);\n\n\t\t// Non-existent attributes return null, we normalize to undefined\n\t\treturn ret == null ? undefined : ret;\n\t},\n\n\tattrHooks: {\n\t\ttype: {\n\t\t\tset: function(elem, value) {\n\t\t\t\tif (!support.radioValue && value === \"radio\" &&\n\t\t\t\t\tnodeName(elem, \"input\")) {\n\t\t\t\t\tvar val = elem.value;\n\t\t\t\t\telem.setAttribute(\"type\", value);\n\t\t\t\t\tif (val) {\n\t\t\t\t\t\telem.value = val;\n\t\t\t\t\t}\n\t\t\t\t\treturn value;\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t},\n\n\tremoveAttr: function(elem, value) {\n\t\tvar name,\n\t\t\ti = 0,\n\n\t\t\t// Attribute names can contain non-HTML whitespace characters\n\t\t\t// https://html.spec.whatwg.org/multipage/syntax.html#attributes-2\n\t\t\tattrNames = value && value.match(rnothtmlwhite);\n\n\t\tif (attrNames && elem.nodeType === 1) {\n\t\t\twhile ((name = attrNames[i++])) {\n\t\t\t\telem.removeAttribute(name);\n\t\t\t}\n\t\t}\n\t}\n});\n\n// Hooks for boolean attributes\nboolHook = {\n\tset: function(elem, value, name) {\n\t\tif (value === false) {\n\n\t\t\t// Remove boolean attributes when set to false\n\t\t\tjQuery.removeAttr(elem, name);\n\t\t} else {\n\t\t\telem.setAttribute(name, name);\n\t\t}\n\t\treturn name;\n\t}\n};\n\njQuery.each(jQuery.expr.match.bool.source.match(/\\w+/g), function(i, name) {\n\tvar getter = attrHandle[name] || jQuery.find.attr;\n\n\tattrHandle[name] = function(elem, name, isXML) {\n\t\tvar ret, handle,\n\t\t\tlowercaseName = name.toLowerCase();\n\n\t\tif (!isXML) {\n\n\t\t\t// Avoid an infinite loop by temporarily removing this function from the getter\n\t\t\thandle = attrHandle[lowercaseName];\n\t\t\tattrHandle[lowercaseName] = ret;\n\t\t\tret = getter(elem, name, isXML) != null ?\n\t\t\t\tlowercaseName :\n\t\t\t\tnull;\n\t\t\tattrHandle[lowercaseName] = handle;\n\t\t}\n\t\treturn ret;\n\t};\n});\n\n\n\nvar rfocusable = /^(?:input|select|textarea|button)$/i,\n\trclickable = /^(?:a|area)$/i;\n\njQuery.fn.extend({\n\tprop: function(name, value) {\n\t\treturn access(this, jQuery.prop, name, value, arguments.length > 1);\n\t},\n\n\tremoveProp: function(name) {\n\t\treturn this.each(function() {\n\t\t\tdelete this[jQuery.propFix[name] || name];\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tprop: function(elem, name, value) {\n\t\tvar ret, hooks,\n\t\t\tnType = elem.nodeType;\n\n\t\t// Don't get/set properties on text, comment and attribute nodes\n\t\tif (nType === 3 || nType === 8 || nType === 2) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (nType !== 1 || !jQuery.isXMLDoc(elem)) {\n\n\t\t\t// Fix name and attach hooks\n\t\t\tname = jQuery.propFix[name] || name;\n\t\t\thooks = jQuery.propHooks[name];\n\t\t}\n\n\t\tif (value !== undefined) {\n\t\t\tif (hooks && \"set\" in hooks &&\n\t\t\t\t(ret = hooks.set(elem, value, name)) !== undefined) {\n\t\t\t\treturn ret;\n\t\t\t}\n\n\t\t\treturn (elem[name] = value);\n\t\t}\n\n\t\tif (hooks && \"get\" in hooks && (ret = hooks.get(elem, name)) !== null) {\n\t\t\treturn ret;\n\t\t}\n\n\t\treturn elem[name];\n\t},\n\n\tpropHooks: {\n\t\ttabIndex: {\n\t\t\tget: function(elem) {\n\n\t\t\t\t// Support: IE <=9 - 11 only\n\t\t\t\t// elem.tabIndex doesn't always return the\n\t\t\t\t// correct value when it hasn't been explicitly set\n\t\t\t\t// https://web.archive.org/web/20141116233347/http://fluidproject.org/blog/2008/01/09/getting-setting-and-removing-tabindex-values-with-javascript\n\t\t\t\t// Use proper attribute retrieval(#12072)\n\t\t\t\tvar tabindex = jQuery.find.attr(elem, \"tabindex\");\n\n\t\t\t\tif (tabindex) {\n\t\t\t\t\treturn parseInt(tabindex, 10);\n\t\t\t\t}\n\n\t\t\t\tif (\n\t\t\t\t\trfocusable.test(elem.nodeName) ||\n\t\t\t\t\trclickable.test(elem.nodeName) &&\n\t\t\t\t\telem.href\n\t\t\t\t) {\n\t\t\t\t\treturn 0;\n\t\t\t\t}\n\n\t\t\t\treturn -1;\n\t\t\t}\n\t\t}\n\t},\n\n\tpropFix: {\n\t\t\"for\": \"htmlFor\",\n\t\t\"class\": \"className\"\n\t}\n});\n\n// Support: IE <=11 only\n// Accessing the selectedIndex property\n// forces the browser to respect setting selected\n// on the option\n// The getter ensures a default option is selected\n// when in an optgroup\n// eslint rule \"no-unused-expressions\" is disabled for this code\n// since it considers such accessions noop\nif (!support.optSelected) {\n\tjQuery.propHooks.selected = {\n\t\tget: function(elem) {\n\n\t\t\t/* eslint no-unused-expressions: \"off\" */\n\n\t\t\tvar parent = elem.parentNode;\n\t\t\tif (parent && parent.parentNode)

{\n\t\t\tparent.parentNode.selectedIndex;\n\t\t\t}\n\t\t\treturn null;\n\t\t},\n\t\tset: function(elem) {\n\n\t\t\t/* eslint no-unused-expressions: \"off\" */\n\n\t\t\tvar parent = elem.parentNode;\n\t\t\tif (parent) {\n\t\t\t\tparent.selectedIndex;\n\n\t\t\t\tif (parent.parentNode)\n\t\t\t\t\tparent.parentNode.selectedIndex;\n\t\t\t}\n\t\t}\n\t};\n}\n\njQuery.each([\n\t"tabIndex",\n\t"readOnly",\n\t"maxLength",\n\t"cellSpacing",\n\t"cellPadding",\n\t"rowSpan",\n\t"colSpan",\n\t"useMap",\n\t"frameBorder",\n\t"contentEditable"\n], function() {\n\tjQuery.propFix[this.toLowerCase()] = this;\n});\n\n\n\n\t// Strip and collapse whitespace according to HTML spec\n\t// https://infra.spec.whatwg.org/#strip-and-collapse-ascii-whitespace\n\tfunction stripAndCollapse(value) {\n\t\tvar tokens = value.match(rnothtmlwhite) || [];\n\t\treturn tokens.join(\" \");\n\t}\n\n\nfunction getClass(elem) {\n\treturn elem.getAttribute && elem.getAttribute(\"class\") || \"\";\n}\n\nfunction classesToArray(value) {\n\tif (Array.isArray(value)) {\n\t\treturn value;\n\t}\n\tif (typeof value === \"string\") {\n\t\treturn value.match(rnothtmlwhite) || [];\n\t}\n\treturn [];\n}\n\njQuery.fn.extend({\n\taddClass: function(value) {\n\t\tvar classes, elem, cur, curValue, clazz, j, finalValue,\n\t\t\ti = 0;\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(j) {\n\t\t\t\tjQuery(this).addClass(value.call(this, j, getClass(this)));\n\t\t\t});\n\t\t}\n\n\t\tclasses = classesToArray(value);\n\n\t\tif (classes.length) {\n\t\t\twhile ((elem = this[i++])) {\n\t\t\t\tcurValue = getClass(elem);\n\t\t\t\tcur = elem.nodeType === 1 && (\" \" + stripAndCollapse(curValue) + \" \");\n\n\t\t\t\tif (cur) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\twhile ((clazz = classes[j++])) {\n\t\t\t\t\t\tif (cur.indexOf(\" \" + clazz + \" \") < 0) {\n\t\t\t\t\t\t\tcur += clazz + \" \";\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Only assign if different to avoid unneeded rendering.\n\t\t\t\t\tfinalValue = stripAndCollapse(cur);\n\t\t\t\t\tif (curValue !== finalValue) {\n\t\t\t\t\t\telem.setAttribute(\"class\", finalValue);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\tremoveClass: function(value) {\n\t\tvar classes, elem, cur, curValue, clazz, j, finalValue,\n\t\t\ti = 0;\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(j) {\n\t\t\t\tjQuery(this).removeClass(value.call(this, j, getClass(this)));\n\t\t\t});\n\t\t}\n\n\t\tif (!arguments.length) {\n\t\t\treturn this.attr(\"class\", \"\");\n\t\t}\n\n\t\tclasses = classesToArray(value);\n\n\t\tif (classes.length) {\n\t\t\twhile ((elem = this[i++])) {\n\t\t\t\tcurValue = getClass(elem);\n\n\t\t\t\t// This expression is here for better compressibility (see addClass)\n\t\t\t\tcur = elem.nodeType === 1 && (\" \" + stripAndCollapse(curValue) + \" \");\n\n\t\t\t\tif (cur) {\n\t\t\t\t\tj = 0;\n\t\t\t\t\twhile ((clazz = classes[j++])) {\n\n\t\t\t\t\t\t// Remove *all* instances\n\t\t\t\t\t\twhile (cur.indexOf(\" \" + clazz + \" \") > -1) {\n\t\t\t\t\t\t\tcur = cur.replace(\" \" + clazz + \" \", \" \");\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// Only assign if different to avoid unneeded rendering.\n\t\t\t\t\tfinalValue = stripAndCollapse(cur);\n\t\t\t\t\tif (curValue !== finalValue) {\n\t\t\t\t\t\telem.setAttribute(\"class\", finalValue);\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn this;\n\t},\n\n\ttoggleClass: function(value, stateVal) {\n\t\tvar type = typeof value,\n\t\t\tisValidValue = type === \"string\" || Array.isArray(value);\n\n\t\tif (typeof stateVal === \"boolean\" && isValidValue) {\n\t\t\treturn stateVal ? this.addClass(value) : this.removeClass(value);\n\t\t}\n\n\t\tif (isFunction(value)) {\n\t\t\treturn this.each(function(i) {\n\t\t\t\tjQuery(this).toggleClass(\n\t\t\t\t\tvalue.call(this, i, getClass(this), stateVal),\n\t\t\t\t\tstateVal\n\t\t\t\t);\n\t\t\t});\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar className, i, self, classNames;\n\n\t\t\tif (isValidValue) {\n\n\t\t\t\t// Toggle individual class names\n\t\t\t\ti = 0;\n\t\t\t\tself = jQuery(this);\n\t\t\t\tclassNames = classesToArray(value);\n\n\t\t\t\twhile ((className = classNames[i++])) {\n\n\t\t\t\t\t// Check each className given, space separated list\n\t\t\t\t\tif (self.hasClass(className)) {\n\t\t\t\t\t\tself.removeClass(className);\n\t\t\t\t\t} else {\n\t\t\t\t\t\tself.addClass(className);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t// Toggle whole class name\n\t\t\t} else if (value === undefined || type === \"boolean\") {\n\t\t\t\tclassName = getClass(this);\n\t\t\t\tif (className) {\n\n\t\t\t\t\t// Store className if set\n\t\t\t\t\tdataPriv.set(this, \"__className__\", className);\n\t\t\t\t}\n\n\t\t\t\t// If the element has a class name or if we're passed `false`,\n\t\t\t\t// then remove the whole classname (if there was one, the above saved it).\n\t\t\t\t// Otherwise bring back whatever was previously saved (if anything),\n\t\t\t\t// falling back to the empty string if nothing was stored.\n\t\t\t\tif (this.setAttribute) {\n\t\t\t\t\tthis.setAttribute(\"class\",\n\t\t\t\t\t\tclassName || value === false ?\n\t\t\t\t\t\t\t\"\" :\n\t\t\t\t\t\t\tdataPriv.get(this, \"__className__\") || \"\"\n\t\t\t\t\t);\n\t\t\t\t}\n\t\t\t}\n\t\t});\n\t},\n\n\thasClass: function(selector) {\n\t\tvar className, elem,\n\t\t\ti = 0;\n\n\t\tclassName = \" \" + selector + \" \";\n\t\twhile ((elem = this[i++])) {\n\t\t\tif (

elem.nodeType === 1 &&\n\t\t\t\t(\" \" + stripAndCollapse(getClass(elem)) + \" \").indexOf(className) > -1) {\n\t\t\t\treturn true;\n\t\t\t}\n\t\t}\n\n\t\treturn false;\n\t}\n});\n\n\n\nvar rreturn = /\\r/g;\n\njQuery.fn.extend({\n\tval: function(value) {\n\t\tvar hooks, ret, valueIsFunction,\n\t\telem = this[0];\n\n\t\tif (!arguments.length) {\n\t\t\tif (elem) {\n\t\t\t\thooks = jQuery.valHooks[elem.type] ||\n\t\t\t\t\tjQuery.valHooks[elem.nodeName.toLowerCase()];\n\n\t\t\t\tif (hooks &&\n\t\t\t\t\t\"get\" in hooks &&\n\t\t\t\t\t(ret = hooks.get(elem, \"value\")) !== undefined\n\t\t\t\t) {\n\t\t\t\t\treturn ret;\n\t\t\t\t}\n\n\t\t\t\tret = elem.value;\n\n\t\t\t\t// Handle most common string cases\n\t\t\t\tif (typeof ret === \"string\") {\n\t\t\t\t\treturn ret.replace(rreturn, \"\");\n\t\t\t\t}\n\n\t\t\t\t// Handle cases where value is null/undef or number\n\t\t\t\treturn ret == null ? \"\" : ret;\n\t\t\t}\n\n\t\t\treturn;\n\t\t}\n\n\t\tvalueIsFunction = isFunction(value);\n\n\t\treturn this.each(function(i) {\n\t\t\tvar val;\n\n\t\t\tif (this.nodeType !== 1) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\tif (valueIsFunction) {\n\t\t\t\tval = value.call(this, i, jQuery(this).val());\n\t\t\t} else {\n\t\t\t\tval = value;\n\t\t\t}\n\n\t\t\t// Treat null/undefined as \"\"; convert numbers to string\n\t\t\tif (val == null) {\n\t\t\t\tval = \"\";\n\t\t\t} else if (typeof val === \"number\") {\n\t\t\t\tval += \"\";\n\t\t\t} else if (Array.isArray(val)) {\n\t\t\t\tval = jQuery.map(val, function(value) {\n\t\t\t\t\treturn value == null ? \"\" : value + \"\";\n\t\t\t\t});\n\t\t\t}\n\n\t\t\thooks = jQuery.valHooks[this.type] || jQuery.valHooks[this.nodeName.toLowerCase()];\n\n\t\t\t// If set returns undefined, fall back to normal setting\n\t\t\tif (!hooks || !(\"set\" in hooks) || hooks.set(this, val, \"value\") === undefined) {\n\t\t\t\tthis.value = val;\n\t\t\t}\n\t\t});\n\t}\n});\n\njQuery.extend({\n\tvalHooks: {\n\t\toption: {\n\t\t\tget: function(elem) {\n\n\t\t\t\tvar val = jQuery.find.attr(elem, \"value\");\n\t\t\t\treturn val != null ?\n\t\t\t\t\tval :\n\n\t\t\t\t\t// Support: IE <=10 - 11 only\n\t\t\t\t\t// option.text throws exceptions (#14686, #14858)\n\t\t\t\t\t// Strip and collapse whitespace\n\t\t\t\t\t// https://html.spec.whatwg.org/#strip-and-collapse-whitespace\n\t\t\t\t\tstripAndCollapse(jQuery.text(elem));\n\t\t\t}\n\t\t},\n\t\tselect: {\n\t\t\tget: function(elem) {\n\t\t\t\tvar value, option, i,\n\t\t\t\t\toptions = elem.options,\n\t\t\t\t\tindex = elem.selectedIndex,\n\t\t\t\t\tone = elem.type === \"select-one\",\n\t\t\t\t\tvalues = one ? null : [],\n\t\t\t\t\tmax = one ? index + 1 : options.length;\n\n\t\t\t\tif (index < 0) {\n\t\t\t\t\ti = max;\n\n\t\t\t\t} else {\n\t\t\t\t\ti = one ? index : 0;\n\t\t\t\t}\n\n\t\t\t\t// Loop through all the selected options\n\t\t\t\tfor (; i < max; i++) {\n\t\t\t\t\toption = options[i];\n\n\t\t\t\t\t// Support: IE <=9 only\n\t\t\t\t\t// IE8-9 doesn't update selected after form reset (#2551)\n\t\t\t\t\tif ((option.selected || i === index) &&\n\n\t\t\t\t\t\t\t// Don't return options that are disabled or in a disabled optgroup\n\t\t\t\t\t\t\t!option.disabled &&\n\t\t\t\t\t\t\t(!option.parentNode.disabled ||\n\t\t\t\t\t\t\t\t!nodeName(option.parentNode, \"optgroup\"))) {\n\n\t\t\t\t\t\t// Get the specific value for the option\n\t\t\t\t\t\tvalue = jQuery(option).val();\n\n\t\t\t\t\t\t// We don't need an array for one selects\n\t\t\t\t\t\tif (one) {\n\t\t\t\t\t\t\treturn value;\n\t\t\t\t\t\t}\n\n\t\t\t\t\t\t// Multi-Selects return an array\n\t\t\t\t\t\tvalues.push(value);\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\treturn values;\n\t\t\t},\n\n\t\t\tset: function(elem, value) {\n\t\t\t\tvar optionSet, option,\n\t\t\t\t\toptions = elem.options,\n\t\t\t\t\tvalues = jQuery.makeArray(value),\n\t\t\t\t\ti = options.length;\n\n\t\t\t\twhile (i--) {\n\t\t\t\t\toption = options[i];\n\n\t\t\t\t\t/* eslint-disable no-cond-assign */\n\n\t\t\t\t\tif (option.selected =\n\t\t\t\t\t\tjQuery.inArray(jQuery.valHooks.option.get(option), values) > -1\n\t\t\t\t\t) {\n\t\t\t\t\t\toptionSet = true;\n\t\t\t\t\t}\n\n\t\t\t\t\t/* eslint-enable no-cond-assign */\n\t\t\t\t}\n\n\t\t\t\t// Force browsers to behave consistently when non-matching value is set\n\t\t\t\tif (!optionSet) {\n\t\t\t\t\telem.selectedIndex = -1;\n\t\t\t\t}\n\t\t\t\treturn values;\n\t\t\t}\n\t\t}\n\t}\n});\n\n// Radios and checkboxes getter/setter\njQuery.each([\"radio\", \"checkbox\"], function() {\n\tjQuery.valHooks[this] = {\n\t\tset: function(elem, value) {\n\t\t\tif (Array.isArray(value)) {\n\t\t\t\treturn (elem.checked = jQuery.inArray(jQuery(elem).val(), value) > -1);\n\t\t\t}\n\t\t}\n\t};\n\tif (!support.checkOn) {\n\t\tjQuery.valHooks[this].get = function(elem) {\n\t\t\treturn elem.getAttribute(\"value\") === null ? \"on\" : elem.value;\n\t\t};\n\t}\n});\n\n\n\n\n// Return jQuery for attributes-only inclusion\n\n\nsupport.focusin = \"onfocusin\" in window;\n\n\nvar rfocusMorph = /^(?:focusinfocus|focusoutblur)$/,\n\tstopPropagationCallback = function(e) {\n\t\te.stopPropagation();\n\t};\n\njQuery.extend(jQuery.event, {\n\n\ttrigger: function(event, data, elem, onlyHandlers) {\n\n\t\tvar i, cur, tmp, bubbleType, ontype, handle, special, lastElement,\n\t\t\teventPath = [elem || document],\n\t\t\ttype = hasOwn.call(event, \"type\") ? event.type : event,\n\t\t\tnamespaces = hasOwn.call(event, \"namespace\") ? event.namespace.split(\".\") : [];\n\n\t\tcur = lastElement = tmp = elem = elem || document;\n\n\t\t// Don't do events on text and comment nodes\n\t\tif (elem.nodeType === 3 || elem.nodeType ===

8) {\n\t\t\treturn;\n\t\t}\n\n\t\t// focus/blur morphs to focusin/out; ensure we're not firing them right now\n\t\tif (rfocusMorph.test(type + jQuery.event.triggered)) {\n\t\t\treturn;\n\t\t}\n\n\t\tif (type.indexOf(\".\") > -1) {\n\n\t\t\t// Namespaced trigger; create a regexp to match event type in handle()\n\t\t\tnamespaces = type.split(\".\");\n\t\t\ttype = namespaces.shift();\n\t\t\tnamespaces.sort();\n\t\t}\n\t\tontype = type.indexOf(\":\") < 0 && \"on\" + type;\n\t\t// Caller can pass in a jQuery.Event object, Object, or just an event type string\n\t\tevent = event[jQuery.expando] ?\n\t\t\tevent :\n\t\t\tnew jQuery.Event(type, typeof event === \"object\" && event);\n\n\t\t// Trigger bitmask: & 1 for native handlers; & 2 for jQuery (always true)\n\t\tevent.isTrigger = onlyHandlers ? 2 : 3;\n\t\tevent.namespace = namespaces.join(\".\");\n\t\tevent.rnamespace = event.namespace ?\n\t\t\tnew RegExp(\"(^|\\\\.)\" + namespaces.join(\"\\\\.(?:.*\\\\.|)\") + \"(\\\\.|$)\") :\n\t\t\tnull;\n\n\t\t// Clean up the event in case it is being reused\n\t\tevent.result = undefined;\n\t\tif (!event.target) {\n\t\t\tevent.target = elem;\n\t\t}\n\n\t\t// Clone any incoming data and prepend the event, creating the handler arg list\n\t\tdata = data == null ?\n\t\t\t[event] :\n\t\t\tjQuery.makeArray(data, [event]);\n\n\t\t// Allow special events to draw outside the lines\n\t\tspecial = jQuery.event.special[type] || {};\n\t\tif (!onlyHandlers && special.trigger && special.trigger.apply(elem, data) === false) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Determine event propagation path in advance, per W3C events spec (#9951)\n\t\t// Bubble up to document, then to window; watch for a global ownerDocument var (#9724)\n\t\tif (!onlyHandlers && !special.noBubble && !isWindow(elem)) {\n\n\t\t\tbubbleType = special.delegateType || type;\n\t\t\tif (!rfocusMorph.test(bubbleType + type)) {\n\t\t\t\tcur = cur.parentNode;\n\t\t\t}\n\t\t\tfor (; cur; cur = cur.parentNode) {\n\t\t\t\teventPath.push(cur);\n\t\t\t\ttmp = cur;\n\t\t\t}\n\n\t\t\t// Only add window if we got to document (e.g., not plain obj or detached DOM)\n\t\t\tif (tmp === (elem.ownerDocument || document)) {\n\t\t\t\teventPath.push(tmp.defaultView || tmp.parentWindow || window);\n\t\t\t}\n\t\t}\n\n\t\t// Fire handlers on the event path\n\t\ti = 0;\n\t\twhile ((cur = eventPath[i++]) && !event.isPropagationStopped()) {\n\t\t\tlastElement = cur;\n\t\t\tevent.type = i > 1 ?\n\t\t\t\tbubbleType :\n\t\t\t\tspecial.bindType || type;\n\n\t\t\t// jQuery handler\n\t\t\thandle = (dataPriv.get(cur, \"events\") || {})[event.type] &&\n\t\t\t\tdataPriv.get(cur, \"handle\");\n\t\t\tif (handle) {\n\t\t\t\thandle.apply(cur, data);\n\t\t\t}\n\n\t\t\t// Native handler\n\t\t\thandle = ontype && cur[ontype];\n\t\t\tif (handle && handle.apply && acceptData(cur)) {\n\t\t\t\tevent.result = handle.apply(cur, data);\n\t\t\t\tif (event.result === false) {\n\t\t\t\t\tevent.preventDefault();\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t\tevent.type = type;\n\n\t\t// If nobody prevented the default action, do it now\n\t\tif (!onlyHandlers && !event.isDefaultPrevented()) {\n\n\t\t\tif ((!special._default ||\n\t\t\t\tspecial._default.apply(eventPath.pop(), data) === false) &&\n\t\t\t\tacceptData(elem)) {\n\n\t\t\t\t// Call a native DOM method on the target with the same name as the event.\n\t\t\t\t// Don't do default actions on window, that's where global variables be (#6170)\n\t\t\t\tif (ontype && isFunction(elem[type]) && !isWindow(elem)) {\n\n\t\t\t\t\t// Don't re-trigger an onFOO event when we call its FOO() method\n\t\t\t\t\ttmp = elem[ontype];\n\n\t\t\t\t\tif (tmp) {\n\t\t\t\t\t\telem[ontype] = null;\n\t\t\t\t\t}\n\n\t\t\t\t\t// Prevent re-triggering of the same event, since we already bubbled it above\n\t\t\t\t\tjQuery.event.triggered = type;\n\n\t\t\t\t\tif (event.isPropagationStopped()) {\n\t\t\t\t\t\tlastElement.addEventListener(type, stopPropagationCallback);\n\t\t\t\t\t}\n\n\t\t\t\t\telem[type]();\n\n\t\t\t\t\tif (event.isPropagationStopped()) {\n\t\t\t\t\t\tlastElement.removeEventListener(type, stopPropagationCallback);\n\t\t\t\t\t}\n\n\t\t\t\t\tjQuery.event.triggered = undefined;\n\n\t\t\t\t\tif (tmp) {\n\t\t\t\t\t\telem[ontype] = tmp;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn event.result;\n\t},\n\n\t// Piggyback on a donor event to simulate a different one\n\t// Used only for `focus(in | out)` events\n\tsimulate: function(type, elem, event) {\n\t\tvar e = jQuery.extend(\n\t\t\tnew jQuery.Event(),\n\t\t\tevent,\n\t\t\t{\n\t\t\t\ttype: type,\n\t\t\t\tisSimulated: true\n\t\t\t}\n\t\t);\n\n\t\tjQuery.event.trigger(e, null, elem);\n\t}\n\n});\n\njQuery.fn.extend({\n\n\ttrigger: function(type, data) {\n\t\treturn this.each(function() {\n\t\t\tjQuery.event.trigger(type, data, this);\n\t\t});\n\t},\n\ttriggerHandler: function(type, data) {\n\t\tvar elem = this[0];\n\t\tif (elem) {\n\t\t\treturn jQuery.event.trigger(type, data, elem, true);\n\t\t}\n\t}\n});\n\n\n// Support: Firefox <=44\n// Firefox doesn't have focus(in | out) events\n// Related ticket - https://bugzilla.mozilla.org/show_bug.cgi?id=687787\n//\n// Support: Chrome <=48 - 49, Safari <=9.0 - 9.1\n// focus(in | out) events fire after focus & blur events,\n// which is spec violation - http://www.w3.org/TR/DOM-Level-3-Events/#events-focusevent-event-order\n// Related ticket -

https://bugs.chromium.org/p/chromium/issues/detail?id=449857\nif (!support.focusin) {\n\tjQuery.each({ focus: \"focusin\", blur: \"focusout\" }, function(orig, fix) {\n\n\t\t// Attach a single capturing handler on the document while someone wants focusin/focusout\n\t\tvar handler = function(event) {\n\t\t\tjQuery.event.simulate(fix, event.target, jQuery.event.fix(event));\n\t\t};\n\n\t\tjQuery.event.special[fix] = {\n\t\t\tsetup: function() {\n\t\t\t\tvar doc = this.ownerDocument || this,\n\t\t\t\t\tattaches = dataPriv.access(doc, fix);\n\n\t\t\t\tif (!attaches) {\n\t\t\t\t\tdoc.addEventListener(orig, handler, true);\n\t\t\t\t}\n\t\t\t\tdataPriv.access(doc, fix, (attaches || 0) + 1);\n\t\t\t},\n\t\t\tteardown: function() {\n\t\t\t\tvar doc = this.ownerDocument || this,\n\t\t\t\t\tattaches = dataPriv.access(doc, fix) - 1;\n\n\t\t\t\tif (!attaches) {\n\t\t\t\t\tdoc.removeEventListener(orig, handler, true);\n\t\t\t\t\tdataPriv.remove(doc, fix);\n\n\t\t\t\t} else {\n\t\t\t\t\tdataPriv.access(doc, fix, attaches);\n\t\t\t\t}\n\t\t\t}\n\t\t};\n\t});\n}\n\nvar location = window.location;\n\nvar nonce = Date.now();\n\nvar rquery = (/\\?/);\n\n\n\n// Cross-browser xml parsing\njQuery.parseXML = function(data) {\n\tvar xml;\n\tif (!data || typeof data !== \"string\") {\n\t\treturn null;\n\t}\n\n\t// Support: IE 9 - 11 only\n\t// IE throws on parseFromString with invalid input.\n\ttry {\n\t\txml = (new window.DOMParser()).parseFromString(data, \"text/xml\");\n\t} catch (e) {\n\t\txml = undefined;\n\t}\n\n\tif (!xml || xml.getElementsByTagName(\"parsererror\").length) {\n\t\tjQuery.error(\"Invalid XML: \" + data);\n\t}\n\treturn xml;\n};\n\n\nvar\n\trbracket = /\\[\\]$/,\n\trCRLF = /\\r?\\n/g,\n\trsubmitterTypes = /^(?:submit|button|image|reset|file)$/i,\n\trsubmittable = /^(?:input|select|textarea|keygen)/i;\n\nfunction buildParams(prefix, obj, traditional, add) {\n\tvar name;\n\n\tif (Array.isArray(obj)) {\n\n\t\t// Serialize array item.\n\t\tjQuery.each(obj, function(i, v) {\n\t\t\tif (traditional || rbracket.test(prefix)) {\n\n\t\t\t\t// Treat each array item as a scalar.\n\t\t\t\tadd(prefix, v);\n\n\t\t\t} else {\n\n\t\t\t\t// Item is non-scalar (array or object), encode its numeric index.\n\t\t\t\tbuildParams(\n\t\t\t\t\tprefix + \"[\" + (typeof v === \"object\" && v != null ? i : \"\") + \"]\",\n\t\t\t\t\tv,\n\t\t\t\t\ttraditional,\n\t\t\t\t\tadd\n\t\t\t\t);\n\t\t\t}\n\t\t});\n\n\t} else if (!traditional && toType(obj) === \"object\") {\n\n\t\t// Serialize object item.\n\t\tfor (name in obj) {\n\t\t\tbuildParams(prefix + \"[\" + name + \"]\", obj[name], traditional, add);\n\t\t}\n\n\t} else {\n\n\t\t// Serialize scalar item.\n\t\tadd(prefix, obj);\n\t}\n}\n\n// Serialize an array of form elements or a set of\n// key/values into a query string\njQuery.param = function(a, traditional) {\n\tvar prefix,\n\t\ts = [],\n\t\tadd = function(key, valueOrFunction) {\n\n\t\t\t// If value is a function, invoke it and use its return value\n\t\t\tvar value = isFunction(valueOrFunction) ?\n\t\t\t\tvalueOrFunction() :\n\t\t\t\tvalueOrFunction;\n\n\t\t\ts[s.length] = encodeURIComponent(key) + \"=\" +\n\t\t\t\tencodeURIComponent(value == null ? \"\" : value);\n\t\t};\n\n\t// If an array was passed in, assume that it is an array of form elements.\n\tif (Array.isArray(a) || (a.jquery && !jQuery.isPlainObject(a))) {\n\n\t\t// Serialize the form elements\n\t\tjQuery.each(a, function() {\n\t\t\tadd(this.name, this.value);\n\t\t});\n\n\t} else {\n\n\t\t// If traditional, encode the \"old\" way (the way 1.3.2 or older\n\t\t// did it), otherwise encode params recursively.\n\t\tfor (prefix in a) {\n\t\t\tbuildParams(prefix, a[prefix], traditional, add);\n\t\t}\n\t}\n\n\t// Return the resulting serialization\n\treturn s.join(\"&\");\n};\n\njQuery.fn.extend({\n\tserialize: function() {\n\t\treturn jQuery.param(this.serializeArray());\n\t},\n\tserializeArray: function() {\n\t\treturn this.map(function() {\n\n\t\t\t// Can add propHook for \"elements\" to filter or add form elements\n\t\t\tvar elements = jQuery.prop(this, \"elements\");\n\t\t\treturn elements ? jQuery.makeArray(elements) : this;\n\t\t})\n\t\t.filter(function() {\n\t\t\tvar type = this.type;\n\n\t\t\t// Use .is(\":disabled\") so that fieldset[disabled] works\n\t\t\treturn this.name && !jQuery(this).is(\":disabled\") &&\n\t\t\t\trsubmittable.test(this.nodeName) && !rsubmitterTypes.test(type) &&\n\t\t\t\t(this.checked || !rcheckableType.test(type));\n\t\t})\n\t\t.map(function(i, elem) {\n\t\t\tvar val = jQuery(this).val();\n\n\t\t\tif (val == null) {\n\t\t\t\treturn null;\n\t\t\t}\n\n\t\t\tif (Array.isArray(val)) {\n\t\t\t\treturn jQuery.map(val, function(val) {\n\t\t\t\t\treturn { name: elem.name, value: val.replace(rCRLF, \"\\r\\n\") };\n\t\t\t\t});\n\t\t\t}\n\n\t\t\treturn { name: elem.name, value: val.replace(rCRLF, \"\\r\\n\") };\n\t\t}).get();\n\t}\n}\n);\n\n\nvar\n\tr20 = /%20/g,\n\trhash = /#.*$/,\n\trantiCache = /([?&])_=[^&]*/,\n\trheaders = /^(.*?):[\\t]*([^\\r\\n]*)$/mg,\n\n\t// #7653, #8125, #8152: local protocol detection\n\trlocalProtocol = /^(?:about|app|app-storage|.+-extension|file|res|widget):$/,\n\trnoContent = /^(?:GET|HEAD)$/,\n\trprotocol = /^\\/\\//,\n\n\t/* Prefilters\n\t * 1) They are useful to introduce custom dataTypes (see ajax/jsonp.js for an example)\n\t * 2) These are called:\n\t *   - BEFORE asking for a transport\n\t *   - AFTER param serialization (s.data is a string if

s.processData is true)\n\t * 3) key is the dataType\n\t * 4) the catchall symbol \"*\" can be used\n\t * 5) execution will start with transport dataType and THEN continue down to \"*\" if needed\n\t */\n\tprefilters = {},\n\n\t/* Transports bindings\n\t * 1) key is the dataType\n\t * 2) the catchall symbol \"*\" can be used\n\t * 3) selection will start with transport dataType and THEN go to \"*\" if needed\n\t */\n\ttransports = {},\n\n\t// Avoid comment-prolog char sequence (#10098); must appease lint and evade compression\n\tallTypes = \"*/\".concat(\"*\"),\n\n\t// Anchor tag for parsing the document origin\n\toriginAnchor = document.createElement(\"a\");\n\toriginAnchor.href = location.href;\n\n// Base \"constructor\" for jQuery.ajaxPrefilter and jQuery.ajaxTransport\nfunction addToPrefiltersOrTransports(structure) {\n\n\t// dataTypeExpression is optional and defaults to \"*\"\n\treturn function(dataTypeExpression, func) {\n\n\t\tif (typeof dataTypeExpression !== \"string\") {\n\t\t\tfunc = dataTypeExpression;\n\t\t\tdataTypeExpression = \"*\";\n\t\t}\n\n\t\tvar dataType,\n\t\t\ti = 0,\n\t\t\tdataTypes = dataTypeExpression.toLowerCase().match(rnothtmlwhite) || [];\n\n\t\tif (isFunction(func)) {\n\n\t\t\t// For each dataType in the dataTypeExpression\n\t\t\twhile ((dataType = dataTypes[i++])) {\n\n\t\t\t\t// Prepend if requested\n\t\t\t\tif (dataType[0] === \"+\") {\n\t\t\t\t\tdataType = dataType.slice(1) || \"*\";\n\t\t\t\t\t(structure[dataType] = structure[dataType] || []).unshift(func);\n\n\t\t\t\t// Otherwise append\n\t\t\t\t} else {\n\t\t\t\t\t(structure[dataType] = structure[dataType] || []).push(func);\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\t};\n}\n\n// Base inspection function for prefilters and transports\nfunction inspectPrefiltersOrTransports(structure, options, originalOptions, jqXHR) {\n\n\tvar inspected = {},\n\t\tseekingTransport = (structure === transports);\n\n\tfunction inspect(dataType) {\n\t\tvar selected;\n\t\tinspected[dataType] = true;\n\t\tjQuery.each(structure[dataType] || [], function(_, prefilterOrFactory) {\n\t\t\tvar dataTypeOrTransport = prefilterOrFactory(options, originalOptions, jqXHR);\n\t\t\tif (typeof dataTypeOrTransport === \"string\" &&\n\t\t\t\t!seekingTransport && !inspected[dataTypeOrTransport]) {\n\n\t\t\t\toptions.dataTypes.unshift(dataTypeOrTransport);\n\t\t\t\tinspect(dataTypeOrTransport);\n\t\t\t\treturn false;\n\t\t\t} else if (seekingTransport) {\n\t\t\t\treturn !(selected = dataTypeOrTransport);\n\t\t\t}\n\t\t});\n\t\treturn selected;\n\t}\n\n\treturn inspect(options.dataTypes[0]) || !inspected[\"*\"] && inspect(\"*\");\n}\n\n// A special extend for ajax options\n// that takes \"flat\" options (not to be deep extended)\n// Fixes #9887\nfunction ajaxExtend(target, src) {\n\tvar key, deep,\n\t\tflatOptions = jQuery.ajaxSettings.flatOptions || {};\n\n\tfor (key in src) {\n\t\tif (src[key] !== undefined) {\n\t\t\t(flatOptions[key] ? target : (deep || (deep = {})))[key] = src[key];\n\t\t}\n\t}\n\tif (deep) {\n\t\tjQuery.extend(true, target, deep);\n\t}\n\n\treturn target;\n}\n\n/* Handles responses to an ajax request:\n * - finds the right dataType (mediates between content-type and expected dataType)\n * - returns the corresponding response\n */\nfunction ajaxHandleResponses(s, jqXHR, responses) {\n\n\tvar ct, type, finalDataType, firstDataType,\n\t\tcontents = s.contents,\n\t\tdataTypes = s.dataTypes;\n\n\t// Remove auto dataType and get content-type in the process\n\twhile (dataTypes[0] === \"*\") {\n\t\tdataTypes.shift();\n\t\tif (ct === undefined) {\n\t\t\tct = s.mimeType || jqXHR.getResponseHeader(\"Content-Type\");\n\t\t}\n\t}\n\n\t// Check if we're dealing with a known content-type\n\tif (ct) {\n\t\tfor (type in contents) {\n\t\t\tif (contents[type] && contents[type].test(ct)) {\n\t\t\t\tdataTypes.unshift(type);\n\t\t\t\tbreak;\n\t\t\t}\n\t\t}\n\t}\n\n\t// Check to see if we have a response for the expected dataType\n\tif (dataTypes[0] in responses) {\n\t\tfinalDataType = dataTypes[0];\n\t} else {\n\n\t\t// Try convertible dataTypes\n\t\tfor (type in responses) {\n\t\t\tif (!dataTypes[0] || s.converters[type + \" \" + dataTypes[0]]) {\n\t\t\t\tfinalDataType = type;\n\t\t\t\tbreak;\n\t\t\t}\n\t\t\tif (!firstDataType) {\n\t\t\t\tfirstDataType = type;\n\t\t\t}\n\t\t}\n\n\t\t// Or just use first one\n\t\tfinalDataType = finalDataType || firstDataType;\n\t}\n\n\t// If we found a dataType\n\t// We add the dataType to the list if needed\n\t// and return the corresponding response\n\tif (finalDataType) {\n\t\tif (finalDataType !== dataTypes[0]) {\n\t\t\tdataTypes.unshift(finalDataType);\n\t\t}\n\t\treturn responses[finalDataType];\n\t}\n}\n\n/* Chain conversions given the request and the original response\n * Also sets the responseXXX fields on the jqXHR instance\n */\nfunction ajaxConvert(s, response, jqXHR, isSuccess) {\n\tvar conv2, current, conv, tmp, prev,\n\t\tconverters = {},\n\n\t\t// Work with a copy of dataTypes in case we need to modify it for conversion\n\t\tdataTypes = s.dataTypes.slice();\n\n\t// Create converters map with lowercased keys\n\tif (dataTypes[1]) {\n\t\tfor (conv in s.converters) {\n\t\t\tconverters[conv.toLowerCase()] = s.converters[conv];\n\t\t}\n\t}\n\n\tcurrent = dataTypes.shift();\n\n\t// Convert to each sequential dataType\n\twhile (current)

{\n\n\t\tif (s.responseFields[current]) {\n\t\t\tjqXHR[s.responseFields[current]] = response;\n\t\t}\n\n\t\t// Apply the dataFilter if provided\n\t\tif (!prev && isSuccess && s.dataFilter) {\n\t\t\tresponse = s.dataFilter(response, s.dataType);\n\t\t}\n\n\t\tprev = current;\n\t\tcurrent = dataTypes.shift();\n\n\t\tif (current) {\n\n\t\t\t// There's only work to do if current dataType is non-auto\n\t\t\tif (current === \"*\") {\n\n\t\t\t\tcurrent = prev;\n\n\t\t\t\t// Convert response if prev dataType is non-auto and differs from current\n\t\t\t} else if (prev !== \"*\" && prev !== current) {\n\n\t\t\t\t// Seek a direct converter\n\t\t\t\tconv = converters[prev + \" \" + current] || converters[\"* \" + current];\n\n\t\t\t\t// If none found, seek a pair\n\t\t\t\tif (!conv) {\n\t\t\t\t\tfor (conv2 in converters) {\n\n\t\t\t\t\t\t// If conv2 outputs current\n\t\t\t\t\t\ttmp = conv2.split(\" \");\n\t\t\t\t\t\tif (tmp[1] === current) {\n\n\t\t\t\t\t\t\t// If prev can be converted to accepted input\n\t\t\t\t\t\t\tconv = converters[prev + \" \" + tmp[0]] ||\n\t\t\t\t\t\t\tconverters[\"* \" + tmp[0]];\n\t\t\t\t\t\t\tif (conv) {\n\n\t\t\t\t\t\t\t\t// Condense equivalence converters\n\t\t\t\t\t\t\t\tif (conv === true) {\n\t\t\t\t\t\t\t\t\tconv = converters[conv2];\n\n\t\t\t\t\t\t\t\t\t// Otherwise, insert the intermediate dataType\n\t\t\t\t\t\t\t\t} else if (converters[conv2] !== true) {\n\t\t\t\t\t\t\t\t\tcurrent = tmp[0];\n\t\t\t\t\t\t\t\t\tdataTypes.unshift(tmp[1]\n);\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t\tbreak;\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Apply converter (if not an equivalence)\n\t\t\t\tif (conv !== true) {\n\n\t\t\t\t\t// Unless errors are allowed to bubble, catch and return them\n\t\t\t\t\tif (conv && s.throws) {\n\t\t\t\t\t\tresponse = conv(response);\n\t\t\t\t\t} else {\n\t\t\t\t\t\ttry {\n\t\t\t\t\t\t\tresponse = conv(response);\n\t\t\t\t\t\t} catch (e) {\n\t\t\t\t\t\t\treturn {\n\t\t\t\t\t\t\t\tstate: \"parsererror\",\n\t\t\t\t\t\t\t\terror: conv ? e : \"No conversion from \" + prev + \" to \" + current\n\t\t\t\t\t\t\t};\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\treturn { state: \"success\", data: response };\n}\n\njQuery.extend({\n\n\t// Counter for holding the number of active queries\n\tactive: 0,\n\n\t// Last-Modified header cache for next request\n\tlastModified: {},\n\tetag: {},\n\n\tajaxSettings: {\n\t\turl: location.href,\n\t\ttype: \"GET\",\n\t\tisLocal: rlocalProtocol.test(location.protocol),\n\t\tglobal: true,\n\t\tprocessData: true,\n\t\tasync: true,\n\t\tcontentType: \"application/x-www-form-urlencoded; charset=UTF-8\",\n\n\t\t/*\n\t\ttimeout: 0,\n\t\tdata: null,\n\t\tdataType: null,\n\t\tusername: null,\n\t\tpassword: null,\n\t\tcache: null,\n\t\tthrows: false,\n\t\ttraditional: false,\n\t\theaders: {},\n\t\t*/\n\n\t\taccepts: {\n\t\t\t\"*\": allTypes,\n\t\t\ttext: \"text/plain\",\n\t\t\thtml: \"text/html\",\n\t\t\txml: \"application/xml, text/xml\",\n\t\t\tjson: \"application/json, text/javascript\"\n\t\t},\n\n\t\tcontents: {\n\t\t\txml: /\\bxml\\b/,\n\t\t\thtml: /\\bhtml/,\n\t\t\tjson: /\\bjson\\b/\n\t\t},\n\n\t\tresponseFields: {\n\t\t\txml: \"responseXML\",\n\t\t\ttext: \"responseText\",\n\t\t\tjson: \"responseJSON\"\n\t\t},\n\n\t\t// Data converters\n\t\t// Keys separate source (or catchall \"*\") and destination types with a single space\n\t\tconverters: {\n\n\t\t\t// Convert anything to text\n\t\t\t\"* text\": String,\n\n\t\t\t// Text to html (true = no transformation)\n\t\t\t\"text html\": true,\n\n\t\t\t// Evaluate text as a json expression\n\t\t\t\"text json\": JSON.parse,\n\n\t\t\t// Parse text as xml\n\t\t\t\"text xml\": jQuery.parseXML\n\t\t},\n\n\t\t// For options that shouldn't be deep extended:\n\t\t// you can add your own custom options here if\n\t\t// and when you create one that shouldn't be\n\t\t// deep extended (see ajaxExtend)\n\t\tflatOptions: {\n\t\t\turl: true,\n\t\t\tcontext: true\n\t\t}\n\t},\n\n\t// Creates a full fledged settings object into target\n\t// with both ajaxSettings and settings fields.\n\t// If target is omitted, writes into ajaxSettings.\n\tajaxSetup: function(target, settings) {\n\t\treturn settings ?\n\n\t\t\t// Building a settings object\n\t\t\tajaxExtend(ajaxExtend(target, jQuery.ajaxSettings), settings) :\n\n\t\t\t// Extending ajaxSettings\n\t\t\tajaxExtend(jQuery.ajaxSettings, target);\n\t},\n\n\tajaxPrefilter: addToPrefiltersOrTransports(prefilters),\n\tajaxTransport: addToPrefiltersOrTransports(transports),\n\n\t// Main method\n\tajax: function(url, options) {\n\n\t\t// If url is an object, simulate pre-1.5 signature\n\t\tif (typeof url === \"object\") {\n\t\t\toptions = url;\n\t\t\turl = undefined;\n\t\t}\n\n\t\t// Force options to be an object\n\t\toptions = options || {};\n\n\t\tvar transport,\n\n\t\t\t// URL without anti-cache param\n\t\t\tcacheURL,\n\n\t\t\t// Response headers\n\t\t\tresponseHeadersString,\n\t\t\tresponseHeaders,\n\n\t\t\t// timeout handle\n\t\t\ttimeoutTimer,\n\n\t\t\t// Url cleanup var\n\t\t\turlAnchor,\n\n\t\t\t// Request state (becomes false upon send and true upon completion)\n\t\t\tcompleted,\n\n\t\t\t// To know if global events are to be dispatched\n\t\t\tfireGlobals,\n\n\t\t\t// Loop variable\n\t\t\ti,\n\n\t\t\t// uncached part of the url\n\t\t\tuncached,\n\n\t\t\t// Create the final options object\n\t\t\ts = jQuery.ajaxSetup({}, options),\n\n\t\t\t// Callbacks context\n\t\t\tcallbackContext = s.context || s,\n\n\t\t\t// Context for global events is callbackContext if it is a DOM node or jQuery

collection\n\t\t\tglobalEventContext = s.context &&\n\t\t\t\t(callbackContext.nodeType || callbackContext.jquery) ?\n\t\t\t\t\tjQuery(callbackContext) :\n\t\t\t\t\tjQuery.event,\n\n\t\t\t// Deferreds\n\t\t\tdeferred = jQuery.Deferred(),\n\t\t\tcompleteDeferred = jQuery.Callbacks(\"once memory\"),\n\n\t\t\t// Status-dependent callbacks\n\t\t\tstatusCode = s.statusCode || {},\n\n\t\t\t// Headers (they are sent all at once)\n\t\t\trequestHeaders = {},\n\t\t\trequestHeadersNames = {},\n\n\t\t\t// Default abort message\n\t\t\tstrAbort = \"canceled\",\n\n\t\t\t// Fake xhr\n\t\t\tjqXHR = {\n\t\t\t\treadyState: 0,\n\n\t\t\t\t// Builds headers hashtable if needed\n\t\t\t\tgetResponseHeader: function(key) {\n\t\t\t\t\tvar match;\n\t\t\t\t\tif (completed) {\n\t\t\t\t\t\tif (!responseHeaders) {\n\t\t\t\t\t\t\tresponseHeaders = {};\n\t\t\t\t\t\t\twhile ((match = rheaders.exec(responseHeadersString))) {\n\t\t\t\t\t\t\t\tresponseHeaders[match[1].toLowerCase()] = match[2];\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t\tmatch = responseHeaders[key.toLowerCase()];\n\t\t\t\t\t}\n\t\t\t\t\treturn match == null ? null : match;\n\t\t\t\t},\n\n\t\t\t\t// Raw string\n\t\t\t\tgetAllResponseHeaders: function() {\n\t\t\t\t\treturn completed ? responseHeadersString : null;\n\t\t\t\t},\n\n\t\t\t\t// Caches the header\n\t\t\t\tsetRequestHeader: function(name, value) {\n\t\t\t\t\tif (completed == null) {\n\t\t\t\t\t\tname = requestHeadersNames[name.toLowerCase()] =\n\t\t\t\t\t\t\trequestHeadersNames[name.toLowerCase()] || name;\n\t\t\t\t\t\trequestHeaders[name] = value;\n\t\t\t\t\t}\n\t\t\t\t\treturn this;\n\t\t\t\t},\n\n\t\t\t\t// Overrides response content-type header\n\t\t\t\toverrideMimeType: function(type) {\n\t\t\t\t\tif (completed == null) {\n\t\t\t\t\t\ts.mimeType = type;\n\t\t\t\t\t}\n\t\t\t\t\treturn this;\n\t\t\t\t},\n\n\t\t\t\t// Status-dependent callbacks\n\t\t\t\tstatusCode: function(map) {\n\t\t\t\t\tvar code;\n\t\t\t\t\tif (map) {\n\t\t\t\t\t\tif (completed) {\n\n\t\t\t\t\t\t\t// Execute the appropriate callbacks\n\t\t\t\t\t\t\tjqXHR.always(map[jqXHR.status]);\n\t\t\t\t\t\t} else {\n\n\t\t\t\t\t\t\t// Lazy-add the new callbacks in a way that preserves old ones\n\t\t\t\t\t\t\tfor (code in map) {\n\t\t\t\t\t\t\t\tstatusCode[code] = [statusCode[code], map[code]];\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t\treturn this;\n\t\t\t\t},\n\n\t\t\t\t// Cancel the request\n\t\t\t\tabort: function(statusText) {\n\t\t\t\t\tvar finalText = statusText || strAbort;\n\t\t\t\t\tif (transport) {\n\t\t\t\t\t\ttransport.abort(finalText);\n\t\t\t\t\t}\n\t\t\t\t\tdone(0, finalText);\n\t\t\t\t\treturn this;\n\t\t\t\t}\n\t\t\t};\n\n\t\t// Attach deferreds\n\t\tdeferred.promise(jqXHR);\n\n\t\t// Add protocol if not provided (prefilters might expect it)\n\t\t// Handle falsy url in the settings object (#10093: consistency with old signature)\n\t\t// We also use the url parameter if available\n\t\ts.url = ((url || s.url || location.href) + \"\")\n\t\t\t.replace(rprotocol, location.protocol + \"//\");\n\n\t\t// Alias method option to type as per ticket #12004\n\t\ts.type = options.method || options.type || s.method || s.type;\n\n\t\t// Extract dataTypes list\n\t\ts.dataTypes = (s.dataType || \"*\").toLowerCase().match(rnothtmlwhite) || [\"\"];\n\n\t\t// A cross-domain request is in order when the origin doesn't match the current origin.\n\t\tif (s.crossDomain == null) {\n\t\t\turlAnchor = document.createElement(\"a\");\n\n\t\t\t// Support: IE <=8 - 11, Edge 12 - 15\n\t\t\t// IE throws exception on accessing the href property if url is malformed,\n\t\t\t// e.g. http://example.com:80x/\n\t\t\ttry {\n\t\t\t\turlAnchor.href = s.url;\n\n\t\t\t\t// Support: IE <=8 - 11 only\n\t\t\t\t// Anchor's host property isn't correctly set when s.url is relative\n\t\t\t\turlAnchor.href = urlAnchor.href;\n\t\t\t\ts.crossDomain = originAnchor.protocol + \"//\" + originAnchor.host !==\n\t\t\t\t\turlAnchor.protocol + \"//\" + urlAnchor.host;\n\t\t\t} catch (e) {\n\n\t\t\t\t// If there is an error parsing the URL, assume it is crossDomain,\n\t\t\t\t// it can be rejected by the transport if it is invalid\n\t\t\t\ts.crossDomain = true;\n\t\t\t}\n\t\t}\n\n\t\t// Convert data if not already a string\n\t\tif (s.data && s.processData && typeof s.data !== \"string\") {\n\t\t\ts.data = jQuery.param(s.data, s.traditional);\n\t\t}\n\n\t\t// Apply prefilters\n\t\tinspectPrefiltersOrTransports(prefilters, s, options, jqXHR);\n\n\t\t// If request was aborted inside a prefilter, stop there\n\t\tif (completed) {\n\t\t\treturn jqXHR;\n\t\t}\n\n\t\t// We can fire global events as of now if asked to\n\t\t// Don't fire events if jQuery.event is undefined in an AMD-usage scenario (#15118)\n\t\tfireGlobals = jQuery.event && s.global;\n\n\t\t// Watch for a new set of requests\n\t\tif (fireGlobals && jQuery.active++ === 0) {\n\t\t\tjQuery.event.trigger(\"ajaxStart\");\n\t\t}\n\n\t\t// Uppercase the type\n\t\ts.type = s.type.toUpperCase();\n\n\t\t// Determine if request has content\n\t\ts.hasContent = !rnoContent.test(s.type);\n\n\t\t// Save the URL in case we're toying with the If-Modified-Since\n\t\t// and/or If-None-Match header later on\n\t\t// Remove hash to simplify url manipulation\n\t\tcacheURL = s.url.replace(rhash, \"\");\n\n\t\t// More options handling for requests with no content\n\t\tif (!s.hasContent) {\n\n\t\t\t// Remember the hash so we can put it back\n\t\t\tuncached = s.url.slice(cacheURL.length);\n\n\t\t\t// If data is available and should

be processed, append data to url\n\t\t\tif (s.data && (s.processData || typeof s.data === \"string\")) {\n\t\t\t\tcacheURL += (rquery.test(cacheURL) ? \"&\" : \"?\") + s.data;\n\n\t\t\t\t// #9682: remove data so that it's not used in an eventual retry\n\t\t\t\tdelete s.data;\n\t\t\t}\n\n\t\t\t// Add or update anti-cache param if needed\n\t\t\tif (s.cache === false) {\n\t\t\t\tcacheURL = cacheURL.replace(rantiCache, \"$1\");\n\t\t\t\tuncached = (rquery.test(cacheURL) ? \"&\" : \"?\") + \"_=\" + (nonce++) + uncached;\n\t\t\t}\n\n\t\t\t// Put hash and anti-cache on the URL that will be requested (gh-1732)\n\t\t\ts.url = cacheURL + uncached;\n\n\t\t\t// Change '%20' to '+' if this is encoded form body content (gh-2658)\n\t\t\t} else if (s.data && s.processData &&\n\t\t\t(s.contentType || \"\").indexOf(\"application/x-www-form-urlencoded\") === 0) {\n\t\t\ts.data = s.data.replace(r20, \"+\");\n\t\t\t}\n\n\t\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\t\tif (s.ifModified) {\n\t\t\t\tif (jQuery.lastModified[cacheURL]) {\n\t\t\t\t\tjqXHR.setRequestHeader(\"If-Modified-Since\", jQuery.lastModified[cacheURL]);\n\t\t\t\t}\n\t\t\t\tif (jQuery.etag[cacheURL]) {\n\t\t\t\t\tjqXHR.setRequestHeader(\"If-None-Match\", jQuery.etag[cacheURL]);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Set the correct header, if data is being sent\n\t\t\tif (s.data && s.hasContent && s.contentType !== false || options.contentType) {\n\t\t\t\tjqXHR.setRequestHeader(\"Content-Type\", s.contentType);\n\t\t\t}\n\n\t\t\t// Set the Accepts header for the server, depending on the dataType\n\t\t\tjqXHR.setRequestHeader(\n\t\t\t\t\"Accept\",\n\t\t\t\ts.dataTypes[0] && s.accepts[s.dataTypes[0]] ?\n\t\t\t\t\ts.accepts[s.dataTypes[0]] +\n\t\t\t\t\t\t(s.dataTypes[0] !== \"*\" ? \", \" + allTypes + \"; q=0.01\" : \"\") :\n\t\t\t\t\ts.accepts[\"*\"]\n\t\t\t);\n\n\t\t\t// Check for headers option\n\t\t\tfor (i in s.headers) {\n\t\t\t\tjqXHR.setRequestHeader(i, s.headers[i]);\n\t\t\t}\n\n\t\t\t// Allow custom headers/mimetypes and early abort\n\t\t\tif (s.beforeSend &&\n\t\t\t(s.beforeSend.call(callbackContext, jqXHR, s) === false || completed)) {\n\n\t\t\t\t// Abort if not done already and return\n\t\t\t\treturn jqXHR.abort();\n\t\t\t}\n\n\t\t\t// Aborting is no longer a cancellation\n\t\t\tstrAbort = \"abort\";\n\n\t\t\t// Install callbacks on deferreds\n\t\t\tcompleteDeferred.add(s.complete);\n\t\t\tjqXHR.done(s.success);\n\t\t\tjqXHR.fail(s.error);\n\n\t\t\t// Get transport\n\t\t\ttransport = inspectPrefiltersOrTransports(transports, s, options, jqXHR);\n\n\t\t\t// If no transport, we auto-abort\n\t\t\tif (!transport) {\n\t\t\t\tdone(-1, \"No Transport\");\n\t\t\t} else {\n\t\t\t\tjqXHR.readyState = 1;\n\n\t\t\t\t// Send global event\n\t\t\t\tif (fireGlobals) {\n\t\t\t\t\tglobalEventContext.trigger(\"ajaxSend\", [jqXHR, s]);\n\t\t\t\t}\n\n\t\t\t\t// If request was aborted inside ajaxSend, stop there\n\t\t\t\tif (completed) {\n\t\t\t\t\treturn jqXHR;\n\t\t\t\t}\n\n\t\t\t\t// Timeout\n\t\t\t\tif (s.async && s.timeout > 0) {\n\t\t\t\t\ttimeoutTimer = window.setTimeout(function() {\n\t\t\t\t\t\tjqXHR.abort(\"timeout\");\n\t\t\t\t\t}, s.timeout);\n\t\t\t\t}\n\n\t\t\t\ttry {\n\t\t\t\t\tcompleted = false;\n\t\t\t\t\ttransport.send(requestHeaders, done);\n\t\t\t\t} catch (e) {\n\n\t\t\t\t\t// Rethrow post-completion exceptions\n\t\t\t\t\tif (completed) {\n\t\t\t\t\t\tthrow e;\n\t\t\t\t\t}\n\n\t\t\t\t\t// Propagate others as results\n\t\t\t\t\tdone(-1, e);\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Callback for when everything is done\n\t\t\tfunction done(status, nativeStatusText, responses, headers) {\n\t\t\t\tvar isSuccess, success, error, response, modified,\n\t\t\t\t\tstatusText = nativeStatusText;\n\n\t\t\t\t// Ignore repeat invocations\n\t\t\t\tif (completed) {\n\t\t\t\t\treturn;\n\t\t\t\t}\n\n\t\t\t\tcompleted = true;\n\n\t\t\t\t// Clear timeout if it exists\n\t\t\t\tif (timeoutTimer) {\n\t\t\t\t\twindow.clearTimeout(timeoutTimer);\n\t\t\t\t}\n\n\t\t\t\t// Dereference transport for early garbage collection\n\t\t\t\t// (no matter how long the jqXHR object will be used)\n\t\t\t\ttransport = undefined;\n\n\t\t\t\t// Cache response headers\n\t\t\t\tresponseHeadersString = headers || \"\";\n\n\t\t\t\t// Set readyState\n\t\t\t\tjqXHR.readyState = status > 0 ? 4 : 0;\n\n\t\t\t\t// Determine if successful\n\t\t\t\tisSuccess = status >= 200 && status < 300 || status === 304;\n\n\t\t\t\t// Get response data\n\t\t\t\tif (responses) {\n\t\t\t\t\tresponse = ajaxHandleResponses(s, jqXHR, responses);\n\t\t\t\t}\n\n\t\t\t\t// Convert no matter what (that way responseXXX fields are always set)\n\t\t\t\tresponse = ajaxConvert(s, response, jqXHR, isSuccess);\n\n\t\t\t\t// If successful, handle type chaining\n\t\t\t\tif (isSuccess) {\n\n\t\t\t\t\t// Set the If-Modified-Since and/or If-None-Match header, if in ifModified mode.\n\t\t\t\t\tif (s.ifModified) {\n\t\t\t\t\t\tmodified = jqXHR.getResponseHeader(\"Last-Modified\");\n\t\t\t\t\t\tif (modified) {\n\t\t\t\t\t\t\tjQuery.lastModified[cacheURL] = modified;\n\t\t\t\t\t\t}\n\t\t\t\t\t\tmodified = jqXHR.getResponseHeader(\"etag\");\n\t\t\t\t\t\tif (modified) {\n\t\t\t\t\t\t\tjQuery.etag[cacheURL] = modified;\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\n\t\t\t\t\t// if no content\n\t\t\t\t\tif (status === 204 || s.type === \"HEAD\") {\n\t\t\t\t\t\tstatusText = \"nocontent\";\n\n\t\t\t\t\t// if not modified\n\t\t\t\t\t} else if (status === 304) {\n\t\t\t\t\t\tstatusText = \"notmodified\";\n\n\t\t\t\t\t// If we have data, let's convert it\n\t\t\t\t\t} else {\n\t\t\t\t\t\tstatusText = response.state;\n\t\t\t\t\t\tsuccess = response.data;\n\t\t\t\t\t\terror =

response.error;\n\t\t\t\tisSuccess = !error;\n\t\t\t\t}\n\t\t\t} else {\n\n\t\t\t\t// Extract error from statusText and normalize for non-aborts\n\t\t\t\terror = statusText;\n\t\t\t\tif (status || !statusText) {\n\t\t\t\t\tstatusText = \"error\";\n\t\t\t\t\tif (status < 0) {\n\t\t\t\t\t\tstatus = 0;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t}\n\n\t\t\t// Set data for the fake xhr object\n\t\t\tjqXHR.status = status;\n\t\t\tjqXHR.statusText = (nativeStatusText || statusText) + \"\";\n\n\t\t\t// Success/Error\n\t\t\tif (isSuccess) {\n\t\t\t\tdeferred.resolveWith(callbackContext, [success, statusText, jqXHR]);\n\t\t\t} else {\n\t\t\t\tdeferred.rejectWith(callbackContext, [jqXHR, statusText, error]);\n\t\t\t}\n\n\t\t\t// Status-dependent callbacks\n\t\t\tjqXHR.statusCode(statusCode);\n\t\t\tstatusCode = undefined;\n\n\t\t\tif (fireGlobals) {\n\t\t\t\tglobalEventContext.trigger(isSuccess ? \"ajaxSuccess\" : \"ajaxError\",\n\t\t\t\t\t[jqXHR, s, isSuccess ? success : error]);\n\t\t\t}\n\n\t\t\t// Complete\n\t\t\tcompleteDeferred.fireWith(callbackContext, [jqXHR, statusText]);\n\n\t\t\tif (fireGlobals) {\n\t\t\t\tglobalEventContext.trigger(\"ajaxComplete\", [jqXHR, s]);\n\n\t\t\t\t// Handle the global AJAX counter\n\t\t\t\tif (!(--jQuery.active)) {\n\t\t\t\t\tjQuery.event.trigger(\"ajaxStop\");\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t\treturn jqXHR;\n\t},\n\n\tgetJSON: function(url, data, callback) {\n\t\treturn jQuery.get(url, data, callback, \"json\");\n\t},\n\n\tgetScript: function(url, callback) {\n\t\treturn jQuery.get(url, undefined, callback, \"script\");\n\t}\n });\n\njQuery.each([\"get\", \"post\"], function(i, method) {\n\tjQuery[method] = function(url, data, callback, type) {\n\n\t\t// Shift arguments if data argument was omitted\n\t\tif (isFunction(data)) {\n\t\t\ttype = type || callback;\n\t\t\tcallback = data;\n\t\t\tdata = undefined;\n\t\t}\n\n\t\t// The url can be an options object (which then must have .url)\n\t\treturn jQuery.ajax(jQuery.extend({\n\t\t\turl: url,\n\t\t\ttype: method,\n\t\t\tdataType: type,\n\t\t\tdata: data,\n\t\t\tsuccess: callback\n\t\t}, jQuery.isPlainObject(url) && url));\n\t};\n });\n\n\njQuery._evalUrl = function(url) {\n\treturn jQuery.ajax({\n\t\turl: url,\n\n\t\t// Make this explicit, since user can override this through ajaxSetup (#11264)\n\t\ttype: \"GET\",\n\t\tdataType: \"script\",\n\t\tcache: true,\n\t\tasync: false,\n\t\tglobal: false,\n\t\t\"throws\": true\n\t});\n};\n\njQuery.fn.extend({\n\twrapAll: function(html) {\n\t\tvar wrap;\n\n\t\tif (this[0]) {\n\t\t\tif (isFunction(html)) {\n\t\t\t\thtml = html.call(this[0]);\n\t\t\t}\n\n\t\t\t// The elements to wrap the target around\n\t\t\twrap = jQuery(html, this[0].ownerDocument).eq(0).clone(true);\n\n\t\t\tif (this[0].parentNode) {\n\t\t\t\twrap.insertBefore(this[0]);\n\t\t\t}\n\n\t\t\twrap.map(function() {\n\t\t\t\tvar elem = this;\n\n\t\t\t\twhile (elem.firstElementChild) {\n\t\t\t\t\telem = elem.firstElementChild;\n\t\t\t\t}\n\n\t\t\t\treturn elem;\n\t\t\t}).append(this);\n\t\t}\n\n\t\treturn this;\n\t},\n\n\twrapInner: function(html) {\n\t\tif (isFunction(html)) {\n\t\t\treturn this.each(function(i) {\n\t\t\t\tjQuery(this).wrapInner(html.call(this, i));\n\t\t\t});\n\t\t}\n\n\t\treturn this.each(function() {\n\t\t\tvar self = jQuery(this),\n\t\t\t\tcontents = self.contents();\n\n\t\t\tif (contents.length) {\n\t\t\t\tcontents.wrapAll(html);\n\n\t\t\t} else {\n\t\t\t\tself.append(html);\n\t\t\t}\n\t\t});\n\t},\n\n\twrap: function(html) {\n\t\tvar htmlIsFunction = isFunction(html);\n\n\t\treturn this.each(function(i) {\n\t\t\tjQuery(this).wrapAll(htmlIsFunction ? html.call(this, i) : html);\n\t\t});\n\t},\n\n\tunwrap: function(selector) {\n\t\tthis.parent(selector).not(\"body\").each(function() {\n\t\t\tjQuery(this).replaceWith(this.childNodes);\n\t\t});\n\t\treturn this;\n\t}\n });\n\n\njQuery.expr.pseudos.hidden = function(elem) {\n\treturn !jQuery.expr.pseudos.visible(elem);\n};\njQuery.expr.pseudos.visible = function(elem) {\n\treturn !!(elem.offsetWidth || elem.offsetHeight || elem.getClientRects().length);\n};\n\n\n\njQuery.ajaxSettings.xhr = function() {\n\ttry {\n\t\treturn new window.XMLHttpRequest();\n\t} catch (e) {}\n};\n\nvar xhrSuccessStatus = {\n\n\t// File protocol always yields status code 0, assume 200\n\t0: 200,\n\n\t// Support: IE <=9 only\n\t// #1450: sometimes IE returns 1223 when it should be 204\n\t1223: 204\n},\n\txhrSupported = jQuery.ajaxSettings.xhr();\n\nsupport.cors = !!xhrSupported && (\"withCredentials\" in xhrSupported);\nsupport.ajax = xhrSupported = !!xhrSupported;\n\njQuery.ajaxTransport(function(options) {\n\tvar callback, errorCallback;\n\n\t// Cross domain only allowed if supported through XMLHttpRequest\n\tif (support.cors || xhrSupported && !options.crossDomain) {\n\t\treturn {\n\t\t\tsend: function(headers, complete) {\n\t\t\t\tvar i,\n\t\t\t\t\txhr = options.xhr();\n\n\t\t\t\txhr.open(\n\t\t\t\t\toptions.type,\n\t\t\t\t\toptions.url,\n\t\t\t\t\toptions.async,\n\t\t\t\t\toptions.username,\n\t\t\t\t\toptions.password\n\t\t\t\t);\n\n\t\t\t\t// Apply custom fields if provided\n\t\t\t\tif (options.xhrFields) {\n\t\t\t\t\tfor (i in options.xhrFields) {\n\t\t\t\t\t\txhr[i] = options.xhrFields[i];\n\t\t\t\t\t}\n\t\t\t\t}\n\n\t\t\t\t// Override mime type if needed\n\t\t\t\tif (options.mimeType && xhr.overrideMimeType)

{\n\t\t\t\ttxhr.overrideMimeType(options.mimeType);\n\t\t\t\t}\n\n\t\t\t\t/ X-Requested-With header\n\t\t\t\t// For cross-domain requests, seeing as conditions for a preflight are\n\t\t\t\t// akin to a jigsaw puzzle, we simply never set it to be sure.\n\t\t\t\t// (it can always be set on a per-request basis or even using ajaxSetup)\n\t\t\t\t// For same-domain requests, won't change header if already provided.\n\t\t\t\tif (!options.crossDomain && !headers[\"X-Requested-With\"]) {\n\t\t\t\theaders[\"X-Requested-With\"] = \"XMLHttpRequest\";\n\t\t\t\t}\n\n\t\t\t\t// Set headers\n\t\t\t\tfor (i in headers) {\n\t\t\t\ttxhr.setRequestHeader(i, headers[i]);\n\t\t\t\t}\n\n\t\t\t\t// Callback\n\t\t\t\tcallback = function(type) {\n\t\t\t\treturn function() {\n\t\t\t\t\tif (callback) {\n\t\t\t\t\t\tcallback = errorCallback = xhr.onload =\n\t\t\t\t\t\ttxhr.onerror = xhr.onabort = xhr.ontimeout =\n\t\t\t\t\t\ttxhr.onreadystatechange = null;\n\n\t\t\t\t\t\tif (type === \"abort\")
{\n\t\t\t\t\t\t\ttxhr.abort();\n\t\t\t\t\t\t} else if (type === \"error\") {\n\n\t\t\t\t\t\t\t// Support: IE <=9 only\n\t\t\t\t\t\t\t// On a manual native abort, IE9 throws\n\t\t\t\t\t\t\t// errors on any property access that is not readyState\n\t\t\t\t\t\t\tif (typeof xhr.status !== \"number\") {\n\t\t\t\t\t\t\t\tcomplete(0, \"error\");\n\t\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\t\tcomplete(\n\n\t\t\t\t\t\t\t\t\t// File: protocol always yields status 0; see #8605, #14207\n\t\t\t\t\t\t\t\t\ttxhr.status,\n\t\t\t\t\t\t\t\t\ttxhr.statusText\n\t\t\t\t\t\t\t\t);\n\t\t\t\t\t\t\t}\n\t\t\t\t\t\t} else {\n\t\t\t\t\t\t\tcomplete(\n\t\t\t\t\t\t\t\ttxhrSuccessStatus[xhr.status] ||
xhr.status,\n\t\t\t\t\t\t\t\ttxhr.statusText,\n\n\t\t\t\t\t\t\t\t// Support: IE <=9 only\n\t\t\t\t\t\t\t\t// IE9 has no XHR2 but throws on binary (trac-11426)\n\t\t\t\t\t\t\t\t// For XHR2 non-text, let the caller handle it (gh-2498)\n\t\t\t\t\t\t\t\t(xhr.responseType || \"text\") !== \"text\" ||\n\t\t\t\t\t\t\t\t\ttypeof xhr.responseText !== \"string\" ?\n\t\t\t\t\t\t\t\t\t{ binary: xhr.response } :\n\t\t\t\t\t\t\t\t\t{ text: xhr.responseText },\n\t\t\t\t\t\t\t\ttxhr.getAllResponseHeaders()\n\t\t\t\t\t\t\t);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t};\n\t\t\t\t};\n\n\t\t\t\t// Listen to events\n\t\t\t\ttxhr.onload = callback();\n\t\t\t\terrorCallback = xhr.onerror = xhr.ontimeout = callback(\"error\");\n\n\t\t\t\t// Support: IE 9 only\n\t\t\t\t// Use onreadystatechange to replace onabort\n\t\t\t\t// to handle uncaught aborts\n\t\t\t\tif (xhr.onabort !== undefined) {\n\t\t\t\t\ttxhr.onabort = errorCallback;\n\t\t\t\t} else
{\n\t\t\t\t\ttxhr.onreadystatechange = function() {\n\n\t\t\t\t\t\t// Check readyState before timeout as it changes\n\t\t\t\t\t\tif (xhr.readyState === 4) {\n\n\t\t\t\t\t\t\t// Allow onerror to be called first,\n\t\t\t\t\t\t\t// but that will not handle a native abort\n\t\t\t\t\t\t\t// Also, save errorCallback to a variable\n\t\t\t\t\t\t\t// as xhr.onerror cannot be accessed\n\t\t\t\t\t\t\twindow.setTimeout(function() {\n\t\t\t\t\t\t\t\tif (callback) {\n\t\t\t\t\t\t\t\t\terrorCallback();\n\t\t\t\t\t\t\t\t}\n\t\t\t\t\t\t\t});\n\t\t\t\t\t\t}\n\t\t\t\t\t};\n\t\t\t\t}\n\n\t\t\t\t// Create the abort callback\n\t\t\t\tcallback = callback(\"abort\");\n\n\t\t\t\ttry {\n\n\t\t\t\t\t// Do send the request (this may raise an exception)\n\t\t\t\t\ttxhr.send(options.hasContent && options.data || null);\n\t\t\t\t} catch (e) {\n\n\t\t\t\t\t// #14683: Only rethrow if this hasn't been notified as an error yet\n\t\t\t\t\tif (callback) {\n\t\t\t\t\t\tthrow e;\n\t\t\t\t\t}\n\t\t\t\t}\n\t\t\t},\n\n\t\t\tabort: function() {\n\t\t\t\tif (callback)
{\n\t\t\t\t\tcallback();\n\t\t\t\t}\n\t\t\t}\n\t\t};\n\t}\n});\n\n\n\n\n// Prevent auto-execution of scripts when no explicit dataType was provided (See gh-2432)\njQuery.ajaxPrefilter(function(s) {\n\tif (s.crossDomain) {\n\t\ts.contents.script = false;\n\t}\n});\n\n// Install script dataType\njQuery.ajaxSetup({\n\taccepts: {\n\t\tscript: \"text/javascript, application/javascript, \" +\n\t\t\t\"application/ecmascript, application/x-ecmascript\"\n\t},\n\tcontents: {\n\t\tscript: /\\b(?:java|ecma)script\\b/\n\t},\n\tconverters: {\n\t\t\"text script\": function(text) {\n\t\t\tjQuery.globalEval(text);\n\t\t\treturn text;\n\t\t}\n\t}\n});\n\n// Handle cache's special case and crossDomain\njQuery.ajaxPrefilter(\"script\", function(s) {\n\tif (s.cache === undefined) {\n\t\ts.cache = false;\n\t}\n\tif (s.crossDomain) {\n\t\ts.type = \"GET\";\n\t}\n});\n\n// Bind script tag hack transport\njQuery.ajaxTransport(\"script\", function(s) {\n\n\t// This transport only deals with cross domain requests\n\tif (s.crossDomain) {\n\t\tvar script, callback;\n\t\treturn {\n\t\t\tsend: function(_, complete)
{\n\t\t\t\tscript = jQuery(\"<script>\").prop({\n\t\t\t\t\tcharset: s.scriptCharset,\n\t\t\t\t\tsrc: s.url\n\t\t\t\t}).on(\n\t\t\t\t\t\"load error\",\n\t\t\t\t\tcallback = function(evt) {\n\t\t\t\t\t\tscript.remove();\n\t\t\t\t\t\tcallback = null;\n\t\t\t\t\t\tif (evt) {\n\t\t\t\t\t\t\tcomplete(evt.type === \"error\" ? 404 : 200, evt.type);\n\t\t\t\t\t\t}\n\t\t\t\t\t}\n\t\t\t\t);\n\n\t\t\t\t// Use native DOM manipulation to avoid our domManip AJAX trickery\n\t\t\t\tdocument.head.appendChild(script[0]);\n\t\t\t},\n\t\t\tabort: function() {\n\t\t\t\tif (callback) {\n\t\t\t\t\tcallback();\n\t\t\t\t}\n\t\t\t}\n\t\t};\n\t}\n});\n\n\n\n\nvar oldCallbacks = [],\n\trjsonp =

/(=)\\\?(?=&|$)|\\?\\?/;\n\n// Default jsonp settings\njQuery.ajaxSetup({\n\tjsonp: \"callback\",\n\tjsonpCallback: function() {\n\t\tvar callback = oldCallbacks.pop() || (jQuery.expando + \"_\" + (nonce++));\n\t\tthis[callback] = true;\n\t\treturn callback;\n\t}\n});\n\n// Detect, normalize options and install callbacks for jsonp requests\njQuery.ajaxPrefilter(\"json jsonp\", function(s, originalSettings, jqXHR) {\n\tvar callbackName, overwritten, responseContainer,\n\t\tjsonProp = s.jsonp !== false && (rjsonp.test(s.url) ?\n\t\t\t\"url\" :\n\t\t\ttypeof s.data === \"string\" &&\n\t\t\t\t(s.contentType || \"\")\n\t\t\t\t\t.indexOf(\"application/x-www-form-urlencoded\") === 0 &&\n\t\t\t\trjsonp.test(s.data) && \"data\"\n\t\t);\n\n\t// Handle iff the expected data type is \"jsonp\" or we have a parameter to set\n\tif (jsonProp || s.dataTypes[0] === \"jsonp\") {\n\n\t\t// Get callback name, remembering preexisting value associated with it\n\t\tcallbackName = s.jsonpCallback = isFunction(s.jsonpCallback) ?\n\t\t\ts.jsonpCallback() :\n\t\t\ts.jsonpCallback;\n\n\t\t// Insert callback into url or form data\n\t\tif (jsonProp) {\n\t\t\ts[jsonProp] = s[jsonProp].replace(rjsonp, \"$1\" + callbackName);\n\t\t} else if (s.jsonp !== false) {\n\t\t\ts.url += (rquery.test(s.url) ? \"&\" : \"?\") + s.jsonp + \"=\" + callbackName;\n\t\t}\n\n\t\t// Use data converter to retrieve json after script execution\n\t\ts.converters[\"script json\"] = function() {\n\t\t\tif (!responseContainer) {\n\t\t\t\tjQuery.error(callbackName + \" was not called\");\n\t\t\t}\n\t\t\treturn responseContainer[0];\n\t\t};\n\n\t\t// Force json dataType\n\t\ts.dataTypes[0] = \"json\";\n\n\t\t// Install callback\n\t\toverwritten = window[callbackName];\n\t\twindow[callbackName] = function() {\n\t\t\tresponseContainer = arguments;\n\t\t};\n\n\t\t// Clean-up function (fires after converters)\n\t\tjqXHR.always(function() {\n\n\t\t\t// If previous value didn't exist - remove it\n\t\t\tif (overwritten === undefined) {\n\t\t\t\tjQuery(window).removeProp(callbackName);\n\n\t\t\t// Otherwise restore preexisting value\n\t\t\t} else {\n\t\t\t\twindow[callbackName] = overwritten;\n\t\t\t}\n\n\t\t\t// Save back as free\n\t\t\tif (s[callbackName]) {\n\n\t\t\t\t// Make sure that re-using the options doesn't screw things around\n\t\t\t\ts.jsonpCallback = originalSettings.jsonpCallback;\n\n\t\t\t\t// Save the callback name for future use\n\t\t\t\toldCallbacks.push(callbackName);\n\t\t\t}\n\n\t\t\t// Call if it was a function and we have a response\n\t\t\tif (responseContainer && isFunction(overwritten)) {\n\t\t\t\toverwritten(responseContainer[0]);\n\t\t\t}\n\n\t\t\tresponseContainer = overwritten = undefined;\n\t\t});\n\n\t\t// Delegate to script\n\t\treturn \"script\";\n\t}\n});\n\n\n\n// Support: Safari 8 only\n// In Safari 8 documents created via document.implementation.createHTMLDocument\n// collapse sibling forms: the second one becomes a child of the first one.\n// Because of that, this security measure has to be disabled in Safari 8.\n// https://bugs.webkit.org/show_bug.cgi?id=137337\nsupport.createHTMLDocument = (function() {\n\tvar body = document.implementation.createHTMLDocument(\"\").body;\n\tbody.innerHTML = \"<form></form><form></form>\";\n\treturn body.childNodes.length === 2;\n})();\n\n\n// Argument \"data\" should be string of html\n// context (optional): If specified, the fragment will be created in this context,\n// defaults to document\n// keepScripts (optional): If true, will include scripts passed in the html string\njQuery.parseHTML = function(data, context, keepScripts) {\n\tif (typeof data !== \"string\") {\n\t\treturn [];\n\t}\n\tif (typeof context === \"boolean\") {\n\t\tkeepScripts = context;\n\t\tcontext = false;\n\t}\n\n\tvar base, parsed, scripts;\n\n\tif (!context) {\n\n\t\t// Stop scripts or inline event handlers from being executed immediately\n\t\t// by using document.implementation\n\t\tif (support.createHTMLDocument) {\n\t\t\tcontext = document.implementation.createHTMLDocument(\"\");\n\n\t\t\t// Set the base href for the created document\n\t\t\t// so any parsed elements with URLs\n\t\t\t// are based on the document's URL (gh-2965)\n\t\t\tbase = context.createElement(\"base\");\n\t\t\tbase.href = document.location.href;\n\t\t\tcontext.head.appendChild(base);\n\t\t} else {\n\t\t\tcontext = document;\n\t\t}\n\t}\n\n\tparsed = rsingleTag.exec(data);\n\tscripts = !keepScripts && [];\n\n\t// Single tag\n\tif (parsed) {\n\t\treturn [context.createElement(parsed[1])];\n\t}\n\n\tparsed = buildFragment([data], context, scripts);\n\n\tif (scripts && scripts.length) {\n\t\tjQuery(scripts).remove();\n\t}\n\n\treturn jQuery.merge([], parsed.childNodes);\n};\n\n\n/**\n * Load a url into a page\n */\njQuery.fn.load = function(url, params, callback) {\n\tvar selector, type, response,\n\t\tself = this,\n\t\toff = url.indexOf(\" \");\n\n\tif (off > -1) {\n\t\tselector = stripAndCollapse(url.slice(off));\n\t\turl = url.slice(0, off);\n\t}\n\n\t// If it's a function\n\tif (isFunction(params)) {\n\n\t\t// We assume that it's the callback\n\t\tcallback = params;\n\t\tparams = undefined;\n\n\t// Otherwise, build a param string\n\t} else if (params && typeof params ===

\"object\") {\n\t\ttype = \"POST\";\n\t}\n\n\t// If we have elements to modify, make the request\n\tif (self.length > 0) {\n\t\tjQuery.ajax({\n\t\t\turl: url,\n\n\t\t\t// If \"type\" variable is undefined, then \"GET\" method will be used.\n\t\t\t// Make value of this field explicit since\n\t\t\t// user can override it through ajaxSetup method\n\t\t\ttype: type || \"GET\",\n\t\t\tdataType: \"html\",\n\t\t\tdata: params\n\t\t}).done(function(responseText) {\n\n\t\t\t// Save response for use in complete callback\n\t\t\tresponse = arguments;\n\n\t\t\tself.html(selector ?\n\n\t\t\t\t// If a selector was specified, locate the right elements in a dummy div\n\t\t\t\t// Exclude scripts to avoid IE 'Permission Denied' errors\n\t\t\t\tjQuery(\"<div>\").append(jQuery.parseHTML(responseText)).find(selector) :\n\n\t\t\t\t// Otherwise use the full result\n\t\t\t\tresponseText);\n\n\t\t\t// If the request succeeds, this function gets \"data\", \"status\", \"jqXHR\"\n\t\t\t// but they are ignored because response was set above.\n\t\t// If it fails, this function gets \"jqXHR\", \"status\", \"error\"\n\t\t}).always(callback && function(jqXHR, status) {\n\t\t\tself.each(function() {\n\t\t\t\tcallback.apply(this, response || [jqXHR.responseText, status, jqXHR]);\n\t\t\t});\n\t\t});\n\t}\n\n\treturn this;\n};\n\n\n\n// Attach a bunch of functions for handling common AJAX events\njQuery.each(\n\t[\n\t\t\"ajaxStart\",\n\t\t\"ajaxStop\",\n\t\t\"ajaxComplete\",\n\t\t\"ajaxError\",\n\t\t\"ajaxSuccess\",\n\t\t\"ajaxSend\"\n\t],\n\tfunction(i, type) {\n\tjQuery.fn[type] = function(fn) {\n\t\treturn this.on(type, fn);\n\t};\n}\n);\n\n\n\n\njQuery.expr.pseudos.animated = function(elem) {\n\treturn jQuery.grep(jQuery.timers, function(fn) {\n\t\treturn elem === fn.elem;\n\t}).length;\n};\n\n\n\n\njQuery.offset = {\n\tsetOffset: function(elem, options, i) {\n\t\tvar curPosition, curLeft, curCSSTop, curTop, curOffset, curCSSLeft, calculatePosition,\n\t\t\tposition = jQuery.css(elem, \"position\"),\n\t\t\tcurElem = jQuery(elem),\n\t\t\tprops = {};\n\n\t\t// Set position first, in-case top/left are set even on static elem\n\t\tif (position === \"static\") {\n\t\t\telem.style.position = \"relative\";\n\t\t}\n\n\t\tcurOffset = curElem.offset();\n\t\tcurCSSTop = jQuery.css(elem, \"top\");\n\t\tcurCSSLeft = jQuery.css(elem, \"left\");\n\t\tcalculatePosition = (position === \"absolute\" || position === \"fixed\") &&\n\t\t\t(curCSSTop + curCSSLeft).indexOf(\"auto\") > -1;\n\n\t\t// Need to be able to calculate position if either\n\t\t// top or left is auto and position is either absolute or fixed\n\t\tif (calculatePosition) {\n\t\t\tcurPosition = curElem.position();\n\t\t\tcurTop = curPosition.top;\n\t\t\tcurLeft = curPosition.left;\n\n\t\t} else {\n\t\t\tcurTop = parseFloat(curCSSTop) || 0;\n\t\t\tcurLeft = parseFloat(curCSSLeft) || 0;\n\t\t}\n\n\t\tif (isFunction(options)) {\n\n\t\t\t// Use jQuery.extend here to allow modification of coordinates argument (gh-1848)\n\t\t\toptions = options.call(elem, i, jQuery.extend({}, curOffset));\n\t\t}\n\n\t\tif (options.top != null) {\n\t\t\tprops.top = (options.top - curOffset.top) + curTop;\n\t\t}\n\t\tif (options.left != null) {\n\t\t\tprops.left = (options.left - curOffset.left) + curLeft;\n\t\t}\n\n\t\tif (\"using\" in options) {\n\t\t\toptions.using.call(elem, props);\n\n\t\t} else {\n\t\t\tcurElem.css(props);\n\t\t}\n\t}\n};\n\njQuery.fn.extend({\n\n\t// offset() relates an element's border box to the document origin\n\toffset: function(options) {\n\n\t\t// Preserve chaining for setter\n\t\tif (arguments.length) {\n\t\t\treturn options === undefined ?\n\t\t\t\tthis :\n\t\t\t\tthis.each(function(i) {\n\t\t\t\t\tjQuery.offset.setOffset(this, options, i);\n\t\t\t\t});\n\t\t}\n\n\t\tvar rect, win,\n\t\t\telem = this[0];\n\n\t\tif (!elem) {\n\t\t\treturn;\n\t\t}\n\n\t\t// Return zeros for disconnected and hidden (display: none) elements (gh-2310)\n\t\t// Support: IE <=11 only\n\t\t// Running getBoundingClientRect on a\n\t\t// disconnected node in IE throws an error\n\t\tif (!elem.getClientRects().length) {\n\t\t\treturn { top: 0, left: 0 };\n\t\t}\n\n\t\t// Get document-relative position by adding viewport scroll to viewport-relative gBCR\n\t\trect = elem.getBoundingClientRect();\n\t\twin = elem.ownerDocument.defaultView;\n\t\treturn {\n\t\t\ttop: rect.top + win.pageYOffset,\n\t\t\tleft: rect.left + win.pageXOffset\n\t\t};\n\t},\n\n\t// position() relates an element's margin box to its offset parent's padding box\n\t// This corresponds to the behavior of CSS absolute positioning\n\tposition: function() {\n\t\tif (!this[0]) {\n\t\t\treturn;\n\t\t}\n\n\t\tvar offsetParent, offset, doc,\n\t\t\telem = this[0],\n\t\t\tparentOffset = { top: 0, left: 0 };\n\n\t\t// position:fixed elements are offset from the viewport, which itself always has zero offset\n\t\tif (jQuery.css(elem, \"position\") === \"fixed\") {\n\n\t\t\t// Assume position:fixed implies availability of getBoundingClientRect\n\t\t\toffset = elem.getBoundingClientRect();\n\n\t\t} else {\n\t\t\toffset = this.offset();\n\n\t\t\t// Account for the *real* offset parent, which can be the document or its root element\n\t\t\t// when a statically positioned element is identified\n\t\t\tdoc = elem.ownerDocument;\n\t\t\toffsetParent = elem.offsetParent || doc.documentElement;\n\t\t\twhile (offsetParent &&\n\t\t\t\t(offsetParent === doc.body ||\n\t\t\t\t\toffsetParent === doc.documentElement) &&\n\t\t\t\tjQuery.css(offsetParent, \"position\") === \"static\")

{\n\n\t\t\t\toffsetParent = offsetParent.parentNode;\n\t\t\t}\n\t\t\tif (offsetParent && offsetParent !== elem && offsetParent.nodeType === 1) {\n\n\t\t\t\t// Incorporate borders into its offset, since they are outside its content origin\n\t\t\t\tparentOffset = jQuery(offsetParent).offset();\n\t\t\t\tparentOffset.top += jQuery.css(offsetParent, \"borderTopWidth\", true);\n\t\t\t\tparentOffset.left += jQuery.css(offsetParent, \"borderLeftWidth\", true);\n\t\t\t}\n\t\t}\n\n\t// Subtract parent offsets and element margins\n\t\treturn {\n\t\t\ttop: offset.top - parentOffset.top - jQuery.css(elem, \"marginTop\", true),\n\t\t\tleft: offset.left - parentOffset.left - jQuery.css(elem, \"marginLeft\", true)\n\t\t};\n\t},\n\n\t// This method will return documentElement in the following cases:\n\t// 1) For the element inside the iframe without offsetParent, this method will return\n\t//   documentElement of the parent window\n\t// 2) For the hidden or detached element\n\t// 3) For body or html element, i.e. in case of the html node - it will return itself\n\t//\n\t// but those exceptions were never presented as a real life use-cases\n\t// and might be considered as more preferable results.\n\t//\n\t// This logic, however, is not guaranteed and can change at any point in the future\n\toffsetParent: function() {\n\t\treturn this.map(function() {\n\t\t\tvar offsetParent = this.offsetParent;\n\n\t\t\twhile (offsetParent && jQuery.css(offsetParent, \"position\") === \"static\") {\n\t\t\t\toffsetParent = offsetParent.offsetParent;\n\t\t\t}\n\n\t\t\treturn offsetParent || documentElement;\n\t\t});\n\t}\n});\n\n// Create scrollLeft and scrollTop methods\njQuery.each({ scrollLeft: \"pageXOffset\", scrollTop: \"pageYOffset\" }, function(method, prop) {\n\tvar top = \"pageYOffset\" === prop;\n\n\tjQuery.fn[method] = function(val) {\n\t\treturn access(this, function(elem, method, val) {\n\n\t\t\t// Coalesce documents and windows\n\t\t\tvar win;\n\t\t\tif (isWindow(elem)) {\n\t\t\t\twin = elem;\n\t\t\t} else if (elem.nodeType === 9) {\n\t\t\t\twin = elem.defaultView;\n\t\t\t}\n\n\t\t\tif (val === undefined) {\n\t\t\t\treturn win ? win[prop] : elem[method];\n\t\t\t}\n\n\t\t\tif (win) {\n\t\t\t\twin.scrollTo(\n\t\t\t\t\t!top ? val : win.pageXOffset,\n\t\t\t\t\ttop ? val : win.pageYOffset\n\t\t\t\t);\n\n\t\t\t} else {\n\t\t\t\telem[method] = val;\n\t\t\t}\n\t\t}, method, val, arguments.length);\n\t};\n});\n\n// Support: Safari <=7 - 9.1, Chrome <=37 - 49\n// Add the top/left cssHooks using jQuery.fn.position\n// Webkit bug: https://bugs.webkit.org/show_bug.cgi?id=29084\n// Blink bug: https://bugs.chromium.org/p/chromium/issues/detail?id=589347\n// getComputedStyle returns percent when specified for top/left/bottom/right;\n// rather than make the css module depend on the offset module, just check for it here\njQuery.each([\"top\", \"left\"], function(i, prop) {\n\tjQuery.cssHooks[prop] = addGetHookIf(support.pixelPosition,\n\t\tfunction(elem, computed) {\n\t\t\tif (computed) {\n\t\t\t\tcomputed = curCSS(elem, prop);\n\n\t\t\t\t// If curCSS returns percentage, fallback to offset\n\t\t\t\treturn rnumnonpx.test(computed) ?\n\t\t\t\t\tjQuery(elem).position()[prop] + \"px\" :\n\t\t\t\t\tcomputed;\n\t\t\t}\n\t\t}\n\t);\n});\n\n\n// Create innerHeight, innerWidth, height, width, outerHeight and outerWidth methods\njQuery.each({ Height: \"height\", Width: \"width\" }, function(name, type) {\n\tjQuery.each({ padding: \"inner\" + name, content: type, \"\": \"outer\" + name },\n\t\tfunction(defaultExtra, funcName) {\n\n\t\t// Margin is only for outerHeight, outerWidth\n\t\tjQuery.fn[funcName] = function(margin, value) {\n\t\t\tvar chainable = arguments.length && (defaultExtra || typeof margin !== \"boolean\"),\n\t\t\t\textra = defaultExtra || (margin === true || value === true ?\n\t\t\t\t\t\"margin\" : \"border\");\n\n\t\t\treturn access(this, function(elem, type, value) {\n\t\t\t\tvar doc;\n\n\t\t\t\tif (isWindow(elem)) {\n\n\t\t\t\t\t// $(window).outerWidth/Height return w/h including scrollbars (gh-1729)\n\t\t\t\t\treturn funcName.indexOf(\"outer\") === 0 ?\n\t\t\t\t\t\telem[\"inner\" + name] :\n\t\t\t\t\t\telem.document.documentElement[\"client\" + name];\n\t\t\t\t}\n\n\t\t\t\t// Get document width or height\n\t\t\t\tif (elem.nodeType === 9) {\n\t\t\t\t\tdoc = elem.documentElement;\n\n\t\t\t\t\t// Either scroll[Width/Height] or offset[Width/Height] or client[Width/Height],\n\t\t\t\t\t// whichever is greatest\n\t\t\t\t\treturn Math.max(\n\t\t\t\t\t\telem.body[\"scroll\" + name], doc[\"scroll\" + name],\n\t\t\t\t\t\telem.body[\"offset\" + name], doc[\"offset\" + name],\n\t\t\t\t\t\tdoc[\"client\" + name]\n\t\t\t\t\t);\n\t\t\t\t}\n\n\t\t\t\treturn value === undefined ?\n\n\t\t\t\t\t// Get width or height on the element, requesting but not forcing parseFloat\n\t\t\t\t\tjQuery.css(elem, type, extra) :\n\n\t\t\t\t\t// Set width or height on the element\n\t\t\t\t\tjQuery.style(elem, type, value, extra);\n\t\t\t}, type, chainable ? margin : undefined, chainable);\n\t\t};\n\t});\n});\n\n\njQuery.each((\"blur focus focusin focusout resize scroll click dblclick \" +\n\t\"mousedown mouseup mousemove mouseover mouseout mouseenter mouseleave \" +\n\t\"change select submit keydown keypress keyup contextmenu\").split(\" \"),\n\tfunction(i, name) {\n\n\t// Handle event

binding\n\tjQuery.fn[name] = function(data, fn) {\n\t\treturn arguments.length > 0 ?\n\t\t\tthis.on(name, null, data, fn) :\n\t\t\tthis.trigger(name);\n\t};\n});\n\njQuery.fn.extend({\n\thover: function(fnOver, fnOut) {\n\t\treturn this.mouseenter(fnOver).mouseleave(fnOut || fnOver);\n\t}\n});\n\n\n\n\njQuery.fn.extend({\n\n\tbind: function(types, data, fn) {\n\t\treturn this.on(types, null, data, fn);\n\t},\n\tunbind: function(types, fn) {\n\t\treturn this.off(types, null, fn);\n\t},\n\n\tdelegate: function(selector, types, data, fn) {\n\t\treturn this.on(types, selector, data, fn);\n\t},\n\tundelegate: function(selector, types, fn) {\n\n\t\t// (namespace) or (selector, types [, fn])\n\t\treturn arguments.length === 1 ?\n\t\t\tthis.off(selector, \"**\") :\n\t\t\tthis.off(types, selector || \"**\", fn);\n\t}\n});\n\n// Bind a function to a context, optionally partially applying any\n// arguments.\n// jQuery.proxy is deprecated to promote standards (specifically Function#bind)\n// However, it is not slated for removal any time soon\njQuery.proxy = function(fn, context) {\n\tvar tmp, args, proxy;\n\n\tif (typeof context === \"string\") {\n\t\ttmp = fn[context];\n\t\tcontext = fn;\n\t\tfn = tmp;\n\t}\n\n\t// Quick check to determine if target is callable, in the spec\n\t// this throws a TypeError, but we will just return undefined.\n\tif (!isFunction(fn)) {\n\t\treturn undefined;\n\t}\n\n\t// Simulated bind\n\targs = slice.call(arguments, 2);\n\tproxy = function() {\n\t\treturn fn.apply(context || this, args.concat(slice.call(arguments)));\n\t};\n\n\t// Set the guid of unique handler to the same of original handler, so it can be removed\n\tproxy.guid = fn.guid = fn.guid || jQuery.guid++;\n\n\treturn proxy;\n};\n\njQuery.holdReady = function(hold) {\n\tif (hold) {\n\t\tjQuery.readyWait++;\n\t} else {\n\t\tjQuery.ready(true);\n\t}\n};\njQuery.isArray = Array.isArray;\njQuery.parseJSON = JSON.parse;\njQuery.nodeName = nodeName;\njQuery.isFunction = isFunction;\njQuery.isWindow = isWindow;\njQuery.camelCase = camelCase;\njQuery.type = toType;\n\njQuery.now = Date.now;\n\njQuery.isNumeric = function(obj) {\n\n\t// As of jQuery 3.0, isNumeric is limited to\n\t// strings and numbers (primitives or objects)\n\t// that can be coerced to finite numbers (gh-2662)\n\tvar type = jQuery.type(obj);\n\treturn (type === \"number\" || type === \"string\") &&\n\n\t\t// parseFloat NaNs numeric-cast false positives (\"\")\n\t\t// ...but misinterprets leading-number strings, particularly hex literals (\"0x...\")\n\t\t// subtraction forces infinities to NaN\n\t\t!isNaN(obj - parseFloat(obj));\n};\n\n\n\n\n// Register as a named AMD module, since jQuery can be concatenated with other\n// files that may use define, but not via a proper concatenation script that\n// understands anonymous AMD modules. A named AMD is safest and most robust\n// way to register. Lowercase jquery is used because AMD module names are\n// derived from file names, and jQuery is normally delivered in a lowercase\n// file name. Do this after creating the global so that if an AMD module wants\n// to call noConflict to hide this version of jQuery, it will work.\n\n// Note that for maximum portability, libraries that are not jQuery should\n// declare themselves as anonymous modules, and avoid setting a global if an\n// AMD loader is present. jQuery is a special case. For more information, see\n// https://github.com/jrburke/requirejs/wiki/Updating-existing-libraries#wiki-anon\n\nif (typeof define === \"function\" && define.amd) {\n\tdefine(\"jquery\", [], function() {\n\t\treturn jQuery;\n\t});\n}\n\n\n\n\nvar\n\n\t// Map over jQuery in case of overwrite\n\t_jQuery = window.jQuery,\n\n\t// Map over the $ in case of overwrite\n\t_$ = window.$;\n\njQuery.noConflict = function(deep) {\n\tif (window.$ === jQuery) {\n\t\twindow.$ = _$;\n\t}\n\n\tif (deep && window.jQuery === jQuery) {\n\t\twindow.jQuery = _jQuery;\n\t}\n\n\treturn jQuery;\n};\n\n// Expose jQuery and $ identifiers, even in AMD\n// (#7102#comment:10, https://github.com/jquery/jquery/pull/557)\n// and CommonJS for browser emulators (#13566)\nif (!noGlobal) {\n\twindow.jQuery = window.$ = jQuery;\n}\n\n\n\n\nreturn jQuery;\n});\n","var map = {\n\t\"./en.json\": \"e847\"\n};\n\n\nfunction webpackContext(req) {\n\tvar id = webpackContextResolve(req);\n\treturn __webpack_require__(id);\n}\nfunction webpackContextResolve(req) {\n\tvar id = map[req];\n\tif(!(id + 1)) { // check for number or string\n\t\tvar e = new Error(\"Cannot find module '\" + req + \"'\");\n\t\te.code = 'MODULE_NOT_FOUND';\n\t\tthrow e;\n\t}\n\treturn id;\n}\nwebpackContext.keys = function webpackContextKeys() {\n\treturn Object.keys(map);\n};\nwebpackContext.resolve = webpackContextResolve;\nmodule.exports = webpackContext;\nwebpackContext.id = \"11b2\";","var pIE = require('./_object-pie');\nvar createDesc = require('./_property-desc');\nvar toIObject = require('./_to-iobject');\nvar toPrimitive = require('./_to-primitive');\nvar has = require('./_has');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar gOPD = Object.getOwnPropertyDescriptor;\n\nexports.f = require('./_descriptors') ? gOPD : function

getOwnPropertyDescriptor(O, P) {\n O = toIObject(O);\n P = toPrimitive(P, true);\n if (IE8_DOM_DEFINE) try {\n   return gOPD(O, P);\n } catch (e) { /* empty */ }\n if (has(O, P)) return createDesc(!pIE.f.call(O, P), O[P]);\n};\n","/**\n * Checks if `value` is suitable for use as unique object key.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is suitable, else `false`.\n */\nfunction isKeyable(value) {\n var type = typeof value;\n return (type == 'string' || type == 'number' || type == 'symbol' || type == 'boolean')\n   ? (value !== '__proto__')\n   : (value === null);\n}\n\nmodule.exports = isKeyable;\n","var identity = require('./identity');\n\n/**\n * Casts `value` to `identity` if it's not a function.\n *\n * @private\n * @param {*} value The value to inspect.\n * @returns {Function} Returns cast function.\n */\nfunction castFunction(value) {\n return typeof value == 'function' ? value : identity;\n}\n\nmodule.exports = castFunction;\n","/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n *\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\nfunction isObjectLike(value) {\n return value != null && typeof value == 'object';\n}\n\nmodule.exports = isObjectLike;\n","module.exports =

\"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAJ4AAACeCAYAAADDhbN7AAAABmJLR0QA
owA6AADnOD5/AAAACXBIWXMAAAsTAAALEwEAmpwYAAAAB3RJTUUH4QgLCggYIJ85zwAAABl0R
Vh0Q29tbWVudABDcmVhdGVkIHdpdGggR0lNUFeBDhcAAAfMSURBVHja7d1dUFTnHcfx3x4W2EVSFQQFj
YUYTTJRg2NMtUo1RrCKU2sTqxl8STPWZGzTi87UWmvTzvSiM0mmrampY9J0xqlp1CQ6sWMUVbVDMI
eQGHaCMKEcLL8uIqsLssSy9ykbaZyHkiu4u7388HYhQUaOS1Prs
xMuTJGyZWeLjks9fV0q7upWb7mZZ27WKsrBw+psaREgU7vLT+bBFey3FZttf7WloV7Ooo1P8HdPzh
0GhA4YHwAMID4QGEB8ID4QGEB8IHgA4YHwAMID4QGEB8ID4QGEB8IHgA4YHgA4YHwAMID4QGE
B8ID4QGEB8IDCA+EBxeCO9W5bAsOVPcDCJnJHaUWrOeMlhr/Pg9evytXrCc4fdLmXmz9HYhQUaOS1Prs
xMuTJGyZWeLjks9fV0q7upWb7mZZl27WKsrBw+psaREgU7vLT+bBFey3lZ3ttf7WloV7OoKzwM9UpeUWuW/L
stpr/PaV/6uuU2seH9T9Z8Z8z6hqZZs/rmy5j+oBJfZkS0U7FFXXT8ZOqfvY5NR0/MeizKe7qsH2bLu3ee7Litv9V9pP1nz56ng
6GHb68tWrdWlV/cMfnTxcEmpkVMna/6BN7T1o1EmNW7zYODpsJjspyJvc5d2Xd2fHaHAHa7wvM+Gx1So/qB
8qP61xRUWDts3xy76rpec+0O1Ll1AP4f3/odyhab/9/odyhab/9/IDyA8EB5AeCA8xBf+5mKgR2ZSombt+LLt9Y9Y3H3talV3YzOMK7yfcCTk1Ys9r2
+l6vl/B4qgXhAYQHwgPhwhvq+gMBo/UJyUm21zoML8jX5/dTVbyE5zP4P4Z29gsMML8jX5/dTVbyyYG4MK7yfCTk1Ys9r2
+l6vl/B4qgXhAYQHwgPhwhvq+gMBo/UJyUm21zoML8jX5/dTVbyYE5zP4P4Z9qS5ExNtb3WlzhtN3WlzhtG1/W/vQ
HVQYL5gSl+GZ/rBTc3Jsr3VnZZndlvahG547awzhDeoRr6XFaH36A/bXnvbnEeG9bE0m25OUbr+wJ+wruRjqp
q9fns/3f2nIeXybL5Ou+uJ9cZ3Za28rNDdk5ZBQVG63391wjvRkKBKXoWeftf2+pSx45T39MCXjx9XtEijZjxge7vej
z9Wd2PTkJxRzorlypz9TbPwDK/xEXfhhSVjzaanR+smbNNmrmC1vlyvy9lGZz+mPTkE5r0xA/xEXfhSVxu2uVzlyy9lGZz+mPTkE5r0xA/\"","module.exports =

D4mwtE5xmHEYDwQHgA4YHwAMID4QGEB8IDCA+EB8IDCA+EBxAeCA8gPBAeQHggPIDwQHggPIDwQ
HgA4YHwAMID4QGEB8IDCA+EB8IDCA+EBxAeCA8gPBAeQHggPIDwEG1Oh7iGHiLL4ZD+A7kQKAsUeS
w0AAAAAElFTkSuQmCC\"","var coreJsData = require('./_coreJsData');\n\n/** Used to detect methods
masquerading as native. */\nvar maskSrcKey = (function() {\n var uid = /[^.]+$/.exec(coreJsData &&
coreJsData.keys && coreJsData.keys.IE_PROTO || '');\n return uid ? ('Symbol(src)_1.' + uid) : '';\n}());\n\n/**\n *
Checks if `func` has its source masked.\n *\n * @private\n * @param {Function} func The function to check.\n *
@returns {boolean} Returns `true` if `func` is masked, else `false`.\n */\nfunction isMasked(func) {\n return
!!maskSrcKey && (maskSrcKey in func);\n}\n\nmodule.exports = isMasked;\n","// extracted by mini-css-extract-
plugin","var dP = require('./_object-dp');\nvar anObject = require('./_an-object');\nvar getKeys = require('./_object-
keys');\n\nmodule.exports = require('./_descriptors') ? Object.defineProperties : function defineProperties(O,
Properties) {\n anObject(O);\n var keys = getKeys(Properties);\n var length = keys.length;\n var i = 0;\n var P;\n
while (length > i) dP.f(O, P = keys[i++], Properties[P]);\n return O;\n};\n","\"use strict\";\n\nmodule.exports =
function () {\n\tvar assign = Object.assign, obj;\n\tif (typeof assign !== \"function\") return false;\n\tobj = { foo:
\"raz\" };\n\tassign(obj, { bar: \"dwa\" }, { trzy: \"trzy\" });\n\treturn (obj.foo + obj.bar + obj.trzy) ===
\"razdwatrzy\";\n};\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-
1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-
!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"","var baseIsEqual =
require('./_baseIsEqual'),\n get = require('./get'),\n hasIn = require('./hasIn'),\n isKey = require('./_isKey'),\n
isStrictComparable = require('./_isStrictComparable'),\n matchesStrictComparable =
require('./_matchesStrictComparable'),\n toKey = require('./_toKey');\n\n/** Used to compose bitmasks for value
comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n COMPARE_UNORDERED_FLAG = 2;\n\n/**\n *
The base implementation of `_.matchesProperty` which doesn't clone `srcValue`.\n *\n * @private\n * @param
{string} path The path of the property to get.\n * @param {*} srcValue The value to match.\n * @returns
{Function} Returns the new spec function.\n */\nfunction baseMatchesProperty(path, srcValue) {\n if (isKey(path)
&& isStrictComparable(srcValue)) {\n return matchesStrictComparable(toKey(path), srcValue);\n }\n return
function(object) {\n var objValue = get(object, path);\n return (objValue === undefined && objValue ===
srcValue)\n ? hasIn(object, path)\n : baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG |
COMPARE_UNORDERED_FLAG);\n };\n}\n\nmodule.exports = baseMatchesProperty;\n","var memoizeCapped
= require('./_memoizeCapped');\n\n/** Used to match property names within property paths. */\nvar rePropName =
/[^.[\]]+|\[(?:(-?\d+(?:\.\d+)?)|([\"'])((?:(?!\2)[^\\]|\\.)*?)\\2)\]|(?=(?:\.|\[\])(?:\.|\[\]|$))/g;\n\n/** Used to
match backslashes in property paths. */\nvar reEscapeChar = /\\(\\)?/g;\n\n/**\n * Converts `string` to a property
path array.\n *\n * @private\n * @param {string} string The string to convert.\n * @returns {Array} Returns the
property path array.\n */\nvar stringToPath = memoizeCapped(function(string) {\n var result = [];\n if
(string.charCodeAt(0) === 46 /* . */) {\n result.push('');\n }\n string.replace(rePropName, function(match,
number, quote, subString) {\n result.push(quote ? subString.replace(reEscapeChar, '$1') : (number || match));\n
});\n return result;\n});\n\nmodule.exports = stringToPath;\n","\"use strict\";\n\nvar str =
\"razdwatrzy\";\n\nmodule.exports = function () {\n\tif (typeof str.contains !== \"function\") return false;\n\treturn
(str.contains(\"dwa\") === true) && (str.contains(\"foo\") === false);\n};\n","var ctx = require('./_ctx');\nvar invoke
= require('./_invoke');\nvar html = require('./_html');\nvar cel = require('./_dom-create');\nvar global =

require('./_global');\nvar process = global.process;\nvar setTask = global.setImmediate;\nvar clearTask = global.clearImmediate;\nvar MessageChannel = global.MessageChannel;\nvar Dispatch = global.Dispatch;\nvar counter = 0;\nvar queue = {};\nvar ONREADYSTATECHANGE = 'onreadystatechange';\nvar defer, channel, port;\nvar run = function () {\n var id = +this;\n // eslint-disable-next-line no-prototype-builtins\n if (queue.hasOwnProperty(id)) {\n   var fn = queue[id];\n   delete queue[id];\n   fn();\n }\n};\nvar listener = function (event) {\n run.call(event.data);\n};\n// Node.js 0.9+ & IE10+ has setImmediate, otherwise:\nif (!setTask || !clearTask) {\n setTask = function setImmediate(fn) {\n   var args = [];\n   var i = 1;\n   while (arguments.length > i) args.push(arguments[i++]);\n   queue[++counter] = function () {\n   // eslint-disable-next-line no-new-func\n   invoke(typeof fn == 'function' ? fn : Function(fn), args);\n   };\n   defer(counter);\n   return counter;\n };\n clearTask = function clearImmediate(id) {\n   delete queue[id];\n };\n // Node.js 0.8-\n if (require('./_cof')(process) == 'process') {\n   defer = function (id) {\n   process.nextTick(ctx(run, id, 1));\n   };\n // Sphere (JS game engine) Dispatch API\n } else if (Dispatch && Dispatch.now) {\n   defer = function (id) {\n   Dispatch.now(ctx(run, id, 1));\n   };\n // Browsers with MessageChannel, includes WebWorkers\n } else if (MessageChannel) {\n   channel = new MessageChannel();\n   port = channel.port2;\n   channel.port1.onmessage = listener;\n   defer = ctx(port.postMessage, port, 1);\n // Browsers with postMessage, skip WebWorkers\n // IE8 has postMessage, but it's sync & typeof its postMessage is 'object'\n } else if (global.addEventListener && typeof postMessage == 'function' && !global.importScripts) {\n   defer = function (id) {\n   global.postMessage(id + '', '*');\n   };\n   global.addEventListener('message', listener, false);\n // IE8-\n } else if (ONREADYSTATECHANGE in cel('script')) {\n   defer = function (id) {\n   html.appendChild(cel('script'))[ONREADYSTATECHANGE] = function () {\n   html.removeChild(this);\n   run.call(id);\n   };\n   };\n // Rest old browsers\n } else {\n   defer = function (id) {\n   setTimeout(ctx(run, id, 1), 0);\n   };\n }\n}\nmodule.exports = {\n set: setTask,\n clear: clearTask\n};\n","/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\nfunction isObject(value) {\n var type = typeof value;\n return value != null && (type == 'object' || type == 'function');\n}\n\nmodule.exports = isObject;\n","var Symbol = require('./_Symbol'),\n   Uint8Array = require('./_Uint8Array'),\n   eq = require('./eq'),\n   equalArrays = require('./_equalArrays'),\n   mapToArray = require('./_mapToArray'),\n   setToArray = require('./_setToArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n\n/** `Object#toString` result references. */\nvar boolTag = '[object Boolean]',\n   dateTag = '[object Date]',\n   errorTag = '[object Error]',\n   mapTag = '[object Map]',\n   numberTag = '[object Number]',\n   regexpTag = '[object RegExp]',\n   setTag = '[object Set]',\n   stringTag = '[object String]',\n   symbolTag = '[object Symbol]';\n\nvar arrayBufferTag = '[object ArrayBuffer]',\n   dataViewTag = '[object DataView]';\n\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n   symbolValueOf = symbolProto ? symbolProto.valueOf : undefined;\n\n/**\n * A specialized version of `baseIsEqualDeep` for comparing objects of\n * the same `toStringTag`.\n *\n * **Note:** This function only supports comparing values with tags of\n * `Boolean`, `Date`, `Error`, `Number`, `RegExp`, or `String`.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {string} tag The `toStringTag` of the objects to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalByTag(object, other, tag, bitmask, customizer, equalFunc, stack) {\n switch (tag) {\n   case dataViewTag:\n   if ((object.byteLength != other.byteLength) ||\n   (object.byteOffset != other.byteOffset)) {\n   return false;\n   }\n   object = object.buffer;\n   other = other.buffer;\n\n   case arrayBufferTag:\n   if ((object.byteLength !=

other.byteLength) ||\n   !equalFunc(new Uint8Array(object), new Uint8Array(other))) {\n   return false;\n   }\n   return true;\n\n   case boolTag:\n   case dateTag:\n   case numberTag:\n   // Coerce booleans to `1` or `0`\n   and dates to milliseconds.\n   // Invalid dates are coerced to `NaN`.\n   return eq(+object, +other);\n\n   case errorTag:\n   return object.name == other.name && object.message == other.message;\n\n   case regexpTag:\n   case stringTag:\n   // Coerce regexes to strings and treat strings, primitives and objects,\n   // as equal. See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.tostring\n   // for more details.\n   return object == (other + ");\n\n   case mapTag:\n   var convert = mapToArray;\n\n   case setTag:\n   var isPartial = bitmask & COMPARE_PARTIAL_FLAG;\n   convert || (convert = setToArray);\n\n   if (object.size != other.size && !isPartial) {\n   return false;\n   }\n   // Assume cyclic values are equal.\n   var stacked = stack.get(object);\n   if (stacked) {\n   return stacked == other;\n   }\n   bitmask |= COMPARE_UNORDERED_FLAG;\n\n   // Recursively compare objects (susceptible to call stack limits).\n   stack.set(object, other);\n   var result = equalArrays(convert(object), convert(other), bitmask, customizer, equalFunc, stack);\n   stack['delete'](object);\n   return result;\n\n   case symbolTag:\n   if (symbolValueOf) {\n   return symbolValueOf.call(object) == symbolValueOf.call(other);\n   }\n }\n return false;\n}\n\nmodule.exports = equalByTag;\n","'use strict';\n\nmodule.exports = require('./is-implemented')() ? Symbol : require('./polyfill');\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Promise = getNative(root, 'Promise');\n\nmodule.exports = Promise;\n","/**\n * Removes `key` and its value from the hash.\n *\n * @private\n * @name delete\n * @memberOf Hash\n * @param {Object} hash The hash to modify.\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction hashDelete(key) {\n var result = this.has(key) && delete this.__data__[key];\n this.size -= result ? 1 : 0;\n return result;\n}\n\nmodule.exports = hashDelete;\n","var baseEach = require('./_baseEach');\n\n/**\n * The base implementation of `_.every` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`\n */\nfunction baseEvery(collection, predicate) {\n var result = true;\n baseEach(collection, function(value, index, collection) {\n   result = !!predicate(value, index, collection);\n   return result;\n });\n return result;\n}\n\nmodule.exports = baseEvery;\n","// call something on iterator step with safe closing on error\nvar anObject = require('./_an-object');\nmodule.exports = function (iterator, fn, value, entries) {\n try {\n   return entries ? fn(anObject(value)[0], value[1]) : fn(value);\n // 7.4.6 IteratorClose(iterator, completion)\n } catch (e) {\n   var ret = iterator['return'];\n   if (ret !== undefined) anObject(ret.call(iterator));\n   throw e;\n }\n};\n","var getMapData = require('./_getMapData');\n\n/**\n * Sets the map `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf MapCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the map cache instance.\n */\nfunction mapCacheSet(key, value) {\n var data = getMapData(this, key),\n   size = data.size;\n\n data.set(key, value);\n this.size += data.size == size ? 0 : 1;\n return this;\n}\n\nmodule.exports = mapCacheSet;\n","// extracted by mini-css-extract-plugin","\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")()\n\t? Object.assign\n\t: require(\"./shim\");\n","/**\n * A specialized version of `matchesProperty` for source values suitable\n * for strict equality comparisons, i.e. `===`.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @param {*} srcValue The value to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction matchesStrictComparable(key, srcValue) {\n return function(object) {\n   if (object == null) {\n   return false;\n   }\n   return object[key] === srcValue &&\n   (srcValue !== undefined || (key in Object(object)));\n };\n}\n\nmodule.exports = matchesStrictComparable;\n","'use strict';\nvar hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar fails = require('./_fails');\nvar defined = require('./_defined');\nvar wks = require('./_wks');\n\nmodule.exports = function (KEY, length, exec) {\n var SYMBOL = wks(KEY);\n var fns = exec(defined, SYMBOL, ''[KEY]);\n var strfn = fns[0];\n var rxfn = fns[1];\n if (fails(function () {\n   var O = {};\n   O[SYMBOL] = function () { return 7; };\n   return ''[KEY](O) != 7;\n })) {\n   redefine(String.prototype, KEY, strfn);\n   hide(RegExp.prototype, SYMBOL, length == 2\n   // 21.2.5.8 RegExp.prototype[@@replace](string, replaceValue)\n   // 21.2.5.11

RegExp.prototype[@@split](string, limit)\n   ? function (string, arg) { return rxfn.call(string, this, arg); }\n   // 21.2.5.6 RegExp.prototype[@@match](string)\n   // 21.2.5.9 RegExp.prototype[@@search](string)\n   : function (string) { return rxfn.call(string, this); }\n   );\n }\n};\n","var compareAscending = require('./_compareAscending');\n\n/**\n * Used by `_.orderBy` to compare multiple properties of a value to another\n * and stable sort them.\n *\n * If `orders` is unspecified, all values are sorted in ascending order. Otherwise,\n * specify an order of \"desc\" for descending or \"asc\" for ascending sort order\n * of corresponding values.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {boolean[]|string[]} orders The order to sort by for each property.\n * @returns {number} Returns the sort order indicator for `object`.\n */\nfunction compareMultiple(object, other, orders) {\n var index = -1,\n   objCriteria = object.criteria,\n   othCriteria = other.criteria,\n   length = objCriteria.length,\n   ordersLength = orders.length;\n\n while (++index < length) {\n   var result = compareAscending(objCriteria[index], othCriteria[index]);\n   if (result) {\n   if (index >= ordersLength) {\n   return result;\n   }\n   var order = orders[index];\n   return result * (order == 'desc' ? -1 : 1);\n   }\n }\n // Fixes an `Array#sort` bug in the JS engine embedded in Adobe applications\n // that causes it, under certain circumstances, to provide the same value for\n // `object` and `other`. See https://github.com/jashkenas/underscore/pull/1247\n // for more details.\n //\n // This also ensures a stable sort in V8 and other engines.\n // See https://bugs.chromium.org/p/v8/issues/detail?id=90 for more details.\n return object.index - other.index;\n}\n\nmodule.exports = compareMultiple;\n","var apply = require('./_apply');\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max;\n\n/**\n * A specialized version of `baseRest` which transforms the rest array.\n *\n * @private\n * @param {Function} func The function to apply a rest parameter to.\n * @param {number} [start=func.length-1] The start position of the rest parameter.\n * @param {Function} transform The rest array transform.\n * @returns {Function} Returns the new function.\n */\nfunction overRest(func, start, transform) {\n start = nativeMax(start === undefined ? (func.length - 1) : start, 0);\n return function() {\n   var args = arguments,\n   index = -1,\n   length = nativeMax(args.length - start, 0),\n   array = Array(length);\n\n   while (++index < length) {\n   array[index] = args[start + index];\n   }\n   index = -1;\n   var otherArgs = Array(start + 1);\n   while (++index < start) {\n   otherArgs[index] = args[index];\n   }\n   otherArgs[start] = transform(array);\n   return apply(func, this, otherArgs);\n };\n}\n\nmodule.exports = overRest;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'linkedin';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f08c';\nvar svgPathData = 'M416 32H31.9C14.3 32 0 46.5 0 64.3v383.4C0 465.5 14.3 480 31.9 480H416c17.6 0 32-14.5 32-32.3V64.3c0-17.8-14.4-32.3-32-32.3zM135.4 416H69V202.2h66.5V416zm-33.2-243c-21.3 0-38.5-17.3-38.5-38.5S80.9 96 102.2 96c21.2 0 38.5 17.3 38.5 38.5 0 21.3-17.2 38.5-38.5 38.5zm282.1 243h-66.4V312c0-24.8-.5-56.7-34.5-56.7-34.6 0-39.9 27-39.9 54.9V416h-66.4V202.2h63.7v29.2h.9c8.9-16.8 30.6-34.5 62.9-34.5 67.2 0 79.7 44.3 79.7 101.9V416z';\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faLinkedin = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var isObject = require('./_is-object');\nvar document = require('./_global').document;\n// typeof document.createElement is 'object' in old IE\nvar is = isObject(document) && isObject(document.createElement);\nmodule.exports = function (it) {\n return is ? document.createElement(it) : {};\n};\n","var memoize = require('./memoize');\n\n/** Used as the maximum memoize cache size. */\nvar MAX_MEMOIZE_SIZE = 500;\n\n/**\n * A specialized version of `_.memoize` which clears the memoized function's\n * cache when it exceeds `MAX_MEMOIZE_SIZE`.\n *\n * @private\n * @param {Function} func The function to have its output memoized.\n * @returns {Function} Returns the new memoized function.\n */\nfunction memoizeCapped(func) {\n var result = memoize(func, function(key) {\n   if (cache.size === MAX_MEMOIZE_SIZE) {\n   cache.clear();\n   }\n   return key;\n });\n\n var cache = result.cache;\n return result;\n}\n\nmodule.exports = memoizeCapped;\n","// getting tag from 19.1.3.6 Object.prototype.toString()\nvar cof = require('./_cof');\nvar TAG = require('./_wks')('toStringTag');\n// ES3 wrong here\nvar ARG = cof(function ()

{ return arguments; }()) == 'Arguments';\n\n// fallback for IE11 Script Access Denied error\nvar tryGet = function (it, key) {\n try {\n return it[key];\n } catch (e) { /* empty */ }\n};\n\nmodule.exports = function (it) {\n var O, T, B;\n return it === undefined ? 'Undefined' : it === null ? 'Null'\n // @@toStringTag case\n : typeof (T = tryGet(O = Object(it), TAG)) == 'string' ? T\n // builtinTag case\n : ARG ? cof(O)\n // ES3 arguments fallback\n : (B = cof(O)) == 'Object' && typeof O.callee == 'function' ? 'Arguments' : B;\n};\n","var baseFor = require('./_baseFor'),\n keys = require('./keys');\n\n/**\n * The base implementation of `_.forOwn` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Object} Returns `object`.\n */\nfunction baseForOwn(object, iteratee) {\n return object && baseFor(object, iteratee, keys);\n}\n\nmodule.exports = baseForOwn;\n","var root = require('./_root');\n\n/** Built-in value references. */\nvar Uint8Array = root.Uint8Array;\n\nmodule.exports = Uint8Array;\n","var getMapData = require('./_getMapData');\n\n/**\n * Gets the map value for `key`.\n *\n * @private\n * @name get\n * @memberOf MapCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction mapCacheGet(key) {\n return getMapData(this, key).get(key);\n}\n\nmodule.exports = mapCacheGet;\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Sets the hash `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Hash\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the hash instance.\n */\nfunction hashSet(key, value) {\n var data = this.__data__;\n this.size += this.has(key) ? 0 : 1;\n data[key] = (nativeCreate && value === undefined) ? HASH_UNDEFINED : value;\n return this;\n}\n\nmodule.exports = hashSet;\n","var baseGetTag = require('./_baseGetTag'),\n isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]';\n\n/**\n * The base implementation of `_.isArguments`.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n */\nfunction baseIsArguments(value) {\n return isObjectLike(value) && baseGetTag(value) == argsTag;\n}\n\nmodule.exports = baseIsArguments;\n","exports.f = Object.getOwnPropertySymbols;\n","var arrayEvery = require('./_arrayEvery'),\n baseEvery = require('./_baseEvery'),\n baseIteratee = require('./_baseIteratee'),\n isArray = require('./isArray'),\n isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Checks if `predicate` returns truthy for **all** elements of `collection`.\n * Iteration is stopped once `predicate` returns falsey. The predicate is\n * invoked with three arguments: (value, index|key, collection).\n *\n * **Note:** This method returns `true` for\n * [empty collections](https://en.wikipedia.org/wiki/Empty_set) because\n * [everything is true](https://en.wikipedia.org/wiki/Vacuous_truth) of\n * elements of empty collections.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [predicate=_.identity] The function invoked per iteration.\n * @param-{Object} [guard] Enables use as an iteratee for methods like `_.map`.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`.\n * @example\n *\n * _.every([true, 1, null, 'yes'], Boolean);\n * // => false\n *\n * var users = [\n * { 'user': 'barney', 'age': 36, 'active': false },\n * { 'user': 'fred',   'age': 40, 'active': false }\n *];\n *\n * // The `_.matches` iteratee shorthand.\n * _.every(users, { 'user': 'barney', 'active': false });\n * // => false\n *\n * // The `_.matchesProperty` iteratee shorthand.\n * _.every(users, ['active', false]);\n * // => true\n *\n * // The `_.property` iteratee shorthand.\n * _.every(users, 'active');\n * // => false\n */\nfunction every(collection, predicate, guard) {\n var func = isArray(collection) ? arrayEvery : baseEvery;\n if (guard && isIterateeCall(collection, predicate, guard)) {\n predicate = undefined;\n }\n return func(collection, baseIteratee(predicate, 3));\n}\n\nmodule.exports = every;\n","/**\n * The base implementation of `_.hasIn` without support for deep paths.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {Array|string} key The key to check.\n * @returns {boolean} Returns `true` if `key` exists, else `false`.\n */\nfunction baseHasIn(object, key) {\n return object != null && key in Object(object);\n}\n\nmodule.exports = baseHasIn;\n","var classof = require('./_classof');\nvar ITERATOR = require('./_wks')('iterator');\nvar Iterators = require('./_iterators');\nmodule.exports = require('./_core').getIteratorMethod = function (it) {\n if (it != undefined) return it[ITERATOR]\n || it['@@iterator']\n || Iterators[classof(it)];\n};\n","// @@split logic\nrequire('./_fix-re-

wks')('split', 2, function (defined, SPLIT, $split) {\n 'use strict';\n var isRegExp = require('./_is-regexp');\n var _split = $split;\n var $push = [].push;\n var $SPLIT = 'split';\n var LENGTH = 'length';\n var LAST_INDEX = 'lastIndex';\n if (\n 'abbc'[$SPLIT](/(b)*/)[1] == 'c' ||\n 'test'[$SPLIT](/(?:)/, -1)[LENGTH] != 4 ||\n 'ab'[$SPLIT](/(?:ab)*/)[LENGTH] != 2 ||\n '.'[$SPLIT](/(.?)(.?)/)[LENGTH] != 4 ||\n '.'[$SPLIT](/()()/)[LENGTH] > 1 ||\n ''[$SPLIT](/.?/)[LENGTH]\n) {\n var NPCG = /()??/.exec('')[1] === undefined; // nonparticipating capturing group\n // based on es5-shim implementation, need to rework it\n $split = function (separator, limit) {\n var string = String(this);\n if (separator === undefined && limit === 0) return [];\n // If `separator` is not a regex, use native split\n if (!isRegExp(separator)) return _split.call(string, separator, limit);\n var output = [];\n var flags = (separator.ignoreCase ? 'i' : '') +\n (separator.multiline ? 'm' : '') +\n (separator.unicode ? 'u' : '') +\n (separator.sticky ? 'y' : '');\n var lastLastIndex = 0;\n var splitLimit = limit === undefined ? 4294967295 : limit >>> 0;\n // Make `global` and avoid `lastIndex` issues by working with a copy\n var separatorCopy = new RegExp(separator.source, flags + 'g');\n var separator2, match, lastIndex, lastLength, i;\n // Doesn't need flags gy, but they don't hurt\n if (!NPCG) separator2 = new RegExp('^' + separatorCopy.source + '$(?!\\\\s)', flags);\n while (match = separatorCopy.exec(string)) {\n // `separatorCopy.lastIndex` is not reliable cross-browser\n lastIndex = match.index + match[0][LENGTH];\n if (lastIndex > lastLastIndex) {\n output.push(string.slice(lastLastIndex, match.index));\n // Fix browsers whose `exec` methods don't consistently return `undefined` for NPCG\n // eslint-disable-next-line no-loop-func\n if (!NPCG && match[LENGTH] > 1) match[0].replace(separator2, function () {\n for (i = 1; i < arguments[LENGTH] - 2; i++) if (arguments[i] === undefined) match[i] = undefined;\n });\n if (match[LENGTH] > 1 && match.index < string[LENGTH]) $push.apply(output, match.slice(1));\n lastLength = match[0][LENGTH];\n lastLastIndex = lastIndex;\n if (output[LENGTH] >= splitLimit) break;\n }\n if (separatorCopy[LAST_INDEX] === match.index) separatorCopy[LAST_INDEX]++; // Avoid an infinite loop\n }\n if (lastLastIndex === string[LENGTH]) {\n if (lastLength || !separatorCopy.test('')) output.push('');\n } else output.push(string.slice(lastLastIndex));\n return output[LENGTH] > splitLimit ? output.slice(0, splitLimit) : output;\n };\n // Chakra, V8\n } else if ('0'[$SPLIT](undefined, 0)[LENGTH]) {\n $split = function (separator, limit) {\n return separator === undefined && limit === 0 ? [] : _split.call(this, separator, limit);\n };\n }\n // 21.1.3.17 String.prototype.split(separator, limit)\n return [function split(separator, limit) {\n var O = defined(this);\n var fn = separator == undefined ? undefined : separator[SPLIT];\n return fn !== undefined ? fn.call(separator, O, limit) : $split.call(String(O), separator, limit);\n }, $split];\n});\n","/**\n * Removes all key-value entries from the list cache.\n *\n * @private\n * @name clear\n * @memberOf ListCache\n */\nfunction listCacheClear() {\n this.__data__ = [];\n this.size = 0;\n}\n\nmodule.exports = listCacheClear;\n","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar nativeObjectToString = objectProto.toString;\n\n/**\n * Converts `value` to a string using `Object.prototype.toString`.\n *\n * @private\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n */\nfunction objectToString(value) {\n return nativeObjectToString.call(value);\n}\n\nmodule.exports = objectToString;\n","var global = require('./_global');\nvar hide = require('./_hide');\nvar has = require('./_has');\nvar SRC = require('./_uid')('src');\nvar TO_STRING = 'toString';\nvar $toString = Function[TO_STRING];\nvar TPL = ('' + $toString).split(TO_STRING);\n\nrequire('./_core').inspectSource = function (it) {\n return $toString.call(it);\n};\n\n(module.exports = function (O, key, val, safe) {\n var isFunction = typeof val == 'function';\n if (isFunction) has(val, 'name') || hide(val, 'name', key);\n if (O[key] === val) return;\n if (isFunction) has(val, SRC) || hide(val, SRC, O[key] ? '' + O[key] : TPL.join(String(key)));\n if (O === global) {\n O[key] = val;\n } else if (!safe) {\n delete O[key];\n hide(O, key, val);\n } else if (O[key]) {\n O[key] = val;\n } else {\n hide(O, key, val);\n }\n})(Function.prototype, TO_STRING, function toString() {\n return typeof this == 'function' && this[SRC] || $toString.call(this);\n});\n","// 19.1.2.2 / 15.2.3.5 Object.create(O [, Properties])\nvar

anObject = require('./_an-object');\nvar dPs = require('./_object-dps');\nvar enumBugKeys = require('./_enum-bug-keys');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar Empty = function () { /* empty */ };\nvar PROTOTYPE = 'prototype';\n\n// Create object with fake `null` prototype: use iframe Object with cleared prototype\nvar createDict = function () {\n // Thrash, waste and sodomy: IE GC bug\n var iframe = require('./_dom-create')('iframe');\n var i = enumBugKeys.length;\n var lt = '<';\n var gt = '>';\n var iframeDocument;\n iframe.style.display = 'none';\n require('./_html').appendChild(iframe);\n iframe.src = 'javascript:'; // eslint-disable-line no-script-url\n // createDict = iframe.contentWindow.Object;\n // html.removeChild(iframe);\n iframeDocument = iframe.contentWindow.document;\n iframeDocument.open();\n iframeDocument.write(lt + 'script' + gt + 'document.F=Object' + lt + '/script' + gt);\n iframeDocument.close();\n createDict = iframeDocument.F;\n while (i--) delete createDict[PROTOTYPE][enumBugKeys[i]];\n return createDict();\n};\n\nmodule.exports = Object.create || function create(O, Properties) {\n var result;\n if (O !== null) {\n   Empty[PROTOTYPE] = anObject(O);\n   result = new Empty();\n   Empty[PROTOTYPE] = null;\n   // add \"__proto__\" for Object.getPrototypeOf polyfill\n   result[IE_PROTO] = O;\n } else result = createDict();\n return Properties === undefined ? result : dPs(result, Properties);\n};\n","// extracted by mini-css-extract-plugin","var freeGlobal = require('./_freeGlobal');\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\nmodule.exports = root;\n","var store = require('./_shared')('wks');\nvar uid = require('./_uid');\nvar Symbol = require('./_global').Symbol;\nvar USE_SYMBOL = typeof Symbol == 'function';\n\nvar $exports = module.exports = function (name) {\n return store[name] || (store[name] =\n USE_SYMBOL && Symbol[name] || (USE_SYMBOL ? Symbol : uid)('Symbol.' + name));\n};\n\n$exports.store = store;\n","module.exports = false;\n","/**\n * A specialized version of `_.filter` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {Array} Returns the new filtered array.\n */\nfunction arrayFilter(array, predicate) {\n var index = -1,\n   length = array == null ? 0 : array.length,\n   resIndex = 0,\n   result = [];\n\n while (++index < length) {\n   var value = array[index];\n   if (predicate(value, index, array)) {\n   result[resIndex++] = value;\n   }\n }\n return result;\n}\n\nmodule.exports = arrayFilter;\n","var toString = {}.toString;\n\nmodule.exports = function (it) {\n return toString.call(it).slice(8, -1);\n};\n","/**\n * Removes `key`\n and its value from the stack.\n *\n * @private\n * @name delete\n * @memberOf Stack\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction stackDelete(key) {\n var data = this.__data__,\n   result = data['delete'](key);\n\n this.size = data.size;\n return result;\n}\n\nmodule.exports = stackDelete;\n","var isFunction = require('./isFunction'),\n   isLength = require('./isLength');\n\n/**\n * Checks if `value` is array-like. A value is considered array-like if it's\n * not a function and has a `value.length` that's an integer greater than or\n * equal to `0` and less than or equal to\n `Number.MAX_SAFE_INTEGER`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is array-like, else `false`.\n * @example\n *\n * _.isArrayLike([1, 2, 3]);\n * // => true\n *\n * _.isArrayLike(document.body.children);\n * // => true\n *\n * _.isArrayLike('abc');\n * // => true\n *\n * _.isArrayLike(_.noop);\n * // => false\n */\nfunction isArrayLike(value) {\n return value != null && isLength(value.length) && !isFunction(value);\n}\n\nmodule.exports = isArrayLike;\n","// fast apply, http://jsperf.lnkit.com/fast-apply/5\nmodule.exports = function (fn, args, that) {\n var un = that === undefined;\n switch (args.length) {\n   case 0: return un ? fn()\n   : fn.call(that);\n   case 1: return un ? fn(args[0])\n   : fn.call(that, args[0]);\n   case 2: return un ? fn(args[0], args[1])\n   : fn.call(that, args[0], args[1]);\n   case 3: return un ? fn(args[0], args[1], args[2])\n   : fn.call(that, args[0], args[1], args[2]);\n   case 4: return un ? fn(args[0], args[1], args[2], args[3])\n   : fn.call(that, args[0], args[1], args[2], args[3]);\n } return fn.apply(that, args);\n};\n","var dP = require('./_object-dp');\nvar createDesc = require('./_property-desc');\nmodule.exports = require('./_descriptors') ? function (object, key, value) {\n return dP.f(object, key, createDesc(1, value));\n} : function (object, key, value) {\n object[key] = value;\n return object;\n};\n","var arrayFilter = require('./_arrayFilter'),\n   stubArray = require('./stubArray');\n\n/** Used for built-in method

references. */\nvar objectProto = Object.prototype;\n\n/** Built-in value references. */\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeGetSymbols = Object.getOwnPropertySymbols;\n\n/**\n * Creates an array of the own enumerable symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of symbols.\n */\nvar getSymbols = !nativeGetSymbols ? stubArray : function(object) {\n if (object == null) {\n return [];\n }\n object = Object(object);\n return arrayFilter(nativeGetSymbols(object), function(symbol) {\n return propertyIsEnumerable.call(object, symbol);\n });\n};\n\nmodule.exports = getSymbols;\n","// check on default Array iterator\nvar Iterators = require('./_iterators');\nvar ITERATOR = require('./_wks')('iterator');\nvar ArrayProto = Array.prototype;\n\nmodule.exports = function (it) {\n return it !== undefined && (Iterators.Array === it || ArrayProto[ITERATOR] === it);\n};\n","var isFunction = require('./isFunction'),\n isMasked = require('./_isMasked'),\n isObject = require('./isObject'),\n toSource = require('./_toSource');\n\n/**\n * Used to match `RegExp`\n * [syntax characters](http://ecma-international.org/ecma-262/7.0/#sec-patterns).\n */\nvar reRegExpChar = /[\\\\^$.*+?()[\\]{}|]/g;\n\n/** Used to detect host constructors (Safari). */\nvar reIsHostCtor = /^\\[object .+?Constructor\\]$/;\n\n/** Used for built-in method references. */\nvar funcProto = Function.prototype,\n objectProto = Object.prototype;\n\n/** Used to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Used to detect if a method is native. */\nvar reIsNative = RegExp('^' +\n funcToString.call(hasOwnProperty).replace(reRegExpChar, '\\\\$&')\n .replace(/hasOwnProperty|(function).*?(?=\\\\\\()| for .+?(?=\\\\\\])/g, '$1.*?') + '$');\n\n/**\n * The base implementation of `_.isNative` without bad shim checks.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a native function,\n * else `false`.\n */\nfunction baseIsNative(value) {\n if (!isObject(value) || isMasked(value)) {\n return false;\n }\n var pattern = isFunction(value) ? reIsNative : reIsHostCtor;\n return pattern.test(toSource(value));\n}\n\nmodule.exports = baseIsNative;\n","/**\n * Gets the value at `key` of `object`.\n *\n * @private\n * @param {Object} [object] The object to query.\n * @param {string} key The key of the property to get.\n * @returns {*} Returns the property value.\n */\nfunction getValue(object, key) {\n return object == null ? undefined : object[key];\n}\n\nmodule.exports = getValue;\n","var Symbol = require('./_Symbol'),\n getRawTag = require('./_getRawTag'),\n objectToString = require('./_objectToString');\n\n/** `Object#toString` result references. */\nvar nullTag = '[object Null]',\n undefinedTag = '[object Undefined]';\n\n/** Built-in value references. */\nvar symToStringTag = Symbol ? Symbol.toStringTag : undefined;\n\n/**\n * The base implementation of `getTag` without fallbacks for buggy environments.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\nfunction baseGetTag(value) {\n if (value == null) {\n return value === undefined ? undefinedTag : nullTag;\n }\n return (symToStringTag && symToStringTag in Object(value))\n ? getRawTag(value)\n : objectToString(value);\n}\n\nmodule.exports = baseGetTag;\n","// extracted by mini-css-extract-plugin","// 21.2.5.3 get RegExp.prototype.flags()\nif (require('./_descriptors') && /./g.flags != 'g') require('./_object-dp').f(RegExp.prototype, 'flags', {\n configurable: true,\n get: require('./_flags')\n});\n","// 19.1.2.9 / 15.2.3.2 Object.getPrototypeOf(O)\nvar has = require('./_has');\nvar toObject = require('./_to-object');\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\nvar ObjectProto = Object.prototype;\n\nmodule.exports = Object.getPrototypeOf || function (O) {\n O = toObject(O);\n if (has(O, IE_PROTO)) return O[IE_PROTO];\n if (typeof O.constructor == 'function' && O instanceof O.constructor) {\n return O.constructor.prototype;\n } return O instanceof Object ? ObjectProto : null;\n};\n","var getNative = require('./_getNative'),\n root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar WeakMap = getNative(root, 'WeakMap');\n\nmodule.exports = WeakMap;\n","var getNative = require('./_getNative');\n\nvar defineProperty = (function() {\n try {\n var func = getNative(Object, 'defineProperty');\n func({}, '', {});\n return func;\n } catch (e) {}\n}());\n\nmodule.exports = defineProperty;\n","var isStrictComparable = require('./_isStrictComparable'),\n keys = require('./keys');\n\n/**\n * Gets the property names, values, and compare flags of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the match data of `object`.\n */\nfunction getMatchData(object) {\n

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var result = keys(object),\n      length = result.length;\n\n  while (length--) {\n    var key = result[length],\n      value
= object[key];\n\n    result[length] = [key, value, isStrictComparable(value)];\n  }\n  return
result;\n}\n\nmodule.exports = getMatchData;\n","/*!\n * vue-headroom v0.9.0\n * (c) 2016-present dalphyx
<wjcbmk@gmail.com>\n * Released under the MIT License.\n */\n(function (global, factory) {\n\ttypeof exports
=== 'object' && typeof module !== 'undefined' ? module.exports = factory() :\n\ttypeof define === 'function' &&
define.amd ? define(factory) :\n\t(global.vueHeadroom = factory());\n}(this, (function () { 'use strict';\n\n\tvar
commonjsGlobal = typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : typeof self
!== 'undefined' ? self : {};\n\n\tfunction createCommonjsModule(fn, module) {\n\t\treturn module = { exports: {} },
fn(module, module.exports), module.exports;\n\t}\n\n\tvar performanceNow = createCommonjsModule(function
(module) {\n\t// Generated by CoffeeScript 1.12.2\n\t(function() {\n\t  var getNanoSeconds, hrtime, loadTime,
moduleLoadTime, nodeLoadTime, upTime;\n\n\t  if ((typeof performance !== \"undefined\" && performance !==
null) && performance.now) {\n\t    module.exports = function() {\n\t      return performance.now();\n\t    };\n\t  }
else if ((typeof process !== \"undefined\" && process !== null) && process.hrtime) {\n\t    module.exports =
function() {\n\t      return (getNanoSeconds() - nodeLoadTime) / 1e6;\n\t    };\n\t    hrtime = process.hrtime;\n\t
getNanoSeconds = function() {\n\t      var hr;\n\t      hr = hrtime();\n\t      return hr[0] * 1e9 + hr[1];\n\t    };\n\t
moduleLoadTime = getNanoSeconds();\n\t    upTime = process.uptime() * 1e9;\n\t    nodeLoadTime =
moduleLoadTime - upTime;\n\t  } else if (Date.now) {\n\t    module.exports = function() {\n\t      return Date.now() -
loadTime;\n\t    };\n\t    loadTime = Date.now();\n\t  } else {\n\t    module.exports = function() {\n\t      return new
Date().getTime() - loadTime;\n\t    };\n\t    loadTime = new Date().getTime();\n\t
}\n\n\t}).call(commonjsGlobal);\n\n\t});\n\n\tvar root = typeof window === 'undefined' ? commonjsGlobal :
window\n\t  , vendors = ['moz', 'webkit']\n\t  , suffix = 'AnimationFrame'\n\t  , raf = root['request' + suffix]\n\t  , caf
= root['cancel' + suffix] || root['cancelRequest' + suffix];\n\n\tfor(var i = 0; !raf && i < vendors.length; i++) {\n\t  raf
= root[vendors[i] + 'Request' + suffix];\n\t  caf = root[vendors[i] + 'Cancel' + suffix]\n\t      || root[vendors[i] +
'CancelRequest' + suffix];\n\t}\n\n\t// Some versions of FF have rAF but not cAF\n\tif(!raf || !caf) {\n\t  var last =
0\n\t    , id = 0\n\t    , queue = []\n\t    , frameDuration = 1000 / 60;\n\n\t  raf = function(callback) {\n\t
if(queue.length === 0) {\n\t      var _now = performanceNow()\n\t        , next = Math.max(0, frameDuration - (_now
- last));\n\t      last = next + _now;\n\t      setTimeout(function() {\n\t        var cp = queue.slice(0);\n\t        // Clear
queue here to prevent\n\t        // callbacks from appending listeners\n\t        // to the current frame's queue\n\t
queue.length = 0;\n\t        for(var i = 0; i < cp.length; i++) {\n\t          if(!cp[i].cancelled) {\n\t            try{\n\t
cp[i].callback(last);\n\t            } catch(e) {\n\t              setTimeout(function() { throw e }, 0);\n\t            }\n\t
}\n\t        }\n\t      }, Math.round(next));\n\t    }\n\t    queue.push({\n\t      handle: ++id,\n\t      callback: callback,\n\t
cancelled: false\n\t    });\n\t    return id\n\t  };\n\n\t  caf = function(handle) {\n\t    for(var i = 0; i < queue.length;
i++) {\n\t      if(queue[i].handle === handle) {\n\t        queue[i].cancelled = true;\n\t      }\n\t    }\n\t  };\n\t}\n\n\tvar
raf_1 = function(fn) {\n\t  // Wrap in a new function to prevent\n\t  // `cancel` potentially being assigned\n\t  // to the
native rAF function\n\t  return raf.call(root, fn)\n\t};\n\tvar cancel = function() {\n\t  caf.apply(root,
arguments);\n\t};\n\tvar polyfill = function(object) {\n\t  if (!object) {\n\t    object = root;\n\t  }\n\t
object.requestAnimationFrame = raf;\n\t  object.cancelAnimationFrame = caf;\n\t};\n\traf_1.cancel =
cancel;\n\traf_1.polyfill = polyfill;\n\n\tfunction checkActions(states) {\n\t  var direction = states.currentScrollY >=
states.lastScrollY ? 'down' : 'up';\n\t  var distanceScrolled = Math.abs(states.currentScrollY - states.lastScrollY);\n\t
var action; // Scrolling down and past the offset.\n\t  // Unpinned the header.\n\n\t  if (direction === 'down' &&
states.currentScrollY >= states.offset && distanceScrolled > states.downTolerance) {\n\t    action = 'unpin'; // Now,
it's time to up.\n\t    // Pin the header.\n\t  } else if (direction === 'up' && distanceScrolled > states.upTolerance ||
states.currentScrollY <= states.offset) {\n\t    action = 'pin';\n\t  }\n\n\t  return action;\n\t}\n\n\t// borrowed from
modernizr\n\t// https://github.com/Modernizr/Modernizr/blob/master/feature-detects/css/transforms3d.js\n\tfunction
supports3d() {\n\t  var div = document.createElement('div');\n\t  var ret = false;\n\t  var properties =
['perspectiveProperty', 'WebkitPerspective'];\n\n\t  for (var i = properties.length - 1; i >= 0; i--) {\n\t    ret = ret ? ret :
div.style[properties[i]] !== undefined;\n\t  }\n\n\t  if (ret) {\n\t    var st = document.createElement('style');\n\t
st.textContent = '#modernizr{width:0;height:0} @media (transform-3d),(-webkit-transform-
```

3d){#modernizr{width:7px;height:18px;margin:0;padding:0;border:0}}';\n\t document.getElementsByTagName('head')[0].appendChild(st);\n\t div.id = 'modernizr';\n\t document.body.appendChild(div);\n\t ret = div.offsetWidth === 7 && div.offsetHeight === 18;\n\t st.parentNode.removeChild(st);\n\t div.parentNode.removeChild(div);\n\t }\n\n\t return ret;\n\t}\n\n\tvar _extends = Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source = arguments[i]; for (var key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } } return target; };\n\n\tfunction _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\n\tvar defaultCls = {\n\t pinned: 'headroom--pinned',\n\t unpinned: 'headroom--unpinned',\n\t top: 'headroom--top',\n\t notTop: 'headroom--not-top',\n\t bottom: 'headroom--bottom',\n\t notBottom: 'headroom--not-bottom',\n\t initial: 'headroom'\n\t};\n\n\tvar headroom = { render: function render() {\n\t var _vm = this;var _h = _vm.$createElement;var _c = _vm._self._c || _h;return _c('div', { class: _vm.cls, style: _vm.style }, [_vm._t(\"default\")], 2);\n\t }, staticRenderFns: [],\n\t name: 'vueHeadroom',\n\n\t data: function data() {\n\t return {\n\t isTop: false,\n\t isNotTop: false,\n\t isBottom: false,\n\t isNotBottom: false,\n\t isPinned: false,\n\t isUnpinned: false,\n\t currentScrollY: 0,\n\t lastScrollY: 0,\n\t state: '',\n\t translate: 0,\n\t isSupport3d: false\n\t };\n\t },\n\n\t props: {\n\t scroller: {\n\t type: Function,\n\t default: function _default() {\n\t return window;\n\t }\n\t },\n\n\t disabled: {\n\t type: Boolean,\n\t default: false\n\t },\n\n\t upTolerance: {\n\t type: Number,\n\t default: 5\n\t },\n\n\t downTolerance: {\n\t type: Number,\n\t default: 0\n\t },\n\n\t speed: {\n\t type: Number,\n\t default: 250\n\t },\n\n\t easing: {\n\t type: String,\n\t default: 'ease-in-out'\n\t },\n\n\t zIndex: {\n\t type: Number,\n\t default: 9999\n\t },\n\n\t onPin: Function,\n\t onUnpin: Function,\n\t onTop: Function,\n\t onNotTop: Function,\n\t onBottom: Function,\n\t onNotBottom: Function,\n\n\t offset: {\n\t type: Number,\n\t default: 0\n\t },\n\n\t classes: {\n\t type: Object,\n\t default: function _default() {\n\t return defaultCls;\n\t }\n\t },\n\n\t footroom: {\n\t type: Boolean,\n\t default: false\n\t }\n\t },\n\n\t watch: {\n\t disabled: function disabled(newVal) {\n\t if (newVal) {\n\t this.scroller().removeEventListener('scroll', this._handleScroll);\n\t } else {\n\t this.scroller().addEventListener('scroll', this._handleScroll);\n\t }\n\t }\n\t },\n\n\t mounted: function mounted() {\n\t this.isSupport3d = supports3d();\n\n\t if (!this.disabled) {\n\t this.scroller().addEventListener('scroll', this._handleScroll);\n\t }\n\n\t // When headroom is mounted, call handleScroll to set initial state.\n\t this._handleScroll();\n\t },\n\t beforeDestroy: function beforeDestroy() {\n\t this.scroller().removeEventListener('scroll', this._handleScroll);\n\t },\n\n\t computed: {\n\t style: function style() {\n\t var styles = {\n\t 'position': this.isInTop ? 'fixed' : 'relative',\n\t 'top': '0',\n\t 'left': '0',\n\t 'right': '0',\n\t 'z-index': this.isInTop ? this.zIndex : 1\n\t };\n\n\t if (this.footroom) {\n\t styles = _extends({}, styles, { 'top': 'unset', 'bottom': '0' });\n\t }\n\n\t // SSR cannot detect scroll position. To prevent flash when component mounted,\n\t // just add transition styles in browser.\n\t if (!this.$isServer) {\n\t styles.transform = this.isSupport3d && !this.$isServer ? 'translate3d(0, ' + this.translate + ', 0)' : 'translateY(' + this.translate + ')';\n\t styles.transition = this.isInTop ? 'all ' + this.speed + 'ms ' + this.easing : null;\n\t }\n\n\t return styles;\n\t },\n\t clsOpts: function clsOpts() {\n\t return _extends({}, defaultCls, this.classes);\n\t },\n\t cls: function cls() {\n\t var _ref;\n\n\t var cls = this.clsOpts;\n\t return this.disabled ? {} : (_ref = {}, _defineProperty(_ref, cls.top, this.isTop), _defineProperty(_ref, cls.notTop, this.isNotTop), _defineProperty(_ref, cls.bottom, this.isBottom), _defineProperty(_ref, cls.notBottom, this.isNotBottom), _defineProperty(_ref, cls.pinned, this.isPinned), _defineProperty(_ref, cls.unpinned, this.isUnpinned), _defineProperty(_ref, cls.initial, true), _ref);\n\t },\n\n\t isInTop: function isInTop() {\n\t return this.state === 'pinned' || this.state === 'unpinned';\n\t }\n\t },\n\n\t methods: {\n\t _getViewportHeight: function _getViewportHeight() {\n\t return window.innerHeight || document.documentElement.clientHeight || document.body.clientHeight;\n\t },\n\n\t _getElementPhysicalHeight: function _getElementPhysicalHeight(elm) {\n\t return Math.max(elm.offsetHeight, elm.clientHeight);\n\t },\n\n\t _getDocumentHeight: function _getDocumentHeight() {\n\t var body = document.body;\n\t var documentElement = document.documentElement;\n\n\t return Math.max(body.scrollHeight, documentElement.scrollHeight,

body.offsetHeight, documentElement.offsetHeight, body.clientHeight, documentElement.clientHeight);\n\t   },\n\n\t   _getElementHeight: function _getElementHeight(elm) {\n\t   return Math.max(elm.scrollHeight, elm.offsetHeight, elm.clientHeight);\n\t   },\n\n\t   _getScrollerPhysicalHeight: function _getScrollerPhysicalHeight() {\n\t   var parent = this.scroller();\n\n\t   return parent === window || parent === document.body ? this._getViewportHeight() : this._getElementPhysicalHeight(parent);\n\t   },\n\t   _getScrollerHeight: function _getScrollerHeight() {\n\t   var parent = this.scroller();\n\n\t   return parent === window || parent === document.body ? this._getDocumentHeight() : this._getElementHeight(parent);\n\t   },\n\t   _isOutOfBound: function _isOutOfBound(currentScrollY) {\n\t   var pastTop = currentScrollY < 0;\n\n\t   var scrollerPhysicalHeight = this._getScrollerPhysicalHeight();\n\t   var scrollerHeight = this._getScrollerHeight();\n\n\t   var pastBottom = currentScrollY + scrollerPhysicalHeight > scrollerHeight;\n\n\t   return pastTop || pastBottom;\n\t   },\n\t   _handleScroll: function _handleScroll() {\n\t   raf_1(this.update);\n\t   },\n\t   _getScrollY: function _getScrollY() {\n\t   var top = void 0;\n\t   if (this.scroller().pageYOffset !== undefined) {\n\t   top = this.scroller().pageYOffset;\n\t   } else if (this.scroller().scrollTop !== undefined) {\n\t   top = this.scroller().scrollTop;\n\t   } else {\n\t   top = (document.documentElement || document.body.parentNode || document.body).scrollTop;\n\t   }\n\t   return top;\n\t   },\n\t   update: function update() {\n\t   this.currentScrollY = this._getScrollY();\n\n\t   if (this._isOutOfBound(this.currentScrollY)) {\n\t   return;\n\t   }\n\n\t   if (this.currentScrollY <= this.offset) {\n\t   this.top();\n\t   } else {\n\t   this.notTop();\n\t   }\n\n\t   if (this.currentScrollY + this._getViewportHeight() >= this._getScrollerHeight()) {\n\t   this.bottom();\n\t   } else {\n\t   this.notBottom();\n\t   }\n\n\t   var action = checkActions(this);\n\n\t   if (action === 'pin') {\n\t   this.pin();\n\t   } else if (action === 'unpin') {\n\t   this.unpin();\n\t   }\n\n\t   this.lastScrollY = this.currentScrollY;\n\t   },\n\t   top: function top() {\n\t   if (!this.isTop) {\n\t   this.isTop = true;\n\t   this.isNotTop = false;\n\t   this.onTop && this.onTop();\n\t   }\n\t   },\n\t   notTop: function notTop() {\n\t   if (!this.isNotTop) {\n\t   this.isTop = false;\n\t   this.isNotTop = true;\n\t   this.onNotTop && this.onNotTop();\n\t   }\n\t   },\n\t   bottom: function bottom() {\n\t   if (!this.isBottom) {\n\t   this.isBottom = true;\n\t   this.isNotBottom = false;\n\t   this.onBottom && this.onBottom();\n\t   }\n\t   },\n\t   notBottom: function notBottom() {\n\t   if (!this.isNotBottom) {\n\t   this.isNotBottom = true;\n\t   this.isBottom = false;\n\t   this.onNotBottom && this.onNotBottom();\n\t   }\n\t   },\n\t   pin: function pin() {\n\t   var _this = this;\n\n\t   if (!this.isPinned) {\n\t   this.isPinned = true;\n\t   this.isUnpinned = false;\n\t   this.onPin && this.onPin();\n\t   this.$emit('pin');\n\t   this.translate = 0;\n\t   setTimeout(function () {\n\t   _this.state = 'pinned';\n\t   }, 0);\n\t   }\n\t   },\n\t   unpin: function unpin() {\n\t   var _this2 = this;\n\n\t   if (this.isPinned || !this.isUnpinned) {\n\t   this.isUnpinned = true;\n\t   this.isPinned = false;\n\t   this.onUnpin && this.onUnpin();\n\t   this.$emit('unpin');\n\t   this.translate = this.footroom ? '100%' : '-100%';\n\t   setTimeout(function () {\n\t   _this2.state = 'unpinned';\n\t   }, 0);\n\t   }\n\t   }\n\n\t}};\n\n\tvar install = function install(Vue) {\n\n\t   if (install.installed) {\n\t   return;\n\t   }\n\n\t   Vue.component(headroom.name, headroom);\n\t};\n\n\tif (typeof window !== 'undefined' && window.Vue) {\n\t   install(window.Vue);\n\t}\n\n\tvar index = {\n\t   headroom: headroom,\n\t   install: install\n\t};\n\n\treturn index;\n\n})));\n","'use strict';\nvar create = require('./_object-create');\nvar descriptor = require('./_property-desc');\nvar setToStringTag = require('./_set-to-string-tag');\nvar IteratorPrototype = {};\n\n// 25.1.2.1.1 %IteratorPrototype%[@@iterator]()\nrequire('./_hide')(IteratorPrototype, require('./_wks')('iterator'), function () { return this; });\n\nmodule.exports = function (Constructor, NAME, next) {\n Constructor.prototype = create(IteratorPrototype, { next: descriptor(1, next) });\n setToStringTag(Constructor, NAME + ' Iterator');\n};\n","var isKeyable = require('./_isKeyable');\n\n/**\n * Gets the data for `map`.\n *\n * @private\n * @param {Object} map The map to query.\n * @param {string} key The reference key.\n * @returns {*} Returns the map data.\n */\nfunction getMapData(map, key) {\n var data = map.__data__;\n return isKeyable(key)\n   ? data[typeof key == 'string' ? 'string' : 'hash']\n   : data.map;\n}\n\nmodule.exports = getMapData;\n","/**\n * A specialized version of `_.some` for arrays without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if any element passes the predicate check,\n *

else `false`.\n */\nfunction arraySome(array, predicate) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (predicate(array[index], index, array)) {\n   return true;\n   }\n }\n return false;\n}\n\nmodule.exports = arraySome;\n","var DataView = require('./_DataView'),\n   Map = require('./_Map'),\n   Promise = require('./_Promise'),\n   Set = require('./_Set'),\n   WeakMap = require('./_WeakMap'),\n   baseGetTag = require('./_baseGetTag'),\n   toSource = require('./_toSource');\n\n/** `Object#toString` result references. */\nvar mapTag = '[object Map]',\n   objectTag = '[object Object]',\n   promiseTag = '[object Promise]',\n   setTag = '[object Set]',\n   weakMapTag = '[object WeakMap]';\n\nvar dataViewTag = '[object DataView]';\n\n/** Used to detect maps, sets, and weakmaps. */\nvar dataViewCtorString = toSource(DataView),\n   mapCtorString = toSource(Map),\n   promiseCtorString = toSource(Promise),\n   setCtorString = toSource(Set),\n   weakMapCtorString = toSource(WeakMap);\n\n/**\n * Gets the `toStringTag` of `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @returns {string} Returns the `toStringTag`.\n */\nvar getTag = baseGetTag;\n\n// Fallback for data views, maps, sets, and weak maps in IE 11\nand promises in Node.js < 6.\nif ((DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag) ||\n   (Map && getTag(new Map) != mapTag) ||\n   (Promise && getTag(Promise.resolve()) != promiseTag) ||\n   (Set && getTag(new Set) != setTag) ||\n   (WeakMap && getTag(new WeakMap) != weakMapTag)) {\n getTag = function(value) {\n   var result = baseGetTag(value),\n   Ctor = result == objectTag ? value.constructor : undefined,\n   ctorString = Ctor ? toSource(Ctor) : '';\n\n   if (ctorString) {\n   switch (ctorString) {\n   case dataViewCtorString: return dataViewTag;\n   case mapCtorString: return mapTag;\n   case promiseCtorString: return promiseTag;\n   case setCtorString: return setTag;\n   case weakMapCtorString: return weakMapTag;\n   }\n   }\n   return result;\n };\n}\n\nmodule.exports = getTag;\n","exports.nextTick = function nextTick(fn) {\n\tsetTimeout(fn, 0);\n};\n\nexports.platform = exports.arch = \nexports.execPath = exports.title = 'browser';\nexports.pid = 1;\nexports.browser = true;\nexports.env = {};\nexports.argv = [];\nexports.binding = function (name) {\n\tthrow new Error('No such module. (Possibly not yet loaded)')\n};\n\n(function () {\n var cwd = '/';\n var path;\n exports.cwd = function () { return cwd };\n exports.chdir = function (dir) {\n   if (!path)\n   path = require('path');\n   cwd = path.resolve(dir, cwd);\n };\n})();\nexports.exit = exports.kill = \nexports.umask = exports.dlopen = \nexports.uptime = exports.memoryUsage = \nexports.uvCounters = function() {};\nexports.features = {};\n","/**\n * Gets the last element of `array`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Array\n * @param {Array} array The array to query.\n * @returns {*} Returns the last element of `array`.\n * @example\n *\n * _.last([1, 2, 3]);\n * // => 3\n */\nfunction last(array) {\n var length = array == null ? 0 : array.length;\n return length ? array[length - 1] : undefined;\n}\n\nmodule.exports = last;\n","// 19.1.2.14 Object.keys(O)\nvar toObject = require('./_to-object');\nvar $keys = require('./_object-keys');\n\nrequire('./_object-sap')('keys', function () {\n return function keys(it) {\n   return $keys(toObject(it));\n };\n});\n","// 7.1.4 ToInteger\nvar ceil = Math.ceil;\nvar floor = Math.floor;\nmodule.exports = function (it) {\n return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);\n};\n","module.exports = function (bitmap, value) {\n return {\n   enumerable: !(bitmap & 1),\n   configurable: !(bitmap & 2),\n   writable: !(bitmap & 4),\n   value: value\n };\n};\n","var baseForOwn = require('./_baseForOwn'),\n   createBaseEach = require('./_createBaseEach');\n\n/**\n * The base implementation of `_.forEach` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array|Object} Returns `collection`.\n */\nvar baseEach = createBaseEach(baseForOwn);\n\nmodule.exports = baseEach;\n","// @@match logic\nrequire('./_fix-re-wks')('match', 1, function (defined, MATCH, $match) {\n // 21.1.3.11 String.prototype.match(regexp)\n return [function match(regexp) {\n   'use strict';\n   var O = defined(this);\n   var fn = regexp == undefined ? undefined : regexp[MATCH];\n   return fn !== undefined ? fn.call(regexp, O) : new RegExp(regexp)[MATCH](String(O));\n }, $match];\n});\n","var nativeCreate = require('./_nativeCreate');\n\n/**\n * Removes all key-value entries from the hash.\n *\n * @private\n * @name clear\n * @memberOf Hash\n */\nfunction hashClear() {\n this.__data__ = nativeCreate ? nativeCreate(null) : {};\n this.size = 0;\n}\n\nmodule.exports = hashClear;\n","var ctx = require('./_ctx');\nvar call = require('./_iter-call');\nvar isArrayIter = require('./_is-array-iter');\nvar anObject = require('./_an-object');\nvar toLength = require('./_to-length');\nvar getIterFn = require('./core.get-iterator-

method');\nvar BREAK = {};\nvar RETURN = {};\nvar exports = module.exports = function (iterable, entries, fn, that, ITERATOR) {\n var iterFn = ITERATOR ? function () { return iterable; } : getIterFn(iterable);\n var f = ctx(fn, that, entries ? 2 : 1);\n var index = 0;\n var length, step, iterator, result;\n if (typeof iterFn != 'function') throw TypeError(iterable + ' is not iterable!');\n // fast case for arrays with default iterator\n if (isArrayIter(iterFn)) for (length = toLength(iterable.length); length > index; index++) {\n   result = entries ? f(anObject(step = iterable[index])[0], step[1]) : f(iterable[index]);\n   if (result === BREAK || result === RETURN) return result;\n } else for (iterator = iterFn.call(iterable); !(step = iterator.next()).done;) {\n   result = call(iterator, f, step.value, entries);\n   if (result === BREAK || result === RETURN) return result;\n }\n};\nexports.BREAK = BREAK;\nexports.RETURN = RETURN;\n","// 7.1.13 ToObject(argument)\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n return Object(defined(it));\n};\n","var baseFlatten = require('./_baseFlatten');\n\n/**\n * Flattens `array` a single level deep.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Array\n * @param {Array} array The array to flatten.\n * @returns {Array} Returns the new flattened array.\n * @example\n *\n * _.flatten([1, [2, [3, [4]], 5]]);\n * // => [1, 2, [3, [4]], 5]\n */\nfunction flatten(array) {\n var length = array == null ? 0 : array.length;\n return length ? baseFlatten(array, 1) : [];\n}\n\nmodule.exports = flatten;\n","// extracted by mini-css-extract-plugin","/**\n * The base implementation of `_.times` without support for iteratee shorthands\n * or max array length checks.\n *\n * @private\n * @param {number} n The number of times to invoke `iteratee`.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the array of results.\n */\nfunction baseTimes(n, iteratee) {\n var index = -1,\n   result = Array(n);\n\n while (++index < n) {\n   result[index] = iteratee(index);\n }\n return result;\n}\n\nmodule.exports = baseTimes;\n","/*!\n * vue-social-sharing v2.3.3 \n * (c) 2017 nicolasbeauvais\n * Released under the MIT License.\n */\n'use strict';\n\nfunction _interopDefault (ex) { return (ex && (typeof ex === 'object') && 'default' in ex) ? ex['default'] : ex; }\n\nvar Vue = _interopDefault(require('vue'));\n\nvar SocialSharingNetwork = {\n functional: true,\n\n props: {\n   network: {\n   type: String,\n   default: ''\n   }\n },\n\n render: function (createElement, context) {\n   var network = context.parent._data.baseNetworks[context.props.network];\n\n   if (!network) {\n   return console.warn((\"Network \" + (context.props.network) + \" does not exist\"));\n   }\n\n   return createElement(context.parent.networkTag, {\n   staticClass: context.data.staticClass || null,\n   staticStyle: context.data.staticStyle || null,\n   class: context.data.class || null,\n   style: context.data.style || null,\n   attrs: {\n   id: context.data.attrs.id || null,\n   'data-link': network.type === 'popup'\n   ? '#share-' + context.props.network\n   : context.parent.createSharingUrl(context.props.network),\n   'data-action': network.type === 'popup' ? null : network.action\n   },\n   on: {\n   click: network.type === 'popup' ? function () {\n   context.parent.share(context.props.network);\n   } : function () {\n   context.parent.touch(context.props.network);\n   }\n   }\n   }, context.children);\n }\n};\n\nvar email = {\"sharer\":\"mailto:?subject=@title&body=@url%0D%0A%0D%0A@description\",\"type\":\"direct\"};\nvar facebook = {\"sharer\":\"https://www.facebook.com/sharer/sharer.php?u=@url&title=@title&description=@description&quote=@quote\",\"type\":\"popup\"};\nvar googleplus = {\"sharer\":\"https://plus.google.com/share?url=@url\",\"type\":\"popup\"};\nvar line = {\"sharer\":\"http://line.me/R/msg/text/?@description%0D%0A@url\",\"type\":\"popup\"};\nvar linkedin = {\"sharer\":\"https://www.linkedin.com/shareArticle?mini=true&url=@url&title=@title&summary=@description\",\"type\":\"popup\"};\nvar odnoklassniki = {\"sharer\":\"https://connect.ok.ru/dk?st.cmd=WidgetSharePreview&st.shareUrl=@url&st.comments=@description\",\"type\":\"popup\"};\nvar pinterest = {\"sharer\":\"https://pinterest.com/pin/create/button/?url=@url&media=@media&description=@title\",\"type\":\"popup\"};\nvar reddit = {\"sharer\":\"https://www.reddit.com/submit?url=@url&title=@title\",\"type\":\"popup\"};\nvar skype = {\"sharer\":\"https://web.skype.com/share?url=@description%0D%0A@url\",\"type\":\"popup\"};\nvar telegram = {\"sharer\":\"https://t.me/share/url?url=@url&text=@description\",\"type\":\"popup\"};\nvar twitter =

{\"sharer\":\"https://twitter.com/intent/tweet?text=@title&url=@url&hashtags=@hashtags@twitteruser\",\"type\":\"popup\"};\nvar viber = {\"sharer\":\"viber://forward?text=@url @description\",\"type\":\"direct\"};\nvar vk = {\"sharer\":\"https://vk.com/share.php?url=@url&title=@title&description=@description&image=@media&noparse=true\",\"type\":\"popup\"};\nvar weibo = {\"sharer\":\"http://service.weibo.com/share/share.php?url=@url&title=@title\",\"type\":\"popup\"};\nvar whatsapp = {\"sharer\":\"whatsapp://send?text=@description%0D%0A@url\",\"type\":\"direct\",\"action\":\"share/whatsapp/share\"};\nvar sms = {\"sharer\":\"sms:?body=@url%20@description\",\"type\":\"direct\"};\nvar BaseNetworks = {\n\temail: email,\n\tfacebook: facebook,\n\tgoogleplus: googleplus,\n\tline: line,\n\tlinkedin: linkedin,\n\todnoklassniki: odnoklassniki,\n\tpinterest: pinterest,\n\treddit: reddit,\n\tskype: skype,\n\ttelegram: telegram,\n\ttwitter: twitter,\n\tviber: viber,\n\tvk: vk,\n\tweibo: weibo,\n\twhatsapp: whatsapp,\n\tsms: sms\n};\n\nvar inBrowser = typeof window !== 'undefined';\nvar $window = inBrowser ? window : null;\n\nvar SocialSharing = {\n props: {\n   /**\n   * URL to share.\n   * @var string\n   */\n   url: {\n   type: String,\n   default: inBrowser ? window.location.href : ''\n   },\n\n   /**\n   * Sharing title, if available by network.\n   * @var string\n   */\n   title: {\n   type: String,\n   default: ''\n   },\n\n   /**\n   * Sharing description, if available by network.\n   * @var string\n   */\n   description: {\n   type: String,\n   default: ''\n   },\n\n   /**\n   * Facebook quote\n   * @var string\n   */\n   quote: {\n   type: String,\n   default: ''\n   },\n\n   /**\n   * Twitter hashtags\n   * @var string\n   */\n   hashtags: {\n   type: String,\n   default: ''\n   },\n\n   /**\n   * Twitter user.\n   * @var string\n   */\n   twitterUser: {\n   type: String,\n   default: ''\n   },\n\n   /**\n   * Flag that indicates if counts should be retrieved.\n   * - NOT WORKING IN CURRENT VERSION\n   * @var mixed\n   */\n   withCounts: {\n   type: [String, Boolean],\n   default: false\n   },\n\n   /**\n   * Google plus key.\n   * @var string\n   */\n   googleKey: {\n   type: String,\n   default: undefined\n   },\n\n   /**\n   * Pinterest Media URL.\n   * Specifies the image/media to be used.\n   */\n   media: {\n   type: String,\n   default: ''\n   },\n\n   /**\n   * Network sub component tag.\n   * Default to span tag\n   */\n   networkTag: {\n   type: String,\n   default: 'span'\n   },\n\n   /**\n   * Additional or overridden networks.\n   * Default to BaseNetworks\n   */\n   networks: {\n   type: Object,\n   default: function () {\n   return {};\n   }\n   }\n },\n\n data: function data () {\n   return {\n   /**\n   * Available sharing networks.\n   * @param object\n   */\n   baseNetworks: BaseNetworks,\n\n   /**\n   * Popup settings.\n   * @param object\n   */\n   popup: {\n   status: false,\n   resizable: true,\n   toolbar: false,\n   menubar: false,\n   scrollbars: false,\n   location: false,\n   directories: false,\n   width: 626,\n   height: 436,\n   top: 0,\n   left: 0,\n   window: undefined,\n   interval: null\n   }\n   };\n },\n\n methods: {\n   /**\n   * Returns generated sharer url.\n   *\n   * @param network Social network key.\n   */\n   createSharingUrl: function createSharingUrl (network) {\n   return this.baseNetworks[network].sharer\n   .replace(/@url/g, encodeURIComponent(this.url))\n   .replace(/@title/g, encodeURIComponent(this.title))\n   .replace(/@description/g, encodeURIComponent(this.description))\n   .replace(/@quote/g, encodeURIComponent(this.quote))\n   .replace(/@hashtags/g, this.hashtags)\n   .replace(/@media/g, this.media)\n   .replace(/@twitteruser/g, this.twitterUser ? '&via=' + this.twitterUser : '');\n   },\n\n   /**\n   * Shares URL in specified network.\n   *\n   * @param string network Social network key.\n   */\n   share: function share (network) {\n   this.openSharer(network, this.createSharingUrl(network));\n\n   this.$root.$emit('social_shares_open', network, this.url);\n   this.$emit('open', network, this.url);\n   },\n\n   /**\n   * Touches network and emits click event.\n   *\n   * @param string network Social network key.\n   */\n   touch: function touch (network) {\n   window.open(this.createSharingUrl(network), '_self');\n\n   this.$root.$emit('social_shares_open', network, this.url);\n   this.$emit('open', network, this.url);\n   },\n\n   /**\n   * Opens sharer popup.\n   *\n   * @param string url Url to share.\n   */\n   openSharer: function openSharer (network, url) {\n   var this$1 = this;\n\n   // If a popup window already exist it will be replaced, trigger a close event.\n   if (this.popup.window && this.popup.interval) {\n   clearInterval(this.popup.interval);\n\n   this.popup.window.close();// Force close (for Facebook)\n   this.$root.$emit('social_shares_change', network, this.url);\n   this.$emit('change', network, this.url);\n   }\n\n   this.popup.window = window.open(\n   url,\n

'sharer',\n   'status=' + (this.popup.status ? 'yes' : 'no') +\n   ',height=' + this.popup.height +\n   ',width=' + this.popup.width +\n   ',resizable=' + (this.popup.resizable ? 'yes' : 'no') +\n   ',left=' + this.popup.left +\n ',top=' + this.popup.top +\n   ',screenX=' + this.popup.left +\n   ',screenY=' + this.popup.top +\n   ',toolbar=' + (this.popup.toolbar ? 'yes' : 'no') +\n   ',menubar=' + (this.popup.menubar ? 'yes' : 'no') +\n   ',scrollbars=' + (this.popup.scrollbars ? 'yes' : 'no') +\n   ',location=' + (this.popup.location ? 'yes' : 'no') +\n   ',directories=' + (this.popup.directories ? 'yes' : 'no')\n   );\n\n   this.popup.window.focus();\n\n   // Create an interval to detect popup closing event\n   this.popup.interval = setInterval(function () {\n   if (this$1.popup.window.closed) {\n   clearInterval(this$1.popup.interval);\n\n   this$1.popup.window = undefined;\n\n this$1.$root.$emit('social_shares_close', network, this$1.url);\n   this$1.$emit('close', network, this$1.url);\n }\n   }, 500);\n   }\n },\n\n /**\n   * Merge base networks list with user's list\n   */\n beforeMount: function beforeMount () {\n   this.baseNetworks = Vue.util.extend(this.baseNetworks, this.networks);\n },\n\n /**\n   * Sets popup default dimensions.\n   */\n mounted: function mounted () {\n   if (!inBrowser) {\n   return;\n   }\n\n /**\n   * Center the popup on dual screens\n   * http://stackoverflow.com/questions/4068373/center-a-popup-window-on-screen/32261263\n   */\n   var dualScreenLeft = $window.screenLeft !== undefined ? $window.screenLeft : screen.left;\n   var dualScreenTop = $window.screenTop !== undefined ? $window.screenTop : screen.top;\n\n   var width = $window.innerWidth ? $window.innerWidth : (document.documentElement.clientWidth ? document.documentElement.clientWidth : screen.width);\n   var height = $window.innerHeight ? $window.innerHeight : (document.documentElement.clientHeight ? document.documentElement.clientHeight : screen.height);\n\n   this.popup.left = ((width / 2) - (this.popup.width / 2)) + dualScreenLeft;\n   this.popup.top = ((height / 2) - (this.popup.height / 2)) + dualScreenTop;\n },\n\n /**\n   * Set component aliases for buttons and links.\n   */\n components: {\n   'network': SocialSharingNetwork\n }\n};\n\nSocialSharing.version = '2.3.3';\n\nSocialSharing.install = function (Vue) {\n Vue.component('social-sharing', SocialSharing);\n};\n\nif (typeof window !== 'undefined') {\n window.SocialSharing = SocialSharing;\n}\n\nmodule.exports = SocialSharing;","exports.f = {}.propertyIsEnumerable;\n","export default {\n 'imddb-header.dropdown.items': [\n   { label: 'Graphics', href: \"#/\" },\n   { label: 'Overview', href: \"#/\" },\n   { label: 'Visual overview', href: \"#/\" },\n   { label: 'Backgrounder', href: \"#/\" },\n   { label: 'About this project', href: \"#/\", active: true }\n],\n 'project.name': 'Secret Papers',\n 'app.name': 'Awesome App',\n 'app.home': './',\n 'sharing-options.url': null,\n 'sharing-options.title': 'Awesome App by ICIJ',\n 'sharing-options.description': 'null',\n 'sharing-options.media': null,\n 'sharing-options.twitter-user': 'ICIJorg',\n 'signup-form.tracker': 'EXTERNAL',\n 'signup-form.action': 'https://icij.us15.list-manage.com/subscribe/post?u=0d48a33b1c24d257734cc2a79&id=992ecfdbb2',\n 'donate-form.introduction': `ICIJ's investigations are supported by readers like you. Help keep our\n                        databases free and open to the public by joining our\n                        <strong><a target=\"_blank\" href=\"https://icij.org/donate\">ICIJ Insiders</a></strong>\n                        community.`\n}\n","import get from 'lodash/get'\nimport each from 'lodash/each'\nimport Symbol from 'es6-symbol'\nimport defaultValues from './config.default'\n\nconst _VALUES = Symbol('values')\nconst _SCOPES = Symbol('scopes')\n\nclass Config {\n constructor (values = {}) {\n   this[_VALUES] = {}\n   each(values, (value, key) => this.set(key, value))\n   return this;\n }\n set (key, value) {\n   const levels = key.split('.')\n   if (levels.length > 1) {\n   this[_VALUES][key] = this.scope(levels.shift()).set(levels.join('.'), value)\n   } else {\n   this[_VALUES][key] = value\n   }\n   return value\n }\n get (key, defaultValue) {\n   return get(this[_VALUES], key, defaultValue)\n }\n scopes () {\n   this[_SCOPES] = get(this, _SCOPES, {})\n   return this[_SCOPES]\n }\n scope (name) {\n   this.scopes[name] = get(this.scopes, name, new Config())\n   return this.scopes[name]\n }\n values () {\n   return this[_VALUES]\n }\n}\n\nexport default new Config(defaultValues)\n","'use strict';\nvar LIBRARY = require('./_library');\nvar global = require('./_global');\nvar ctx = require('./_ctx');\nvar classof = require('./_classof');\nvar $export = require('./_export');\nvar isObject = require('./_is-object');\nvar aFunction = require('./_a-function');\nvar anInstance = require('./_an-instance');\nvar forOf = require('./_for-of');\nvar speciesConstructor = require('./_species-constructor');\nvar task = require('./_task').set;\nvar microtask = require('./_microtask')();\nvar newPromiseCapabilityModule = require('./_new-promise-capability');\nvar perform = require('./_perform');\nvar

userAgent = require('./_user-agent');\nvar promiseResolve = require('./_promise-resolve');\nvar PROMISE = 'Promise';\nvar TypeError = global.TypeError;\nvar process = global.process;\nvar versions = process && process.versions;\nvar v8 = versions && versions.v8 || '';\nvar $Promise = global[PROMISE];\nvar isNode = classof(process) == 'process';\nvar empty = function () { /* empty */ };\nvar Internal, newGenericPromiseCapability, OwnPromiseCapability, Wrapper;\nvar newPromiseCapability = newGenericPromiseCapability = newPromiseCapabilityModule.f;\n\nvar USE_NATIVE = !!function () {\n try {\n // correct subclassing with @@species support\n var promise = $Promise.resolve(1);\n var FakePromise = (promise.constructor = {})[require('./_wks')('species')] = function (exec) {\n exec(empty, empty);\n };\n // unhandled rejections tracking support, NodeJS Promise without it fails @@species test\n return (isNode || typeof PromiseRejectionEvent == 'function')\n && promise.then(empty) instanceof FakePromise\n // v8 6.6 (Node 10 and Chrome 66) have a bug with resolving custom thenables\n // https://bugs.chromium.org/p/chromium/issues/detail?id=830565\n // we can't detect it synchronously, so just check versions\n && v8.indexOf('6.6') !== 0\n && userAgent.indexOf('Chrome/66') === -1;\n } catch (e) { /* empty */ }\n}();\n\n// helpers\nvar isThenable = function (it) {\n var then;\n return isObject(it) && typeof (then = it.then) == 'function' ? then : false;\n};\nvar notify = function (promise, isReject) {\n if (promise._n) return;\n promise._n = true;\n var chain = promise._c;\n microtask(function () {\n var value = promise._v;\n var ok = promise._s == 1;\n var i = 0;\n var run = function (reaction) {\n var handler = ok ? reaction.ok : reaction.fail;\n var resolve = reaction.resolve;\n var reject = reaction.reject;\n var domain = reaction.domain;\n var result, then, exited;\n try {\n if (handler) {\n if (!ok) {\n if (promise._h == 2) onHandleUnhandled(promise);\n promise._h = 1;\n }\n if (handler === true) result = value;\n else {\n if (domain) domain.enter();\n result = handler(value); // may throw\n if (domain) {\n domain.exit();\n exited = true;\n }\n }\n if (result === reaction.promise) {\n reject(TypeError('Promise-chain cycle'));\n } else if (then = isThenable(result)) {\n then.call(result, resolve, reject);\n } else resolve(result);\n } else reject(value);\n } catch (e) {\n if (domain && !exited) domain.exit();\n reject(e);\n }\n };\n while (chain.length > i) run(chain[i++]); // variable length - can't use forEach\n promise._c = [];\n promise._n = false;\n if (isReject && !promise._h) onUnhandled(promise);\n });\n};\nvar onUnhandled = function (promise) {\n task.call(global, function () {\n var value = promise._v;\n var unhandled = isUnhandled(promise);\n var result, handler, console;\n if (unhandled) {\n result = perform(function () {\n if (isNode) {\n process.emit('unhandledRejection', value, promise);\n } else if (handler = global.onunhandledrejection) {\n handler({ promise: promise, reason: value });\n } else if ((console = global.console) && console.error) {\n console.error('Unhandled promise rejection', value);\n }\n });\n // Browsers should not trigger `rejectionHandled` event if it was handled here, NodeJS - should\n promise._h = isNode || isUnhandled(promise) ? 2 : 1;\n } promise._a = undefined;\n if (unhandled && result.e) throw result.v;\n });\n};\nvar isUnhandled = function (promise) {\n return promise._h !== 1 && (promise._a || promise._c).length === 0;\n};\nvar onHandleUnhandled = function (promise) {\n task.call(global, function () {\n var handler;\n if (isNode) {\n process.emit('rejectionHandled', promise);\n } else if (handler = global.onrejectionhandled) {\n handler({ promise: promise, reason: promise._v });\n }\n });\n};\nvar $reject = function (value) {\n var promise = this;\n if (promise._d) return;\n promise._d = true;\n promise = promise._w || promise; // unwrap\n promise._v = value;\n promise._s = 2;\n if (!promise._a) promise._a = promise._c.slice();\n notify(promise, true);\n};\nvar $resolve = function (value) {\n var promise = this;\n var then;\n if (promise._d) return;\n promise._d = true;\n promise = promise._w || promise; // unwrap\n try {\n if (promise === value) throw TypeError(\"Promise can't be resolved itself\");\n if (then = isThenable(value)) {\n microtask(function () {\n var wrapper = { _w: promise, _d: false }; // wrap\n try {\n then.call(value, ctx($resolve, wrapper, 1), ctx($reject, wrapper, 1));\n } catch (e) {\n $reject.call(wrapper, e);\n }\n });\n } else {\n promise._v = value;\n promise._s = 1;\n notify(promise, false);\n }\n } catch (e) {\n $reject.call({ _w: promise, _d: false }, e); // wrap\n }\n};\n\n// constructor polyfill\nif (!USE_NATIVE) {\n // 25.4.3.1 Promise(executor)\n $Promise = function Promise(executor) {\n anInstance(this, $Promise, PROMISE, '_h');\n aFunction(executor);\n

Internal.call(this);\n   try {\n   executor(ctx($resolve, this, 1), ctx($reject, this, 1));\n   } catch (err) {\n $reject.call(this, err);\n   }\n };\n // eslint-disable-next-line no-unused-vars\n Internal = function Promise(executor) {\n   this._c = [];   // <- awaiting reactions\n   this._a = undefined;   // <- checked in isUnhandled reactions\n   this._s = 0;   // <- state\n   this._d = false;   // <- done\n   this._v = undefined;   // <- value\n   this._h = 0;   // <- rejection state, 0 - default, 1 - handled, 2 - unhandled\n   this._n = false;   // <- notify\n };\n Internal.prototype = require('./_redefine-all')($Promise.prototype, {\n   // 25.4.5.3 Promise.prototype.then(onFulfilled, onRejected)\n   then: function then(onFulfilled, onRejected) {\n   var reaction = newPromiseCapability(speciesConstructor(this, $Promise));\n   reaction.ok = typeof onFulfilled == 'function' ? onFulfilled : true;\n   reaction.fail = typeof onRejected == 'function' && onRejected;\n   reaction.domain = isNode ? process.domain : undefined;\n   this._c.push(reaction);\n   if (this._a) this._a.push(reaction);\n   if (this._s) notify(this, false);\n   return reaction.promise;\n   },\n   // 25.4.5.1 Promise.prototype.catch(onRejected)\n   'catch': function (onRejected) {\n   return this.then(undefined, onRejected);\n   }\n });\n OwnPromiseCapability = function () {\n   var promise = new Internal();\n   this.promise = promise;\n   this.resolve = ctx($resolve, promise, 1);\n   this.reject = ctx($reject, promise, 1);\n };\n newPromiseCapabilityModule.f = newPromiseCapability = function (C) {\n   return C === $Promise || C === Wrapper\n   ? new OwnPromiseCapability(C)\n   : newGenericPromiseCapability(C);\n };\n}\n\n$export($export.G + $export.W + $export.F * !USE_NATIVE, { Promise: $Promise });\nrequire('./_set-to-string-tag')($Promise, PROMISE);\nrequire('./_set-species')(PROMISE);\nWrapper = require('./_core')[PROMISE];\n\n// statics\n$export($export.S + $export.F * !USE_NATIVE, PROMISE, {\n // 25.4.4.5 Promise.reject(r)\n reject: function reject(r) {\n   var capability = newPromiseCapability(this);\n   var $$reject = capability.reject;\n $$reject(r);\n   return capability.promise;\n }\n});\n$export($export.S + $export.F * (LIBRARY || !USE_NATIVE), PROMISE, {\n // 25.4.4.6 Promise.resolve(x)\n resolve: function resolve(x) {\n   return promiseResolve(LIBRARY && this === Wrapper ? $Promise : this, x);\n }\n});\n$export($export.S + $export.F * !(USE_NATIVE && require('./_iter-detect')(function (iter) {\n $Promise.all(iter)['catch'](empty);\n})), PROMISE, {\n // 25.4.4.1 Promise.all(iterable)\n all: function all(iterable) {\n   var C = this;\n   var capability = newPromiseCapability(C);\n   var resolve = capability.resolve;\n   var reject = capability.reject;\n   var result = perform(function () {\n   var values = [];\n   var index = 0;\n   var remaining = 1;\n   forOf(iterable, false, function (promise) {\n   var $index = index++;\n   var alreadyCalled = false;\n   values.push(undefined);\n   remaining++;\n   C.resolve(promise).then(function (value) {\n   if (alreadyCalled) return;\n   alreadyCalled = true;\n   values[$index] = value;\n   --remaining || resolve(values);\n   }, reject);\n   });\n   --remaining || resolve(values);\n   });\n   if (result.e) reject(result.v);\n   return capability.promise;\n },\n // 25.4.4.4 Promise.race(iterable)\n race: function race(iterable) {\n   var C = this;\n   var capability = newPromiseCapability(C);\n   var reject = capability.reject;\n   var result = perform(function () {\n   forOf(iterable, false, function (promise) {\n   C.resolve(promise).then(capability.resolve, reject);\n   });\n   });\n   if (result.e) reject(result.v);\n   return capability.promise;\n }\n});\n","var core = require('./_core');\nvar global = require('./_global');\nvar SHARED = '__core-js_shared__';\nvar store = global[SHARED] || (global[SHARED] = {});\n\n(module.exports = function (key, value) {\n return store[key] || (store[key] = value !== undefined ? value : {});\n})('versions', []).push({\n version: core.version,\n mode: require('./_library') ? 'pure' : 'global',\n copyright: '© 2018 Denis Pushkarev (zloirock.ru)'\n});\n","/**\n * Checks if a stack value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf Stack\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction stackHas(key) {\n return this.__data__.has(key);\n}\n\nmodule.exports = stackHas;\n","var overArg = require('./_overArg');\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeKeys = overArg(Object.keys, Object);\n\nmodule.exports = nativeKeys;\n","/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n\nmodule.exports = freeGlobal;\n","module.exports = \"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAIgAAABaCAYAAABjTB52AAAE8klEQVR4Ae3dA7D0ShDF8Wfbtm3btm3btm3btv2u7yYYz/zep3Gd923U3k1ROV51ybffM//NYaSKKWqTcFBg0DbaHk+HEo

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YoHe6W37m8zbP/2TJW39uyceCL4a1r7ZjZmKubVwJ/XdGtCP6QZ3KHwxTOvX4I4yznhL//T3b9r6p5uWFkj+e
MLtD749hBbmU0jXqBAQAcmu1eBvCKG4uIMrAERAoGMs8M+GUHzcCQJSYiDw7fDg3w4hXtyZAlJaIO5y8
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BERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABERABC
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A5Xu4u64eWIV2mxWu/qURAGnOUE0iyRH2BuD1KAyQrcOeVDMiN2Vw1BdKAjrFKBuTTocG/VhIcn8LPo9
QXiLsq61EqIFlB7zTgOyPjSCFZIJJunpkAcNOYsJZCs8qervi0SjoTs5eVQ9QXiDss7lBRIVtCYEfynBeNog2TJrH+
NgTwC1wwaAYj5ZfgnC8LxMTRmzvrWGMiD0D56dtlxgBgKGBjSNcC/1SIYP4LbAz4cKutXXyDu2N9uOeIBs
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2vO78FQL4Dd05+djWo/Bawe6L84NNlQzYMWRuSRaF3eugYM7/5rGYZgfT0XXleDbkH3GkhW0FjFmDgGrB
Q5R9j+HCoP+f1IQodQqX6BVmGZ8lGQfmGAAAAAEIFTKuSuQmCC\"","/**\n * The base implementation of

`_.reduce` and `_.reduceRight`, without support\n * for iteratee shorthands, which iterates over `collection` using
`eachFunc`.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param
{Function} iteratee The function invoked per iteration.\n * @param {*} accumulator The initial value.\n * @param
{boolean} initAccum Specify using the first or last element of\n * `collection` as the initial value.\n * @param
{Function} eachFunc The function to iterate over `collection`.\n * @returns {*} Returns the accumulated value.\n
*/\nfunction baseReduce(collection, iteratee, accumulator, initAccum, eachFunc) {\n eachFunc(collection,
function(value, index, collection) {\n   accumulator = initAccum\n   ? (initAccum = false, value)\n   :
iteratee(accumulator, value, index, collection);\n });\n return accumulator;\n}\n\nmodule.exports =
baseReduce;\n","var arrayPush = require('./_arrayPush'),\n   isFlattenable = require('./_isFlattenable');\n\n/**\n *
The base implementation of `_.flatten` with support for restricting flattening.\n *\n * @private\n * @param {Array}
array The array to flatten.\n * @param {number} depth The maximum recursion depth.\n * @param {boolean}
[predicate=isFlattenable] The function invoked per iteration.\n * @param {boolean} [isStrict] Restrict to values that
pass `predicate` checks.\n * @param {Array} [result=[]] The initial result value.\n * @returns {Array} Returns the
new flattened array.\n */\nfunction baseFlatten(array, depth, predicate, isStrict, result) {\n var index = -1,\n
length = array.length;\n\n predicate || (predicate = isFlattenable);\n result || (result = []);\n\n while (++index <
length) {\n   var value = array[index];\n   if (depth > 0 && predicate(value)) {\n   if (depth > 1) {\n   //
Recursively flatten arrays (susceptible to call stack limits).\n   baseFlatten(value, depth - 1, predicate, isStrict,
result);\n   } else {\n   arrayPush(result, value);\n   }\n   } else if (!isStrict) {\n   result[result.length] =
value;\n   }\n }\n return result;\n}\n\nmodule.exports = baseFlatten;\n","var global = require('./_global');\nvar core
= require('./_core');\nvar hide = require('./_hide');\nvar redefine = require('./_redefine');\nvar ctx =
require('./_ctx');\nvar PROTOTYPE = 'prototype';\n\nvar $export = function (type, name, source) {\n var
IS_FORCED = type & $export.F;\n var IS_GLOBAL = type & $export.G;\n var IS_STATIC = type &
$export.S;\n var IS_PROTO = type & $export.P;\n var IS_BIND = type & $export.B;\n var target = IS_GLOBAL
? global : IS_STATIC ? global[name] || (global[name] = {}) : (global[name] || {})[PROTOTYPE];\n var exports =
IS_GLOBAL ? core : core[name] || (core[name] = {});\n var expProto = exports[PROTOTYPE] ||
(exports[PROTOTYPE] = {});\n var key, own, out, exp;\n if (IS_GLOBAL) source = name;\n for (key in source)
{\n   // contains in native\n   own = !IS_FORCED && target && target[key] !== undefined;\n   // export native or
passed\n   out = (own ? target : source)[key];\n   // bind timers to global for call from export context\n   exp =

IS_BIND && own ? ctx(out, global) : IS_PROTO && typeof out == 'function' ? ctx(Function.call, out) : out;\n   //
extend global\n   if (target) redefine(target, key, out, type & $export.U);\n   // export\n   if (exports[key] != out)
hide(exports, key, exp);\n   if (IS_PROTO && expProto[key] != out) expProto[key] = out;\n }\n};\nglobal.core =
core;\n// type bitmap\n$export.F = 1;   // forced\n$export.G = 2;   // global\n$export.S = 4;   // static\n$export.P = 8;
// proto\n$export.B = 16; // bind\n$export.W = 32; // wrap\n$export.U = 64; // safe\n$export.R = 128; // real proto
method for `library`\nmodule.exports = $export;\n","var ITERATOR = require('./_wks')('iterator');\nvar
SAFE_CLOSING = false;\n\ntry {\n var riter = [7][ITERATOR]();\n riter['return'] = function () {
SAFE_CLOSING = true; };\n // eslint-disable-next-line no-throw-literal\n Array.from(riter, function () { throw 2;
});\n} catch (e) { /* empty */ }\n\nmodule.exports = function (exec, skipClosing) {\n if (!skipClosing &&
!SAFE_CLOSING) return false;\n var safe = false;\n try {\n   var arr = [7];\n   var iter = arr[ITERATOR]();\n
iter.next = function () { return { done: safe = true }; };\n   arr[ITERATOR] = function () { return iter; };\n
exec(arr);\n } catch (e) { /* empty */ }\n return safe;\n};\n","var isObject = require('./_is-object');\nvar
setPrototypeOf = require('./_set-proto').set;\nmodule.exports = function (that, target, C) {\n var S =
target.constructor;\n var P;\n if (S !== C && typeof S == 'function' && (P = S.prototype) !== C.prototype &&
isObject(P) && setPrototypeOf) {\n   setPrototypeOf(that, P);\n } return that;\n};\n","var listCacheClear =
require('./_listCacheClear'),\n   listCacheDelete = require('./_listCacheDelete'),\n   listCacheGet =
require('./_listCacheGet'),\n   listCacheHas = require('./_listCacheHas'),\n   listCacheSet =
require('./_listCacheSet');\n\n/**\n * Creates an list cache object.\n *\n * @private\n * @constructor\n * @param
{Array} [entries] The key-value pairs to cache.\n */\nfunction ListCache(entries) {\n var index = -1,\n   length =
entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n   var entry = entries[index];\n
this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `ListCache`.\nListCache.prototype.clear =
listCacheClear;\nListCache.prototype['delete'] = listCacheDelete;\nListCache.prototype.get =
listCacheGet;\nListCache.prototype.has = listCacheHas;\nListCache.prototype.set =
listCacheSet;\n\nmodule.exports = ListCache;\n","// most Object methods by ES6 should accept primitives\nvar
$export = require('./_export');\nvar core = require('./_core');\nvar fails = require('./_fails');\nmodule.exports =
function (KEY, exec) {\n var fn = (core.Object || {})[KEY] || Object[KEY];\n var exp = {};\n exp[KEY] =
exec(fn);\n $export($export.S + $export.F * fails(function () { fn(1); }), 'Object', exp);\n};\n","var getNative =
require('./_getNative');\n\n/* Built-in method references that are verified to be native. */\nvar nativeCreate =
getNative(Object, 'create');\n\nmodule.exports = nativeCreate;\n","var shared = require('./_shared')('keys');\nvar uid
= require('./_uid');\nmodule.exports = function (key) {\n return shared[key] || (shared[key] = uid(key));\n};\n","//
fallback for non-array-like ES3 and non-enumerable old V8 strings\nvar cof = require('./_cof');\n// eslint-disable-
next-line no-prototype-builtins\nmodule.exports = Object('z').propertyIsEnumerable(0) ? Object : function (it) {\n
return cof(it) == 'String' ? it.split('') : Object(it);\n};\n","\"use strict\";\n\nvar _undefined =
require(\"../function/noop\")(); // Support ES3 engines\n\nmodule.exports = function (val) {\n return (val !==
_undefined) && (val !== null);\n};\n","module.exports = function(module) {\n\tif (!module.webpackPolyfill)
{\n\t\tmodule.deprecate = function() {};\n\t\tmodule.paths = [];\n\t\t// module.parent = undefined by default\n\t\tif
(!module.children) module.children = [];\n\t\tObject.defineProperty(module, \"loaded\", {\n\t\t\tenumerable:
true,\n\t\t\tget: function() {\n\t\t\t\treturn module.l;\n\t\t\t}\n\t\t});\n\t\tObject.defineProperty(module, \"id\",
{\n\t\t\tenumerable: true,\n\t\t\tget: function() {\n\t\t\t\treturn module.i;\n\t\t\t}\n\t\t});\n\t\tmodule.webpackPolyfill =
1;\n\t}\n\treturn module;\n};\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--
8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-
!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-

2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"","var baseIsMatch = require('./_baseIsMatch'),\n   getMatchData = require('./_getMatchData'),\n   matchesStrictComparable = require('./_matchesStrictComparable');\n\n/**\n * The base implementation of `_.matches` which doesn't clone `source`.\n *\n * @private\n * @param {Object} source The object of property values to match.\n * @returns {Function} Returns the new spec function.\n */\nfunction baseMatches(source) {\n var matchData = getMatchData(source);\n if (matchData.length == 1 && matchData[0][2]) {\n   return matchesStrictComparable(matchData[0][0], matchData[0][1]);\n }\n return function(object) {\n   return object === source || baseIsMatch(object, source, matchData);\n };\n}\n\nmodule.exports = baseMatches;\n","var castPath = require('./_castPath'),\n   toKey = require('./_toKey');\n\n/**\n * The base implementation of `_.get` without support for default values.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @returns {*} Returns the resolved value.\n */\nfunction baseGet(object, path) {\n path = castPath(path, object);\n\n var index = 0,\n   length = path.length;\n\n while (object != null && index < length) {\n   object = object[toKey(path[index++])];\n }\n return (index && index == length) ? object : undefined;\n}\n\nmodule.exports = baseGet;\n","/**\n * A specialized version of `_.every` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} predicate The function invoked per iteration.\n * @returns {boolean} Returns `true` if all elements pass the predicate check,\n * else `false`.\n */\nfunction arrayEvery(array, predicate) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (!predicate(array[index], index, array)) {\n   return false;\n   }\n }\n return true;\n}\n\nmodule.exports = arrayEvery;\n","/**\n * Checks if `value` is classified as an `Array` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an array, else `false`.\n * @example\n *\n * _.isArray([1, 2, 3]);\n * // => true\n *\n * _.isArray(document.body.children);\n * // => false\n *\n * _.isArray('abc');\n * // => false\n *\n * _.isArray(_.noop);\n * // => false\n */\nvar isArray = Array.isArray;\n\nmodule.exports = isArray;\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Sets the list cache `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf ListCache\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the list cache instance.\n */\nfunction listCacheSet(key, value) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   ++this.size;\n   data.push([key, value]);\n } else {\n   data[index][1] = value;\n }\n return this;\n}\n\nmodule.exports = listCacheSet;\n","// to indexed object, toObject with fallback for non-array-like ES3 strings\nvar IObject = require('./_iobject');\nvar defined = require('./_defined');\nmodule.exports = function (it) {\n return IObject(defined(it));\n};\n","var hasOwnProperty = {}.hasOwnProperty;\nmodule.exports = function (it, key) {\n return hasOwnProperty.call(it, key);\n};\n","var assocIndexOf = require('./_assocIndexOf');\n\n/** Used for built-in method references. */\nvar arrayProto = Array.prototype;\n\n/** Built-in value references. */\nvar splice = arrayProto.splice;\n\n/**\n * Removes `key` and its value from the list cache.\n *\n * @private\n * @name delete\n * @memberOf ListCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction listCacheDelete(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n if (index < 0) {\n   return false;\n }\n var lastIndex = data.length - 1;\n if (index == lastIndex) {\n   data.pop();\n } else {\n   splice.call(data, index, 1);\n }\n --this.size;\n return true;\n}\n\nmodule.exports = listCacheDelete;\n","var arrayMap = require('./_arrayMap'),\n   baseIteratee = require('./_baseIteratee'),\n   baseMap = require('./_baseMap'),\n   baseSortBy = require('./_baseSortBy'),\n   baseUnary = require('./_baseUnary'),\n   compareMultiple = require('./_compareMultiple'),\n   identity = require('./identity');\n\n/**\n * The base implementation of `_.orderBy` without param guards.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function[]|Object[]|string[]} iteratees The iteratees to sort by.\n * @param {string[]} orders The sort orders of `iteratees`.\n * @returns {Array} Returns the new sorted array.\n */\nfunction baseOrderBy(collection, iteratees, orders) {\n var index = -1;\n iteratees = arrayMap(iteratees.length ? iteratees : [identity],

baseUnary(baseIteratee));\n\n var result = baseMap(collection, function(value, key, collection) {\n   var criteria = arrayMap(iteratees, function(iteratee) {\n   return iteratee(value);\n   });\n   return { 'criteria': criteria, 'index': ++index, 'value': value };\n });\n\n return baseSortBy(result, function(object, other) {\n   return compareMultiple(object, other, orders);\n });\n}\n\nmodule.exports = baseOrderBy;\n","// 7.1.1 ToPrimitive(input [, PreferredType])\nvar isObject = require('./_is-object');\n// instead of the ES6 spec version, we didn't implement @@toPrimitive case\n// and the second argument - flag - preferred type is a string\nmodule.exports = function (it, S) {\n if (!isObject(it)) return it;\n var fn, val;\n if (S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n if (typeof (fn = it.valueOf) == 'function' && !isObject(val = fn.call(it))) return val;\n if (!S && typeof (fn = it.toString) == 'function' && !isObject(val = fn.call(it))) return val;\n throw TypeError(\"Can't convert object to primitive value\");\n};\n","/**\n * A specialized version of `_.reduce` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {*} [accumulator] The initial value.\n * @param {boolean} [initAccum] Specify using the first element of `array` as\n * the initial value.\n * @returns {*} Returns the accumulated value.\n */\nfunction arrayReduce(array, iteratee, accumulator, initAccum) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n if (initAccum && length) {\n   accumulator = array[++index];\n }\n while (++index < length) {\n   accumulator = iteratee(accumulator, array[index], index, array);\n }\n return accumulator;\n}\n\nmodule.exports = arrayReduce;\n","'use strict';\nrequire('./es6.regexp.flags');\nvar anObject = require('./_an-object');\nvar $flags = require('./_flags');\nvar DESCRIPTORS = require('./_descriptors');\nvar TO_STRING = 'toString';\nvar $toString = /./[TO_STRING];\n\nvar define = function (fn) {\n require('./_redefine')(RegExp.prototype, TO_STRING, fn, true);\n};\n\n// 21.2.5.14 RegExp.prototype.toString()\nif (require('./_fails')(function () { return $toString.call({ source: 'a', flags: 'b' }) != '/a/b'; })) {\n define(function toString() {\n   var R = anObject(this);\n   return '/'.concat(R.source, '/',\n   'flags' in R ? R.flags : !DESCRIPTORS && R instanceof RegExp ? $flags.call(R) : undefined);\n });\n// FF44- RegExp#toString has a wrong name\n} else if ($toString.name != TO_STRING) {\n define(function toString() {\n   return $toString.call(this);\n });\n}\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'twitter';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f099';\nvar svgPathData = 'M459.37 151.716c.325 4.548.325 9.097.325 13.645 0 138.72-105.583 298.558-298.558 298.558-59.452 0-114.68-17.219-161.137-47.106 8.447.974 16.568 1.299 25.34 1.299 49.055 0 94.213-16.568 130.274-44.832-46.132-.975-84.792-31.188-98.112-72.772 6.498.974 12.995 1.624 19.818 1.624 9.421 0 18.843-1.3 27.614-3.573-48.081-9.747-84.143-51.98-84.143-102.985v-1.299c13.969 7.797 30.214 12.67 47.431 13.319-28.264-18.843-46.781-51.005-46.781-87.391 0-19.492 5.197-37.36 14.294-52.954 51.655 63.675 129.3 105.258 216.365 109.807-1.624-7.797-2.599-15.918-2.599-24.04 0-57.828 46.782-104.934 104.934-104.934 30.213 0 57.502 12.67 76.67 33.137 23.715-4.548 46.456-13.32 66.599-25.34-7.798 24.366-24.366 44.833-46.132 57.827 21.117-2.273 41.584-8.122 60.426-16.243-14.292 20.791-32.161 39.308-52.628 54.253z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faTwitter = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var arrayEach = require('./_arrayEach'),\n   baseEach = require('./_baseEach'),\n   castFunction = require('./_castFunction'),\n   isArray = require('./isArray');\n\n/**\n * Iterates over elements of `collection` and invokes `iteratee` for each\n * element.\n * The iteratee is invoked with three arguments: (value, index|key, collection).\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * **Note:** As with other \"Collections\" methods, objects\n * with a \"length\"\n * property are iterated like arrays. To avoid this behavior use `_.forIn`\n * or `_.forOwn` for object iteration.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @alias each\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Array|Object} Returns `collection`.\n * @see _.forEachRight\n * @example\n *\n * _.forEach([1, 2], function(value) {\n *   console.log(value);\n * });\n * // => Logs `1` then `2`.\n *\n * _.forEach({ 'a': 1, 'b': 2 }, function(value, key) {\n *   console.log(key);\n * });\n * // => Logs 'a' then 'b'

(iteration order is not guaranteed).\n */\nfunction forEach(collection, iteratee) {\n var func = isArray(collection) ? arrayEach : baseEach;\n return func(collection, castFunction(iteratee));\n}\n\nmodule.exports = forEach;\n","// extracted by mini-css-extract-plugin","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=style&index=0&lang=scss&\"","var baseTimes = require('./_baseTimes'),\n   isArguments = require('./isArguments'),\n   isArray = require('./isArray'),\n   isBuffer = require('./isBuffer'),\n   isIndex = require('./_isIndex'),\n   isTypedArray = require('./isTypedArray');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Creates an array of the enumerable property names of the array-like `value`.\n *\n * @private\n * @param {*} value The value to query.\n * @param {boolean} inherited Specify returning inherited property names.\n * @returns {Array} Returns the array of property names.\n */\nfunction arrayLikeKeys(value, inherited) {\n var isArr = isArray(value),\n   isArg = !isArr && isArguments(value),\n   isBuff = !isArr && !isArg && isBuffer(value),\n   isType = !isArr && !isArg && !isBuff && isTypedArray(value),\n   skipIndexes = isArr || isArg || isBuff || isType,\n   result = skipIndexes ? baseTimes(value.length, String) : [],\n   length = result.length;\n\n for (var key in value) {\n   if ((inherited || hasOwnProperty.call(value, key)) &&\n   !(skipIndexes && (\n   // Safari 9 has enumerable `arguments.length` in strict mode.\n   key == 'length' ||\n   // Node.js 0.10 has enumerable non-index properties on buffers.\n   (isBuff && (key == 'offset' || key == 'parent')) ||\n   // PhantomJS 2 has enumerable non-index properties on typed arrays.\n   (isType && (key == 'buffer' || key == 'byteLength' || key == 'byteOffset')) ||\n   // Skip index properties.\n   isIndex(key, length)\n   ))) {\n   result.push(key);\n   }\n }\n return result;\n}\n\nmodule.exports = arrayLikeKeys;\n","// extracted by mini-css-extract-plugin","var createBaseFor = require('./_createBaseFor');\n\n/**\n * The base implementation of `baseForOwn` which iterates over `object`\n * properties returned by `keysFunc` and invokes `iteratee` for each property.\n * Iteratee functions may exit iteration early by explicitly returning `false`.\n *\n * @private\n * @param {Object} object The object to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @returns {Object} Returns `object`.\n */\nvar baseFor = createBaseFor();\n\nmodule.exports = baseFor;\n","/**\n * Creates a function that returns `value`.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {*} value The value to return from the new function.\n * @returns {Function} Returns the new constant function.\n * @example\n *\n * var objects = _.times(2, _.constant({ 'a': 1 }));\n *\n * console.log(objects);\n * // => [{ 'a': 1 }, { 'a': 1 }]\n *\n * console.log(objects[0] === objects[1]);\n * // => true\n */\nfunction constant(value) {\n return function() {\n   return value;\n };\n}\n\nmodule.exports = constant;\n","'use strict';\n// 19.1.2.1 Object.assign(target, source, ...)\nvar getKeys = require('./_object-keys');\nvar gOPS = require('./_object-gops');\nvar pIE = require('./_object-pie');\nvar toObject = require('./_to-object');\nvar IObject = require('./_iobject');\nvar $assign = Object.assign;\n\n// should work with symbols and should have deterministic property order (V8 bug)\nmodule.exports = !$assign || require('./_fails')(function () {\n var A = {};\n var B = {};\n // eslint-disable-next-line no-undef\n var S = Symbol();\n var K = 'abcdefghijklmnopqrst';\n A[S] = 7;\n K.split('').forEach(function (k) { B[k] = k; });\n return $assign({}, A)[S] != 7 || Object.keys($assign({}, B)).join('') != K;\n}) ? function assign(target, source) { // eslint-disable-line no-unused-vars\n var T = toObject(target);\n var aLen = arguments.length;\n var index = 1;\n var

getSymbols = gOPS.f;\n var isEnum = pIE.f;\n while (aLen > index) {\n   var S = IObject(arguments[index++]);\n var keys = getSymbols ? getKeys(S).concat(getSymbols(S)) : getKeys(S);\n   var length = keys.length;\n   var j = 0;\n   var key;\n   while (length > j) if (isEnum.call(S, key = keys[j++])) T[key] = S[key];\n } return T;\n} : $assign;\n","\"use strict\";\n\nvar isValue = require(\"../is-value\");\n\nvar keys = Object.keys;\n\nmodule.exports = function (object) { return keys(isValue(object) ? Object(object) : object); };\n","var baseIsTypedArray = require('./_baseIsTypedArray'),\n   baseUnary = require('./_baseUnary'),\n   nodeUtil = require('./_nodeUtil');\n\n/* Node.js helper references. */\nvar nodeIsTypedArray = nodeUtil && nodeUtil.isTypedArray;\n\n/**\n * Checks if `value` is classified as a typed array.\n *\n * @static\n * @memberOf _\n * @since 3.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n * @example\n *\n * _.isTypedArray(new Uint8Array);\n * // => true\n *\n * _.isTypedArray([]);\n * // => false\n */\nvar isTypedArray = nodeIsTypedArray ? baseUnary(nodeIsTypedArray) : baseIsTypedArray;\n\nmodule.exports = isTypedArray;\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"","","var baseGetTag = require('./_baseGetTag'),\n   isLength = require('./isLength'),\n   isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n   arrayTag = '[object Array]',\n   boolTag = '[object Boolean]',\n   dateTag = '[object Date]',\n   errorTag = '[object Error]',\n   funcTag = '[object Function]',\n   mapTag = '[object Map]',\n   numberTag = '[object Number]',\n   objectTag = '[object Object]',\n   regexpTag = '[object RegExp]',\n   setTag = '[object Set]',\n   stringTag = '[object String]',\n   weakMapTag = '[object WeakMap]';\n\nvar arrayBufferTag = '[object ArrayBuffer]',\n   dataViewTag = '[object DataView]',\n   float32Tag = '[object Float32Array]',\n   float64Tag = '[object Float64Array]',\n   int8Tag = '[object Int8Array]',\n   int16Tag = '[object Int16Array]',\n   int32Tag = '[object Int32Array]',\n   uint8Tag = '[object Uint8Array]',\n   uint8ClampedTag = '[object Uint8ClampedArray]',\n   uint16Tag = '[object Uint16Array]',\n   uint32Tag = '[object Uint32Array]';\n\n/** Used to identify `toStringTag` values of typed arrays. */\nvar typedArrayTags = {};\ntypedArrayTags[float32Tag] = typedArrayTags[float64Tag] =\ntypedArrayTags[int8Tag] = typedArrayTags[int16Tag] = typedArrayTags[int32Tag] =\ntypedArrayTags[uint8Tag] = typedArrayTags[uint8ClampedTag] = typedArrayTags[uint16Tag] =\ntypedArrayTags[uint32Tag] = true;\ntypedArrayTags[argsTag] = typedArrayTags[arrayTag] =\ntypedArrayTags[arrayBufferTag] = typedArrayTags[boolTag] =\ntypedArrayTags[dataViewTag] = typedArrayTags[dateTag] =\ntypedArrayTags[errorTag] = typedArrayTags[funcTag] =\ntypedArrayTags[mapTag] = typedArrayTags[numberTag] =\ntypedArrayTags[objectTag] = typedArrayTags[regexpTag] =\ntypedArrayTags[setTag] = typedArrayTags[stringTag] =\ntypedArrayTags[weakMapTag] = false;\n\n/**\n * The base implementation of `_.isTypedArray` without Node.js optimizations.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a typed array, else `false`.\n */\nfunction baseIsTypedArray(value) {\n return isObjectLike(value) &&\n   isLength(value.length) && !!typedArrayTags[baseGetTag(value)];\n}\n\nmodule.exports = baseIsTypedArray;\n","var baseToString = require('./_baseToString');\n\n/**\n * Converts `value` to a string. An empty string is returned for `null`\n * and `undefined` values. The sign of `-0` is preserved.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to convert.\n * @returns {string} Returns the converted string.\n

* @example\n *\n * _.toString(null);\n * // => "\n *\n * _.toString(-0);\n * // => '-0'\n *\n * _.toString([1, 2, 3]);\n *
// => '1,2,3'\n */\nfunction toString(value) {\n return value == null ? '' : baseToString(value);\n}\n\nmodule.exports
= toString;\n","// https://github.com/zloirock/core-js/issues/86#issuecomment-115759028\nvar global =
module.exports = typeof window != 'undefined' && window.Math == Math\n ? window : typeof self != 'undefined'
&& self.Math == Math ? self\n // eslint-disable-next-line no-new-func\n : Function('return this')();\nif (typeof __g
== 'number') __g = global; // eslint-disable-line no-undef\n","var toInteger = require('./_to-integer');\nvar max =
Math.max;\nvar min = Math.min;\nmodule.exports = function (index, length) {\n index = toInteger(index);\n return
index < 0 ? max(index + length, 0) : min(index, length);\n};\n","/**\n * A specialized version of `_.map` for arrays
without support for iteratee\n * shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate
over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new
mapped array.\n */\nfunction arrayMap(array, iteratee) {\n var index = -1,\n length = array == null ? 0 :
array.length,\n result = Array(length);\n\n while (++index < length) {\n result[index] = iteratee(array[index],
index, array);\n }\n return result;\n}\n\nmodule.exports = arrayMap;\n","var getNative = require('./_getNative'),\n
root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Map =
getNative(root, 'Map');\n\nmodule.exports = Map;\n","module.exports = function (exec) {\n try {\n return
!!exec();\n } catch (e) {\n return true;\n }\n};\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used for
built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties.
*/\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Checks if a hash value for `key` exists.\n *\n *
@private\n * @name has\n * @memberOf Hash\n * @param {string} key The key of the entry to check.\n *
@returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction hashHas(key) {\n var data
= this.__data__;\n return nativeCreate ? (data[key] !== undefined) : hasOwnProperty.call(data,
key);\n}\n\nmodule.exports = hashHas;\n","(function (global, factory) {\n\ttypeof exports === 'object' && typeof
module !== 'undefined' ? factory(exports, require('@fortawesome/fontawesome')) :\n\ttypeof define === 'function'
&& define.amd ? define(['exports', '@fortawesome/fontawesome'], factory) :\n\t(factory((global['vue-fontawesome']
= {}),global.FontAwesome));\n}(this, (function (exports,fontawesome) { 'use strict';\n\nfontawesome =
fontawesome && fontawesome.hasOwnProperty('default') ? fontawesome['default'] : fontawesome;\n\nvar
commonjsGlobal = typeof window !== 'undefined' ? window : typeof global !== 'undefined' ? global : typeof self
!== 'undefined' ? self : {};\n\n\n\n\nfunction createCommonjsModule(fn, module) {\n\treturn module = { exports:
{} }, fn(module, module.exports), module.exports;\n}\n\nvar humps = createCommonjsModule(function (module)
{\n// =========\n// = humps =\n// =========\n// Underscore-to-camelCase converter (and vice versa)\n// for
strings and object keys\n\n// humps is copyright © 2012+ Dom Christie\n// Released under the MIT
license.\n\n(function(global) {\n\n var _processKeys = function(convert, obj, options) {\n if(!_isObject(obj) ||
_isDate(obj) || _isRegExp(obj) || _isBoolean(obj) || _isFunction(obj)) {\n return obj;\n }\n\n var output,\n
i = 0,\n l = 0;\n\n if(_isArray(obj)) {\n output = [];\n for(l=obj.length; i<l; i++) {\n
output.push(_processKeys(convert, obj[i], options));\n }\n }\n else {\n output = {};\n for(var key in
obj) {\n if(Object.prototype.hasOwnProperty.call(obj, key)) {\n output[convert(key, options)] =
_processKeys(convert, obj[key], options);\n }\n }\n }\n return output;\n };\n\n // String conversion
methods\n\n var separateWords = function(string, options) {\n options = options || {};\n var separator =
options.separator || '_';\n var split = options.split || /(?=[A-Z])/;\n\n return string.split(split).join(separator);\n
};\n\n var camelize = function(string) {\n if (_isNumerical(string)) {\n return string;\n }\n string =
string.replace(/[\\-_\\s]+(.)?/g, function(match, chr) {\n return chr ? chr.toUpperCase() : '';\n });\n // Ensure 1st
char is always lowercase\n return string.substr(0, 1).toLowerCase() + string.substr(1);\n };\n\n var pascalize =
function(string) {\n var camelized = camelize(string);\n // Ensure 1st char is always uppercase\n return
camelized.substr(0, 1).toUpperCase() + camelized.substr(1);\n };\n\n var decamelize = function(string, options) {\n
return separateWords(string, options).toLowerCase();\n };\n\n // Utilities\n // Taken from Underscore.js\n\n var
toString = Object.prototype.toString;\n\n var _isFunction = function(obj) {\n return typeof(obj) === 'function';\n
};\n var _isObject = function(obj) {\n return obj === Object(obj);\n };\n var _isArray = function(obj) {\n
return toString.call(obj) == '[object Array]';\n };\n var _isDate = function(obj) {\n return toString.call(obj) ==

'[object Date]';\n };\n var _isRegExp = function(obj) {\n   return toString.call(obj) == '[object RegExp]';\n };\n var _isBoolean = function(obj) {\n   return toString.call(obj) == '[object Boolean]';\n };\n\n // Performant way to determine if obj coerces to a number\n var _isNumerical = function(obj) {\n   obj = obj - 0;\n   return obj === obj;\n };\n\n // Sets up function which handles processing keys\n // allowing the convert function to be modified by a callback\n var _processor = function(convert, options) {\n   var callback = options && 'process' in options ? options.process : options;\n\n   if(typeof(callback) !== 'function') {\n   return convert;\n   }\n\n   return function(string, options) {\n   return callback(string, convert, options);\n   }\n };\n\n var humps = {\n   camelize: camelize,\n   decamelize: decamelize,\n   pascalize: pascalize,\n   depascalize: decamelize,\n   camelizeKeys: function(object, options) {\n   return _processKeys(_processor(camelize, options), object);\n   },\n   decamelizeKeys: function(object, options) {\n   return _processKeys(_processor(decamelize, options), object, options);\n   },\n   pascalizeKeys: function(object, options) {\n   return _processKeys(_processor(pascalize, options), object);\n   },\n   depascalizeKeys: function () {\n   return this.decamelizeKeys.apply(this, arguments);\n   }\n };\n\n if (typeof undefined === 'function' && undefined.amd) {\n   undefined(humps);\n } else if ('object' !== 'undefined' && module.exports) {\n   module.exports = humps;\n } else {\n   global.humps = humps;\n }\n\n})(commonjsGlobal);\n});\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) {\n return typeof obj;} : function (obj) {\n return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj;};\n\n\n\n\nvar asyncGenerator = function () {\n function AwaitValue(value) {\n   this.value = value;\n }\n\n function AsyncGenerator(gen) {\n   var front, back;\n\n   function send(key, arg) {\n   return new Promise(function (resolve, reject) {\n   var request = {\n   key: key,\n   arg: arg,\n   resolve: resolve,\n   reject: reject,\n   next: null\n   };\n\n   if (back) {\n   back = back.next = request;\n   } else {\n   front = back = request;\n   resume(key, arg);\n   }\n   });\n   }\n\n   function resume(key, arg) {\n   try {\n   var result = gen[key](arg);\n   var value = result.value;\n\n   if (value instanceof AwaitValue) {\n   Promise.resolve(value.value).then(function (arg) {\n   resume(\"next\", arg);\n   }, function (arg) {\n   resume(\"throw\", arg);\n   });\n   } else {\n   settle(result.done ? \"return\" : \"normal\", result.value);\n   }\n   } catch (err) {\n   settle(\"throw\", err);\n   }\n   }\n\n   function settle(type, value) {\n   switch (type) {\n   case \"return\":\n   front.resolve({\n   value: value,\n   done: true\n   });\n   break;\n   case \"throw\":\n   front.reject(value);\n   break;\n   default:\n   front.resolve({\n   value: value,\n   done: false\n   });\n   break;\n   }\n\n   front = front.next;\n\n   if (front) {\n   resume(front.key, front.arg);\n   } else {\n   back = null;\n   }\n   }\n\n   this._invoke = send;\n\n   if (typeof gen.return !== \"function\") {\n   this.return = undefined;\n   }\n }\n\n if (typeof Symbol === \"function\" && Symbol.asyncIterator) {\n   AsyncGenerator.prototype[Symbol.asyncIterator] = function () {\n   return this;\n   };\n }\n\n AsyncGenerator.prototype.next = function (arg) {\n   return this._invoke(\"next\", arg);\n };\n\n AsyncGenerator.prototype.throw = function (arg) {\n   return this._invoke(\"throw\", arg);\n };\n\n AsyncGenerator.prototype.return = function (arg) {\n   return this._invoke(\"return\", arg);\n };\n\n return {\n   wrap: function (fn) {\n   return function () {\n   return new AsyncGenerator(fn.apply(this, arguments));\n   };\n   },\n   await: function (value) {\n   return new AwaitValue(value);\n   }\n };\n}();\n\n\n\n\n\n\n\n\n\n\nvar defineProperty = function (obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n};\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n\n\n\n\n\n\n\n\nvar objectWithoutProperties = function (obj, keys) {\n var target = {};\n\n for (var i in obj) {\n   if (keys.indexOf(i) >= 0) continue;\n   if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n   target[i] = obj[i];\n }\n\n return target;\n};\n\n\n\n\n\n\n\n\n\n\n\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n   return

arr2;\n } else {\n return Array.from(arr);\n }\n};\n\nfunction styleToObject(style) {\n return style.split(';').map(function (s) {\n return s.trim();\n }).filter(function (s) {\n return s;\n }).reduce(function (acc, pair) {\n var i = pair.indexOf(':');\n var prop = humps.camelize(pair.slice(0, i));\n var value = pair.slice(i + 1).trim();\n\n acc[prop] = value;\n\n return acc;\n }, {});\n}\n\nfunction classToObject(cls) {\n return cls.split(/\\s+/).reduce(function (acc, c) {\n acc[c] = true;\n\n return acc;\n }, {});\n}\n\nfunction combineClassObjects() {\n for (var _len = arguments.length, objs = Array(_len), _key = 0; _key < _len; _key++) {\n objs[_key] = arguments[_key];\n }\n\n return objs.reduce(function (acc, obj) {\n if (Array.isArray(obj)) {\n acc = acc.concat(obj);\n } else {\n acc.push(obj);\n }\n\n return acc;\n }, []);\n}\n\nfunction convert(h, element) {\n var props = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n var data = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : {};\n\n var children = (element.children || []).map(convert.bind(null, h));\n\n var mixins = Object.keys(element.attributes || {}).reduce(function (acc, key) {\n var val = element.attributes[key];\n\n switch (key) {\n case 'class':\n acc['class'] = classToObject(val);\n break;\n case 'style':\n acc['style'] = styleToObject(val);\n break;\n default:\n acc.attrs[key] = val;\n }\n\n return acc;\n }, { 'class': {}, style: {}, attrs: {} });\n\n var _data$class = data.class,\n dClass = _data$class === undefined ? {} : _data$class,\n _data$style = data.style,\n dStyle = _data$style === undefined ? {} : _data$style,\n _data$attrs = data.attrs,\n dAttrs = _data$attrs === undefined ? {} : _data$attrs,\n remainingData = objectWithoutProperties(data, ['class', 'style', 'attrs']);\n\n if (typeof element === 'string') {\n return element;\n } else {\n return h(element.tag, _extends({\n class: combineClassObjects(mixins.class, dClass),\n style: _extends({}, mixins.style, dStyle),\n attrs: _extends({}, mixins.attrs, dAttrs)\n }, remainingData, {\n props: props\n }), children);\n }\n}\n\nvar PRODUCTION = false;\ntry {\n PRODUCTION = process.env.NODE_ENV === 'production';\n} catch (e) { }\n\nvar log = function () {\n if (!PRODUCTION && console && typeof console.error === 'function') {\n var _console;\n\n (_console = console).error.apply(_console, arguments);\n }\n};\n\nfunction objectWithKey(key, value) {\n return Array.isArray(value) && value.length > 0 || !Array.isArray(value) && value ? defineProperty({}, key, value) : {};\n}\n\nfunction classList(props) {\n var _classes;\n\n var classes = (_classes = {\n 'fa-spin': props.spin,\n 'fa-pulse': props.pulse,\n 'fa-fw': props.fixedWidth,\n 'fa-border': props.border,\n 'fa-li': props.listItem,\n 'fa-flip-horizontal': props.flip === 'horizontal' || props.flip === 'both',\n 'fa-flip-vertical': props.flip === 'vertical' || props.flip === 'both'\n }, defineProperty(_classes, 'fa-' + props.size, props.size !== null), defineProperty(_classes, 'fa-rotate-' + props.rotation, props.rotation !== null), defineProperty(_classes, 'fa-pull-' + props.pull, props.pull !== null), _classes);\n\n return Object.keys(classes).map(function (key) {\n return classes[key] ? key : null;\n }).filter(function (key) {\n return key;\n });\n}\n\nfunction addStaticClass(to, what) {\n var val = (to || '').length === 0 ? [] : [to];\n\n return val.concat(what).join(' ');\n}\n\nfunction normalizeIconArgs(icon) {\n if (icon === null) {\n return null;\n }\n\n if ((typeof icon === 'undefined' ? 'undefined' : _typeof(icon)) === 'object' && icon.prefix && icon.iconName) {\n return icon;\n }\n\n if (Array.isArray(icon) && icon.length === 2) {\n return { prefix: icon[0], iconName: icon[1] };\n }\n\n if (typeof icon === 'string') {\n return { prefix: 'fas', iconName: icon };\n }\n}\n\nvar FontAwesomeIcon$1 = {\n name: 'FontAwesomeIcon',\n\n functional: true,\n\n props: {\n border: {\n type: Boolean,\n default: false\n },\n fixedWidth: {\n type: Boolean,\n default: false\n },\n flip: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['horizontal', 'vertical', 'both'].indexOf(value) > -1;\n }\n },\n icon: {\n type: [Object, Array, String],\n required: true\n },\n mask: {\n type: [Object, Array, String],\n default: null\n },\n listItem: {\n type: Boolean,\n default: false\n },\n pull: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['right', 'left'].indexOf(value) > -1;\n }\n },\n pulse: {\n type: Boolean,\n default: false\n },\n rotation: {\n type: Number,\n default: null,\n validator: function validator(value) {\n return [90, 180, 270].indexOf(value) > -1;\n }\n },\n size: {\n type: String,\n default: null,\n validator: function validator(value) {\n return ['lg', 'xs', 'sm', '1x', '2x', '3x', '4x', '5x', '6x', '7x', '8x', '9x', '10x'].indexOf(value) > -1;\n }\n },\n spin: {\n type: Boolean,\n default: false\n },\n transform: {\n type: [String, Object],\n default: null\n },\n symbol: {\n type: [Boolean, String],\n default: false\n }\n },\n\n render: function render(createElement, context) {\n var props = context.props;\n var

iconArgs = props.icon,\n   maskArgs = props.mask,\n   symbol = props.symbol;\n\n   var icon = normalizeIconArgs(iconArgs);\n   var classes = objectWithKey('classes', classList(props));\n   var transform = objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n   var mask = objectWithKey('mask', normalizeIconArgs(maskArgs));\n\n   var renderedIcon = fontawesome.icon(icon, _extends({}, classes, transform, mask, { symbol: symbol }));\n\n   if (!renderedIcon) {\n   return log('Check not find one or more icon(s)', icon, mask);\n   }\n\n   var abstract = renderedIcon.abstract;\n   var convertCurry = convert.bind(null, createElement);\n   return convertCurry(abstract[0], {}, context.data);\n }\n};\n\nvar FontAwesomeLayers = {\n name: 'FontAwesomeLayers',\n\n functional: true,\n\n props: {\n   fixedWidth: {\n   type: Boolean,\n   default: false\n   }\n },\n\n render: function render(createElement, context) {\n   var familyPrefix = fontawesome.config.familyPrefix;\n   var staticClass = context.data.staticClass;\n\n   var classes = [familyPrefix + '-layers'].concat(toConsumableArray(context.props.fixedWidth ? [familyPrefix + '-fw'] : []));\n\n   return createElement('div', _extends({}, context.data, {\n   staticClass: addStaticClass(staticClass, classes)\n   }), context.children);\n }\n};\n\nvar FontAwesomeLayersText = {\n name: 'FontAwesomeLayersText',\n\n functional: true,\n\n props: {\n   value: {\n   type: String,\n   default: ''\n   },\n   transform: {\n   type: [String, Object],\n   default: null\n   }\n },\n\n render: function render(createElement, context) {\n   var props = context.props;\n\n   var transform = objectWithKey('transform', typeof props.transform === 'string' ? fontawesome.parse.transform(props.transform) : props.transform);\n\n   var renderedText = fontawesome.text(props.value, _extends({}, transform));\n\n   var abstract = renderedText.abstract;\n\n   var convertCurry = convert.bind(null, createElement);\n   return convertCurry(abstract[0], {}, context.data);\n }\n};\n\nfontawesome.noAuto();\n\nexports['default'] = FontAwesomeIcon$1;\nexports.FontAwesomeIcon = FontAwesomeIcon$1;\nexports.FontAwesomeLayers = FontAwesomeLayers;\nexports.FontAwesomeLayersText = FontAwesomeLayersText;\n\nObject.defineProperty(exports, '__esModule', { value: true });\n\n})));\n","use strict';\nvar global = require('./_global');\nvar dP = require('./_object-dp');\nvar DESCRIPTORS = require('./_descriptors');\nvar SPECIES = require('./_wks')('species');\n\nmodule.exports = function (KEY) {\n var C = global[KEY];\n if (DESCRIPTORS && C && !C[SPECIES]) dP.f(C, SPECIES, {\n   configurable: true,\n   get: function () { return this; }\n });\n};\n","var mapCacheClear = require('./_mapCacheClear'),\n   mapCacheDelete = require('./_mapCacheDelete'),\n   mapCacheGet = require('./_mapCacheGet'),\n   mapCacheHas = require('./_mapCacheHas'),\n   mapCacheSet = require('./_mapCacheSet');\n\n/**\n * Creates a map cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction MapCache(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `MapCache`.\nMapCache.prototype.clear = mapCacheClear;\nMapCache.prototype['delete'] = mapCacheDelete;\nMapCache.prototype.get = mapCacheGet;\nMapCache.prototype.has = mapCacheHas;\nMapCache.prototype.set = mapCacheSet;\n\nmodule.exports = MapCache;\n","var Stack = require('./_Stack'),\n   equalArrays = require('./_equalArrays'),\n   equalByTag = require('./_equalByTag'),\n   equalObjects = require('./_equalObjects'),\n   getTag = require('./_getTag'),\n   isArray = require('./isArray'),\n   isBuffer = require('./isBuffer'),\n   isTypedArray = require('./isTypedArray');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** `Object#toString` result references. */\nvar argsTag = '[object Arguments]',\n   arrayTag = '[object Array]',\n   objectTag = '[object Object]';\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqual` for arrays and objects which performs\n * deep comparisons and tracks traversed objects enabling objects with circular\n * references to be compared.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} [stack] Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction baseIsEqualDeep(object, other, bitmask, customizer, equalFunc, stack) {\n var objIsArr

= isArray(object),\n   othIsArr = isArray(other),\n   objTag = objIsArr ? arrayTag : getTag(object),\n   othTag = othIsArr ? arrayTag : getTag(other);\n\n objTag = objTag == argsTag ? objectTag : objTag;\n othTag = othTag == argsTag ? objectTag : othTag;\n\n var objIsObj = objTag == objectTag,\n   othIsObj = othTag == objectTag,\n   isSameTag = objTag == othTag;\n\n if (isSameTag && isBuffer(object)) {\n   if (!isBuffer(other)) {\n   return false;\n   }\n   objIsArr = true;\n   objIsObj = false;\n }\n if (isSameTag && !objIsObj) {\n   stack || (stack = new Stack);\n   return (objIsArr || isTypedArray(object))\n   ? equalArrays(object, other, bitmask, customizer, equalFunc, stack)\n   : equalByTag(object, other, objTag, bitmask, customizer, equalFunc, stack);\n }\n if (!(bitmask & COMPARE_PARTIAL_FLAG)) {\n   var objIsWrapped = objIsObj && hasOwnProperty.call(object, '__wrapped__'),\n   othIsWrapped = othIsObj && hasOwnProperty.call(other, '__wrapped__');\n\n   if (objIsWrapped || othIsWrapped) {\n   var objUnwrapped = objIsWrapped ? object.value() : object,\n   othUnwrapped = othIsWrapped ? other.value() : other;\n\n   stack || (stack = new Stack);\n   return equalFunc(objUnwrapped, othUnwrapped, bitmask, customizer, stack);\n   }\n }\n if (!isSameTag) {\n   return false;\n }\n stack || (stack = new Stack);\n return equalObjects(object, other, bitmask, customizer, equalFunc, stack);\n}\n\nmodule.exports = baseIsEqualDeep;\n","\"use strict\";\nmodule.exports = require(\"./is-implemented\")() ? Object.keys : require(\"./shim\");\n","var Hash = require('./_Hash'),\n   ListCache = require('./_ListCache'),\n   Map = require('./_Map');\n\n/**\n * Removes all key-value entries from the map.\n *\n * @private\n * @name clear\n * @memberOf MapCache\n */\nfunction mapCacheClear() {\n this.size = 0;\n this.__data__ = {\n   'hash': new Hash,\n   'map': new (Map || ListCache),\n   'string': new Hash\n };\n}\n\nmodule.exports = mapCacheClear;\n","var arrayPush = require('./_arrayPush'),\n   isArray = require('./isArray');\n\n/**\n * The base implementation of `getAllKeys` and `getAllKeysIn` which uses\n * `keysFunc` and `symbolsFunc` to get the enumerable property names and\n * symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Function} keysFunc The function to get the keys of `object`.\n * @param {Function} symbolsFunc The function to get the symbols of `object`.\n * @returns {Array} Returns the array of property names and symbols.\n */\nfunction baseGetAllKeys(object, keysFunc, symbolsFunc) {\n var result = keysFunc(object);\n return isArray(object) ? result : arrayPush(result, symbolsFunc(object));\n}\n\nmodule.exports = baseGetAllKeys;\n","var ListCache = require('./_ListCache'),\n   stackClear = require('./_stackClear'),\n   stackDelete = require('./_stackDelete'),\n   stackGet = require('./_stackGet'),\n   stackHas = require('./_stackHas'),\n   stackSet = require('./_stackSet');\n\n/**\n * Creates a stack cache object to store key-value pairs.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Stack(entries) {\n var data = this.__data__ = new ListCache(entries);\n this.size = data.size;\n}\n\n// Add methods to `Stack`.\nStack.prototype.clear = stackClear;\nStack.prototype['delete'] = stackDelete;\nStack.prototype.get = stackGet;\nStack.prototype.has = stackHas;\nStack.prototype.set = stackSet;\n\nmodule.exports = Stack;\n","/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/**\n * Adds `value` to the array cache.\n *\n * @private\n * @name add\n * @memberOf SetCache\n * @alias push\n * @param {*} value The value to cache.\n * @returns {Object} Returns the cache instance.\n */\nfunction setCacheAdd(value) {\n this.__data__.set(value, HASH_UNDEFINED);\n return this;\n}\n\nmodule.exports = setCacheAdd;\n","var def = require('./_object-dp').f;\nvar has = require('./_has');\nvar TAG = require('./_wks')('toStringTag');\n\nmodule.exports = function (it, tag, stat) {\n if (it && !has(it = stat ? it : it.prototype, TAG)) def(it, TAG, { configurable: true, value: tag });\n};\n","var dP = require('./_object-dp').f;\nvar FProto = Function.prototype;\nvar nameRE = /^\\s*function ([^ (]*)/;\nvar NAME = 'name';\n\n// 19.2.4.2 name\nNAME in FProto || require('./_descriptors') && dP(FProto, NAME, {\n configurable: true,\n get: function () {\n   try {\n   return (" + this).match(nameRE)[1];\n   } catch (e) {\n   return '';\n   }\n }\n});\n","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"; export default

mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"","/**\n * Gets the stack value for `key`.\n *\n * @private\n * @name get\n * @memberOf Stack\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction stackGet(key) {\n return this.__data__.get(key);\n}\n\nmodule.exports = stackGet;\n","/**\n * A specialized version of `_.forEach` for arrays without support for\n * iteratee shorthands.\n *\n * @private\n * @param {Array} [array] The array to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns `array`.\n */\nfunction arrayEach(array, iteratee) {\n var index = -1,\n   length = array == null ? 0 : array.length;\n\n while (++index < length) {\n   if (iteratee(array[index], index, array) === false) {\n   break;\n   }\n }\n return array;\n}\n\nmodule.exports = arrayEach;\n","var global = require('./_global');\nvar macrotask = require('./_task').set;\nvar Observer = global.MutationObserver || global.WebKitMutationObserver;\nvar process = global.process;\nvar Promise = global.Promise;\nvar isNode = require('./_cof')(process) == 'process';\nmodule.exports = function () {\n var head, last, notify;\n\n var flush = function () {\n   var parent, fn;\n   if (isNode && (parent = process.domain)) parent.exit();\n   while (head) {\n   fn = head.fn;\n   head = head.next;\n   try {\n   fn();\n   } catch (e) {\n   if (head) notify();\n   else last = undefined;\n   throw e;\n   }\n   } last = undefined;\n   if (parent) parent.enter();\n };\n\n // Node.js\n if (isNode) {\n   notify = function () {\n   process.nextTick(flush);\n   };\n // browsers with MutationObserver, except iOS Safari - https://github.com/zloirock/core-js/issues/339\n } else if (Observer && !(global.navigator && global.navigator.standalone)) {\n   var toggle = true;\n   var node = document.createTextNode('');\n   new Observer(flush).observe(node, { characterData: true }); // eslint-disable-line no-new\n   notify = function () {\n   node.data = toggle = !toggle;\n   };\n // environments with maybe non-completely correct, but existent Promise\n } else if (Promise && Promise.resolve) {\n   // Promise.resolve without an argument throws an error in LG WebOS 2\n   var promise = Promise.resolve(undefined);\n   notify = function () {\n   promise.then(flush);\n   };\n // for other environments - macrotask based on:\n // - setImmediate\n // - MessageChannel\n // - window.postMessag\n // - onreadystatechange\n // - setTimeout\n } else {\n   notify = function () {\n   // strange IE + webpack dev server bug - use .call(global)\n   macrotask.call(global, flush);\n   };\n }\n\n return function (fn) {\n   var task = { fn: fn, next: undefined };\n   if (last) last.next = task;\n   if (!head) {\n   head = task;\n   notify();\n   } last = task;\n };\n};\n","var core = module.exports = { version: '2.5.7' };\nif (typeof __e == 'number') __e = core; // eslint-disable-line no-undef\n","module.exports = {};\n","/**\n * A faster alternative to `Function#apply`, this function invokes `func`\n * with the `this` binding of `thisArg` and the arguments of `args`.\n *\n * @private\n * @param {Function} func The function to invoke.\n * @param {*} thisArg The `this` binding of `func`.\n * @param {Array} args The arguments to invoke `func` with.\n * @returns {*} Returns the result of `func`.\n */\nfunction apply(func, thisArg, args) {\n switch (args.length) {\n   case 0: return func.call(thisArg);\n   case 1: return func.call(thisArg, args[0]);\n   case 2: return func.call(thisArg, args[0], args[1]);\n   case 3: return func.call(thisArg, args[0], args[1], args[2]);\n }\n return func.apply(thisArg, args);\n}\n\nmodule.exports = apply;\n","var baseHasIn = require('./_baseHasIn'),\n   hasPath = require('./_hasPath');\n\n/**\n * Checks if `path` is a direct or inherited property of `object`.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n * @example\n *\n * var object = _.create({ 'a': _.create({ 'b': 2 }) });\n *\n * _.hasIn(object, 'a');\n * // => true\n *\n * _.hasIn(object, 'a.b');\n * // => true\n *\n * _.hasIn(object, ['a', 'b']);\n * // => true\n *\n * _.hasIn(object, 'b');\n * // => false\n */\nfunction hasIn(object, path) {\n return object != null && hasPath(object, path, baseHasIn);\n}\n\nmodule.exports = hasIn;\n","var anObject = require('./_an-object');\nvar IE8_DOM_DEFINE = require('./_ie8-dom-define');\nvar toPrimitive = require('./_to-primitive');\nvar dP = Object.defineProperty;\n\nexports.f = require('./_descriptors') ? Object.defineProperty : function defineProperty(O,

P, Attributes) {\n anObject(O);\n P = toPrimitive(P, true);\n anObject(Attributes);\n if (IE8_DOM_DEFINE) try {\n return dP(O, P, Attributes);\n } catch (e) { /* empty */ }\n if ('get' in Attributes || 'set' in Attributes) throw TypeError('Accessors not supported!');\n if ('value' in Attributes) O[P] = Attributes.value;\n return O;\n};\n","// Works with __proto__ only. Old v8 can't work with null proto objects.\n/* eslint-disable no-proto */\nvar isObject = require('./_is-object');\nvar anObject = require('./_an-object');\nvar check = function (O, proto) {\n anObject(O);\n if (!isObject(proto) && proto !== null) throw TypeError(proto + \": can't set as prototype!\");\n};\nmodule.exports = {\n set: Object.setPrototypeOf || ('__proto__' in {} ? // eslint-disable-line\n function (test, buggy, set) {\n try {\n set = require('./_ctx')(Function.call, require('./_object-gopd').f(Object.prototype, '__proto__').set, 2);\n set(test, []);\n buggy = !(test instanceof Array);\n } catch (e) { buggy = true; }\n return function setPrototypeOf(O, proto) {\n check(O, proto);\n if (buggy) O.__proto__ = proto;\n else set(O, proto);\n return O;\n };\n }({}, false) : undefined),\n check: check\n};\n","module.exports = require(\"vue\");","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fab';\nvar iconName = 'facebook';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f09a';\nvar svgPathData = 'M448 56.7v398.5c0 13.7-11.1 24.7-24.7 24.7H309.1V306.5h58.2l8.7-67.6h-67v-43.2c0-19.6 5.4-32.9 33.5-32.9h35.8v-60.5c-6.2-.8-27.4-2.7-52.2-2.7-51.6 0-87 31.5-87 89.4v49.9h-58.4v67.6h58.4V480H24.7C11.1 480 0 468.9 0 455.3V56.7C0 43.1 11.1 32 24.7 32h398.5c13.7 0 24.8 11.1 24.8 24.7z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n]};\n\nexports.faFacebook = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","import mod from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"; export default mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"","// extracted by mini-css-extract-plugin","module.exports =

\"data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAIgAAABaCAYAAABjTB52AAAABmJLR0QA/wD/AP+gvaeTAAAACXBIWXMAAAsTAAALEwEAmpwYAAAAB3RJTUUH4gkSEA4ZhpbLcgAABedJREFUeNrtnVtsFFUYgL+Z2d22uy0N0FKLaL1LAiJEExWjECXWNBiiUDReXgQiCAblQRMVm6BRAiQQzQmGjS+G BICJFwEymoUSwxIGK4VA3hUm61FHrZy+zxYUtSCGB7Zpk5y/xfMg/dmX/Pv2e+OWfOmkOCEJ4aLChrC K33VQs9eEdqzDTLLh0CXY+BmgCqBqjs2QYDTq8Dk8BfwH6wvofYWuj+R057vvwSpd2D1U3srhZVugrc2fVEtug OQsULXAGA9y7wJrDcRRW+idL7C5wh2ucnqOQ+dF7+ZFaUAP6HxdtAqoSYCm9Lan9bCXgzgWWt36el9y6wH4 XquNX/zfYYCzVzXJenduBPvfKdabbZ9yxP2fohoBjUXKMpzAcWg3oaWfeBMlc7kMm2PmWlVx2HB18CTPhQ2 DDLLfgD0Csg2ixEVtn3kpJa6Dlkaf5OiFegfsj0QJowWpKIPOReDeYpXY4H9H9iWhhrCCtnwJ3BJJuDmgnOM6KGc YI400A9a0Yu2RW5rk4wRJB4NWQ/NqheBkHnZ6KHMYj0zwVKDKubJyAyXgQx4sZUzTSzetw5YRfEgHmQ1 hlAuccv2QfWd8ABsFpBxYFoOrJPaPRZKKUDIuwyJIcKMGGGL7OYx8CeBe5aUJfYXfU6nFwE6mX9+km+BM yXLiYQKKkuBezSDT0NsXE6Oy3G8A7KzwVrsQeBJcg8SGP+O1W/FrLcgeaBvxz78JrBbBbM8kRMGiACBLMfMM 4zcCzcMvKvh++NQN2g34dtT8TgggRz/6E7a7oFDib7FzJ6PXBKKU+SxIkgwDNbsXvbv0P2ZnGtiuKfJIESRYYkjQF+Vszbqe/IosgAbUgUUU5JBmeYNEkGD/WGNkkGDQNhR10asa1iSCFFYgmltKMMyeChEIQ/WGTZlxEBBEEUQQQQRRRPCPkN18WR3oPbTLiCChIP0rcLe0C9C9LCCKIIIIIg3rzYh+8ep4hpKPa82307JcUyzNOE6wLIMGgwWfHQes3yyykMqiB0r16VDPufPEUQr2iu30JcUyzNOE6wLIMGgwWfHZsqZoSXrBlsvA37gAqJ2i30JJbuClTNOE6wLIMGgwWfHqes3yuryw0MqiB0r16VyZJHKenJyeOIOx0A6AJ7hYes3wyyksqiB0r16Vw5JKKenJyeOIIOJoO6wJ7h6v0JjqA0MqiB0r16XP3XphqlizNOE6wLIM4gwWfHQq2C2y0Vj6V1yyMqiB0r16XP3XphqlizNOE6wLIM4gwWfHQq2C2y0Vj6V1yyMqiB0r16XP3Xphqli
zPMvfPEUQr2iu30JcUyzNOE6LIMGgWfHQes3yykMqiB0yQRiuKZbuClenClyQoQUqiKW5Hq16VDPufs

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require('./_object-keys-internal');\nvar hiddenKeys = require('./_enum-bug-keys').concat('length', 'prototype');\n\nexports.f = Object.getOwnPropertyNames || function getOwnPropertyNames(O) {\n return $keys(O, hiddenKeys);\n};\n","/**\n * Creates a unary function that invokes `func` with its argument transformed.\n *\n * @private\n * @param {Function} func The function to wrap.\n * @param {Function} transform The argument transform.\n * @returns {Function} Returns the new function.\n */\nfunction overArg(func, transform) {\n return function(arg) {\n return func(transform(arg));\n };\n}\n\nmodule.exports = overArg;\n","var getMapData = require('./_getMapData');\n\n/**\n * Removes `key` and its value from the map.\n *\n * @private\n * @name delete\n * @memberOf MapCache\n * @param {string} key The key of the value to remove.\n * @returns {boolean} Returns `true` if the entry was removed, else `false`.\n */\nfunction mapCacheDelete(key) {\n var result = getMapData(this, key)['delete'](key);\n this.size -= result ? 1 : 0;\n return result;\n}\n\nmodule.exports = mapCacheDelete;\n","// ES2015 Symbol polyfill for environments that do not (or partially) support it\n\n'use strict';\n\nvar d = require('d')\n , validateSymbol = require('./validate-symbol')\n\n , create = Object.create, defineProperties = Object.defineProperties\n , defineProperty = Object.defineProperty, objPrototype = Object.prototype\n , NativeSymbol, SymbolPolyfill, HiddenSymbol, globalSymbols = create(null)\n , isNativeSafe;\n\nif (typeof Symbol === 'function') {\n\tNativeSymbol = Symbol;\n\ttry {\n\t\tString(NativeSymbol());\n\t\tisNativeSafe = true;\n\t} catch (ignore) {}\n}\n\nvar generateName = (function () {\n\tvar created = create(null);\n\treturn function (desc) {\n\t\tvar postfix = 0, name, ie11BugWorkaround;\n\t\twhile (created[desc + (postfix || '')]) ++postfix;\n\t\tdesc += (postfix || '');\n\t\tcreated[desc] = true;\n\t\tname = '@@' + desc;\n\t\tdefineProperty(objPrototype, name, d.gs(null, function (value) {\n\t\t\t// For IE11 issue see:\n\t\t\t// https://connect.microsoft.com/IE/feedbackdetail/view/1928508/\n   ie11-broken-getters-on-dom-objects\n\t\t\t// https://github.com/medikoo/es6-symbol/issues/12\n\t\t\tif (ie11BugWorkaround) return;\n\t\t\tie11BugWorkaround = true;\n\t\t\tdefineProperty(this, name, d(value));\n\t\t\tie11BugWorkaround = false;\n\t\t}));\n\t\treturn name;\n\t};\n}());\n\n// Internal constructor (not one exposed) for creating Symbol instances.\n// This one is used to ensure that `someSymbol instanceof Symbol` always return false\nHiddenSymbol = function Symbol(description) {\n\tif (this instanceof HiddenSymbol) throw new TypeError('Symbol is not a constructor');\n\treturn SymbolPolyfill(description);\n};\n\n// Exposed `Symbol` constructor\n// (returns instances of HiddenSymbol)\nmodule.exports = SymbolPolyfill = function Symbol(description) {\n\tvar symbol;\n\tif (this instanceof Symbol) throw new TypeError('Symbol is not a constructor');\n\tif (isNativeSafe) return NativeSymbol(description);\n\tsymbol = create(HiddenSymbol.prototype);\n\tdescription = (description === undefined ? '' : String(description));\n\treturn defineProperties(symbol, {\n\t\t__description__: d('', description),\n\t\t__name__: d('', generateName(description))\n\t});\n};\ndefineProperties(SymbolPolyfill, {\n\tfor: d(function (key) {\n\t\tif (globalSymbols[key]) return globalSymbols[key];\n\t\treturn (globalSymbols[key] = SymbolPolyfill(String(key)));\n\t}),\n\tkeyFor: d(function (s) {\n\t\tvar key;\n\t\tvalidateSymbol(s);\n\t\tfor (key in globalSymbols) if (globalSymbols[key] === s) return key;\n\t}),\n\n\t// To ensure proper interoperability with other native functions (e.g. Array.from)\n\t// fallback to eventual native implementation of given symbol\n\thasInstance: d('', (NativeSymbol && NativeSymbol.hasInstance) || SymbolPolyfill('hasInstance')),\n\tisConcatSpreadable: d('', (NativeSymbol && NativeSymbol.isConcatSpreadable) ||\n\t\tSymbolPolyfill('isConcatSpreadable')),\n\titerator:

d(", (NativeSymbol && NativeSymbol.iterator) || SymbolPolyfill('iterator')),\n\tmatch: d(", (NativeSymbol && NativeSymbol.match) || SymbolPolyfill('match')),\n\treplace: d(", (NativeSymbol && NativeSymbol.replace) || SymbolPolyfill('replace')),\n\tsearch: d(", (NativeSymbol && NativeSymbol.search) || SymbolPolyfill('search')),\n\tspecies: d(", (NativeSymbol && NativeSymbol.species) || SymbolPolyfill('species')),\n\tsplit: d(", (NativeSymbol && NativeSymbol.split) || SymbolPolyfill('split')),\n\ttoPrimitive: d(", (NativeSymbol && NativeSymbol.toPrimitive) || SymbolPolyfill('toPrimitive')),\n\ttoStringTag: d(", (NativeSymbol && NativeSymbol.toStringTag) || SymbolPolyfill('toStringTag')),\n\tunscopables: d(", (NativeSymbol && NativeSymbol.unscopables) || SymbolPolyfill('unscopables'))\n});\n\n// Internal tweaks for real symbol producer\ndefineProperties(HiddenSymbol.prototype, {\n\tconstructor: d(SymbolPolyfill),\n\ttoString: d(", function () { return this.__name__; })\n});\n\n// Proper implementation of methods exposed on Symbol.prototype\n// They won't be accessible on produced symbol instances as they derive from HiddenSymbol.prototype\ndefineProperties(SymbolPolyfill.prototype, {\n\ttoString: d(function () { return 'Symbol (' + validateSymbol(this).__description__ + ')'; }),\n\tvalueOf: d(function () { return validateSymbol(this); })\n});\ndefineProperty(SymbolPolyfill.prototype, SymbolPolyfill.toPrimitive, d(", function () {\n\tvar symbol = validateSymbol(this);\n\tif (typeof symbol === 'symbol') return symbol;\n\treturn symbol.toString();\n}));\ndefineProperty(SymbolPolyfill.prototype, SymbolPolyfill.toStringTag, d('c', 'Symbol'));\n\n// Proper implementaton of toPrimitive and toStringTag for returned symbol instances\ndefineProperty(HiddenSymbol.prototype, SymbolPolyfill.toStringTag,\n\td('c', SymbolPolyfill.prototype[SymbolPolyfill.toStringTag]));\n\n// Note: It's important to define `toPrimitive` as last one, as some implementations\n// implement `toPrimitive` natively without implementing `toStringTag` (or other specified symbols)\n// And that may invoke error in definition flow:\n// See: https://github.com/medikoo/es6-symbol/issues/13#issuecomment-164146149\ndefineProperty(HiddenSymbol.prototype, SymbolPolyfill.toPrimitive,\n\td('c', SymbolPolyfill.prototype[SymbolPolyfill.toPrimitive]));\n","var isArrayLike = require('./isArrayLike');\n\n/**\n * Creates a `baseEach` or `baseEachRight` function.\n *\n * @private\n * @param {Function} eachFunc The function to iterate over a collection.\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseEach(eachFunc, fromRight) {\n return function(collection, iteratee) {\n   if (collection == null) {\n   return collection;\n   }\n   if (!isArrayLike(collection)) {\n   return eachFunc(collection, iteratee);\n   }\n   var length = collection.length,\n   index = fromRight ? length : -1,\n   iterable = Object(collection);\n\n   while ((fromRight ? index-- : ++index < length)) {\n   if (iteratee(iterable[index], index, iterable) === false) {\n   break;\n   }\n   }\n   return collection;\n };\n}\n\nmodule.exports = createBaseEach;\n","var baseGetTag = require('./_baseGetTag'),\n   isObject = require('./isObject');\n\n/** `Object#toString` result references. */\nvar asyncTag = '[object AsyncFunction]',\n   funcTag = '[object Function]',\n   genTag = '[object GeneratorFunction]',\n   proxyTag = '[object Proxy]';\n\n/**\n * Checks if `value` is classified as a `Function` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a function, else `false`.\n * @example\n *\n * _.isFunction(_);\n * // => true\n *\n * _.isFunction(/abc/);\n * // => false\n */\nfunction isFunction(value) {\n if (!isObject(value)) {\n   return false;\n }\n // The use of `Object#toString` avoids issues with the `typeof` operator\n // in Safari 9 which returns 'object' for typed arrays and other constructors.\n var tag = baseGetTag(value);\n return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;\n}\n\nmodule.exports = isFunction;\n","/**\n * Performs a\n * [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero)\n * comparison between two values to determine if they are equivalent.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n * @example\n *\n * var object = { 'a': 1 };\n * var other = { 'a': 1 };\n *\n * _.eq(object, object);\n * // => true\n *\n * _.eq(object, other);\n * // => false\n *\n * _.eq('a', 'a');\n * // => true\n *\n * _.eq('a', Object('a'));\n * // => false\n *\n * _.eq(NaN, NaN);\n * // => true\n */\nfunction eq(value, other) {\n return value === other || (value !== value && other !==

other);\n}\n\nmodule.exports = eq;\n","var Stack = require('./_Stack'),\n   baseIsEqual = require('./_baseIsEqual');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * The base implementation of `_.isMatch` without support for iteratee shorthands.\n *\n * @private\n * @param {Object} object The object to inspect.\n * @param {Object} source The object of property values to match.\n * @param {Array} matchData The property names, values, and compare flags to match.\n * @param {Function} [customizer] The function to customize comparisons.\n * @returns {boolean} Returns `true` if `object` is a match, else `false`.\n */\nfunction baseIsMatch(object, source, matchData, customizer) {\n var index = matchData.length,\n   length = index,\n   noCustomizer = !customizer;\n\n if (object == null) {\n   return !length;\n }\n object = Object(object);\n while (index--) {\n   var data = matchData[index];\n   if ((noCustomizer && data[2])\n   ? data[1] !== object[data[0]]\n   : !(data[0] in object)\n   ) {\n   return false;\n   }\n }\n while (++index < length) {\n   data = matchData[index];\n   var key = data[0],\n   objValue = object[key],\n   srcValue = data[1];\n\n   if (noCustomizer && data[2]) {\n   if (objValue === undefined && !(key in object)) {\n   return false;\n   }\n   } else {\n   var stack = new Stack;\n   if (customizer) {\n   var result = customizer(objValue, srcValue, key, object, source, stack);\n   }\n   if (!(result === undefined\n   ? baseIsEqual(srcValue, objValue, COMPARE_PARTIAL_FLAG | COMPARE_UNORDERED_FLAG, customizer, stack)\n   : result\n   )) {\n   return false;\n   }\n   }\n }\n return true;\n}\n\nmodule.exports = baseIsMatch;\n","\"use strict\";\n\nvar isValue = require(\"./is-value\");\n\nmodule.exports = function (value) {\n\tif (!isValue(value)) throw new TypeError(\"Cannot use null or undefined\");\n\treturn value;\n};\n","var baseEach = require('./_baseEach'),\n   isArrayLike = require('./isArrayLike');\n\n/**\n * The base implementation of `_.map` without support for iteratee shorthands.\n *\n * @private\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} iteratee The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n */\nfunction baseMap(collection, iteratee) {\n var index = -1,\n   result = isArrayLike(collection) ? Array(collection.length) : [];\n\n baseEach(collection, function(value, key, collection) {\n   result[++index] = iteratee(value, key, collection);\n });\n return result;\n}\n\nmodule.exports = baseMap;\n","/**\n * Creates a base function for methods like `_.forIn` and `_.forOwn`.\n *\n * @private\n * @param {boolean} [fromRight] Specify iterating from right to left.\n * @returns {Function} Returns the new base function.\n */\nfunction createBaseFor(fromRight) {\n return function(object, iteratee, keysFunc) {\n   var index = -1,\n   iterable = Object(object),\n   props = keysFunc(object),\n   length = props.length;\n\n   while (length--) {\n   var key = props[fromRight ? length : ++index];\n   if (iteratee(iterable[key], key, iterable) === false) {\n   break;\n   }\n   }\n   return object;\n };\n}\n\nmodule.exports = createBaseFor;\n","var freeGlobal = require('./_freeGlobal');\n\n/** Detect free variable `exports`. */\nvar freeExports = typeof exports == 'object' && exports && !exports.nodeType && exports;\n\n/** Detect free variable `module`. */\nvar freeModule = freeExports && typeof module == 'object' && module && !module.nodeType && module;\n\n/** Detect the popular CommonJS extension `module.exports`. */\nvar moduleExports = freeModule && freeModule.exports === freeExports;\n\n/** Detect free variable `process` from Node.js. */\nvar freeProcess = moduleExports && freeGlobal.process;\n\n/** Used to access faster Node.js helpers. */\nvar nodeUtil = (function() {\n try {\n   // Use `util.types` for Node.js 10+.\n   var types = freeModule && freeModule.require && freeModule.require('util').types;\n\n   if (types) {\n   return types;\n   }\n\n   // Legacy `process.binding('util')` for Node.js < 10.\n   return freeProcess && freeProcess.binding && freeProcess.binding('util');\n } catch (e) {}\n}());\n\nmodule.exports = nodeUtil;\n","var eq = require('./eq'),\n   isArrayLike = require('./isArrayLike'),\n   isIndex = require('./_isIndex'),\n   isObject = require('./isObject');\n\n/**\n * Checks if the given arguments are from an iteratee call.\n *\n * @private\n * @param {*} value The potential iteratee value argument.\n * @param {*} index The potential iteratee index or key argument.\n * @param {*} object The potential iteratee object argument.\n * @returns {boolean} Returns `true` if the arguments are from an iteratee call,\n * else `false`.\n */\nfunction isIterateeCall(value, index, object) {\n if (!isObject(object)) {\n   return false;\n }\n var type = typeof index;\n if (type == 'number'\n   ? (isArrayLike(object) && isIndex(index, object.length))\n   : (type == 'string' && index in object)\n   ) {\n   return eq(object[index], value);\n }\n return false;\n}\n\nmodule.exports =

isIterateeCall;\n","var baseGet = require('./_baseGet');\n\n/**\n * Gets the value at `path` of `object`. If the resolved value is\n * `undefined`, the `defaultValue` is returned in its place.\n *\n * @static\n * @memberOf _\n * @since 3.7.0\n * @category Object\n * @param {Object} object The object to query.\n * @param {Array|string} path The path of the property to get.\n * @param {*} [defaultValue] The value returned for `undefined` resolved values.\n * @returns {*} Returns the resolved value.\n * @example\n *\n * var object = { 'a': [{ 'b': { 'c': 3 } }] };\n *\n * _.get(object, 'a[0].b.c');\n * // => 3\n *\n * _.get(object, ['a', '0', 'b', 'c']);\n * // => 3\n *\n * _.get(object, 'a.b.c', 'default');\n * // => 'default'\n */\nfunction get(object, path, defaultValue) {\n var result = object == null ? undefined : baseGet(object, path);\n return result === undefined ? defaultValue : result;\n}\n\nmodule.exports = get;\n","// optional / simple context binding\nvar aFunction = require('./_a-function');\nmodule.exports = function (fn, that, length) {\n aFunction(fn);\n if (that === undefined) return fn;\n switch (length) {\n   case 1: return function (a) {\n   return fn.call(that, a);\n   };\n   case 2: return function (a, b) {\n   return fn.call(that, a, b);\n   };\n   case 3: return function (a, b, c) {\n   return fn.call(that, a, b, c);\n   };\n }\n return function (/* ...args */) {\n   return fn.apply(that, arguments);\n };\n};\n","// Deprecated\n\n\"use strict\";\n\nmodule.exports = function (obj) {\n return typeof obj === \"function\";\n};\n","// 22.1.3.31 Array.prototype[@@unscopables]\nvar UNSCOPABLES = require('./_wks')('unscopables');\nvar ArrayProto = Array.prototype;\nif (ArrayProto[UNSCOPABLES] == undefined) require('./_hide')(ArrayProto, UNSCOPABLES, {});\nmodule.exports = function (key) {\n ArrayProto[UNSCOPABLES][key] = true;\n};\n","module.exports = function (exec) {\n try {\n   return { e: false, v: exec() };\n } catch (e) {\n   return { e: true, v: e };\n }\n};\n","// 7.1.15 ToLength\nvar toInteger = require('./_to-integer');\nvar min = Math.min;\nmodule.exports = function (it) {\n return it > 0 ? min(toInteger(it), 0x1fffffffffffff) : 0; // pow(2, 53) - 1 == 9007199254740991\n};\n","// Thank's IE8 for his funny defineProperty\nmodule.exports = !require('./_fails')(function () {\n return Object.defineProperty({}, 'a', { get: function () { return 7; } }).a != 7;\n});\n","var root = require('./_root');\n\n/** Built-in value references. */\nvar Symbol = root.Symbol;\n\nmodule.exports = Symbol;\n","var global = require('./_global');\nvar navigator = global.navigator;\n\nmodule.exports = navigator && navigator.userAgent || '';\n","var SetCache = require('./_SetCache'),\n   arraySome = require('./_arraySome'),\n   cacheHas = require('./_cacheHas');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1,\n   COMPARE_UNORDERED_FLAG = 2;\n\n/**\n * A specialized version of `baseIsEqualDeep` for arrays with\n * support for\n * partial deep comparisons.\n *\n * @private\n * @param {Array} array The array to compare.\n * @param {Array} other The other array to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual` for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `array` and `other` objects.\n * @returns {boolean} Returns `true` if the arrays are equivalent, else `false`.\n */\nfunction equalArrays(array, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n   arrLength = array.length,\n   othLength = other.length;\n\n if (arrLength != othLength && !(isPartial && othLength > arrLength)) {\n   return false;\n }\n // Assume cyclic values are equal.\n var stacked = stack.get(array);\n if (stacked && stack.get(other)) {\n   return stacked == other;\n }\n var index = -1,\n   result = true,\n   seen = (bitmask & COMPARE_UNORDERED_FLAG) ? new SetCache : undefined;\n\n stack.set(array, other);\n stack.set(other, array);\n\n // Ignore non-index properties.\n while (++index < arrLength) {\n   var arrValue = array[index],\n   othValue = other[index];\n\n   if (customizer) {\n   var compared = isPartial\n   ? customizer(othValue, arrValue, index, other, array, stack)\n   : customizer(arrValue, othValue, index, array, other, stack);\n   }\n   if (compared !== undefined) {\n   if (compared) {\n   continue;\n   }\n   result = false;\n   break;\n   }\n   // Recursively compare arrays (susceptible to call stack limits).\n   if (seen) {\n   if (!arraySome(other, function(othValue, othIndex) {\n   if (!cacheHas(seen, othIndex) &&\n   (arrValue === othValue || equalFunc(arrValue, othValue, bitmask, customizer, stack))) {\n   return seen.push(othIndex);\n   }\n   })) {\n   result = false;\n   break;\n   }\n   } else if (!(\n   arrValue === othValue ||\n   equalFunc(arrValue, othValue, bitmask, customizer, stack)\n   )) {\n   result = false;\n   break;\n   }\n }\n stack['delete'](array);\n stack['delete'](other);\n return result;\n}\n\nmodule.exports = equalArrays;\n","var constant = require('./constant'),\n

defineProperty = require('./_defineProperty'),\n   identity = require('./identity');\n\n/**\n * The base implementation of `setToString` without support for hot loop shorting.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar baseSetToString = !defineProperty ? identity : function(func, string) {\n return defineProperty(func, 'toString', {\n   'configurable': true,\n   'enumerable': false,\n   'value': constant(string),\n   'writable': true\n });\n};\n\nmodule.exports = baseSetToString;\n","// @@replace logic\nrequire('./_fix-re-wks')('replace', 2, function (defined, REPLACE, $replace) {\n // 21.1.3.14 String.prototype.replace(searchValue, replaceValue)\n return [function replace(searchValue, replaceValue) {\n   'use strict';\n   var O = defined(this);\n   var fn = searchValue == undefined ? undefined : searchValue[REPLACE];\n   return fn !== undefined\n   ? fn.call(searchValue, O, replaceValue)\n   : $replace.call(String(O), searchValue, replaceValue);\n },\n $replace];\n});\n","var getMapData = require('./_getMapData');\n\n/**\n * Checks if a map value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf MapCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction mapCacheHas(key) {\n return getMapData(this, key).has(key);\n}\n\nmodule.exports = mapCacheHas;\n","'use strict';\n// 25.4.1.5 NewPromiseCapability(C)\nvar aFunction = require('./_a-function');\n\nfunction PromiseCapability(C) {\n var resolve, reject;\n this.promise = new C(function ($$resolve, $$reject) {\n   if (resolve !== undefined || reject !== undefined) throw TypeError('Bad Promise constructor');\n   resolve = $$resolve;\n   reject = $$reject;\n });\n this.resolve = aFunction(resolve);\n this.reject = aFunction(reject);\n}\n\nmodule.exports.f = function (C) {\n return new PromiseCapability(C);\n};\n","var baseGetAllKeys = require('./_baseGetAllKeys'),\n   getSymbols = require('./_getSymbols'),\n   keys = require('./keys');\n\n/**\n * Creates an array of own enumerable property names and symbols of `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @returns {Array} Returns the array of property names and symbols.\n */\nfunction getAllKeys(object) {\n return baseGetAllKeys(object, keys, getSymbols);\n}\n\nmodule.exports = getAllKeys;\n","var $export = require('./_export');\nvar defined = require('./_defined');\nvar fails = require('./_fails');\nvar spaces = require('./_string-ws');\nvar space = '[' + spaces + ']';\nvar non = '\\u200b\\u0085';\nvar ltrim = RegExp('^' + space + space + '*');\nvar rtrim = RegExp(space + space + '*$');\n\nvar exporter = function (KEY, exec, ALIAS) {\n var exp = {};\n var FORCE = fails(function () {\n   return !!spaces[KEY]() || non[KEY]() != non;\n });\n var fn = exp[KEY] = FORCE ? exec(trim) : spaces[KEY];\n if (ALIAS) exp[ALIAS] = fn;\n $export($export.P + $export.F * FORCE, 'String', exp);\n};\n\n// 1 -> String#trimLeft\n// 2 -> String#trimRight\n// 3 -> String#trim\nvar trim = exporter.trim = function (string, TYPE) {\n string = String(defined(string));\n if (TYPE & 1) string = string.replace(ltrim, '');\n if (TYPE & 2) string = string.replace(rtrim, '');\n return string;\n};\n\nmodule.exports = exporter;\n","// 7.2.8 IsRegExp(argument)\nvar isObject = require('./_is-object');\nvar cof = require('./_cof');\nvar MATCH = require('./_wks')('match');\nmodule.exports = function (it) {\n var isRegExp;\n return isObject(it) && ((isRegExp = it[MATCH]) !== undefined ? !!isRegExp : cof(it) == 'RegExp');\n};\n","/**\n * Converts `set` to an array of its values.\n *\n * @private\n * @param {Object} set The set to convert.\n * @returns {Array} Returns the values.\n */\nfunction setToArray(set) {\n var index = -1,\n   result = Array(set.size);\n\n set.forEach(function(value) {\n   result[++index] = value;\n });\n return result;\n}\n\nmodule.exports = setToArray;\n","var $iterators = require('./es6.array.iterator');\nvar getKeys = require('./_object-keys');\nvar redefine = require('./_redefine');\nvar global = require('./_global');\nvar hide = require('./_hide');\nvar Iterators = require('./_iterators');\nvar wks = require('./_wks');\nvar ITERATOR = wks('iterator');\nvar TO_STRING_TAG = wks('toStringTag');\nvar ArrayValues = Iterators.Array;\n\nvar DOMIterables = {\n CSSRuleList: true, // TODO: Not spec compliant, should be false.\n CSSStyleDeclaration: false,\n CSSValueList: false,\n ClientRectList: false,\n DOMRectList: false,\n DOMStringList: false,\n DOMTokenList: true,\n DataTransferItemList: false,\n FileList: false,\n HTMLAllCollection: false,\n HTMLCollection: false,\n HTMLFormElement: false,\n HTMLSelectElement: false,\n MediaList: true, // TODO: Not spec compliant, should be false.\n MimeTypeArray: false,\n NamedNodeMap: false,\n NodeList: true,\n PaintRequestList: false,\n Plugin: false,\n PluginArray: false,\n SVGLengthList: false,\n SVGNumberList: false,\n SVGPathSegList: false,\n SVGPointList: false,\n

SVGStringList: false,\n SVGTransformList: false,\n SourceBufferList: false,\n StyleSheetList: true, // TODO: Not spec compliant, should be false.\n TextTrackCueList: false,\n TextTrackList: false,\n TouchList: false\n};\n\nfor (var collections = getKeys(DOMIterables), i = 0; i < collections.length; i++) {\n var NAME = collections[i];\n var explicit = DOMIterables[NAME];\n var Collection = global[NAME];\n var proto = Collection && Collection.prototype;\n var key;\n if (proto) {\n if (!proto[ITERATOR]) hide(proto, ITERATOR, ArrayValues);\n if (!proto[TO_STRING_TAG]) hide(proto, TO_STRING_TAG, NAME);\n Iterators[NAME] = ArrayValues;\n if (explicit) for (key in $iterators) if (!proto[key]) redefine(proto, key, $iterators[key], true);\n }\n}\n","/**\n * The base implementation of `_.unary` without support for storing metadata.\n *\n * @private\n * @param {Function} func The function to cap arguments for.\n * @returns {Function} Returns the new capped function.\n */\nfunction baseUnary(func) {\n return function(value) {\n return func(value);\n };\n}\n\nmodule.exports = baseUnary;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'clipboard';\nvar width = 384;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f328';\nvar svgPathData = 'M384 112v352c0 26.51-21.49 48-48 48H48c-26.51 0-48-21.49-48-48V112c0-26.51 21.49-48 48-48h80c0-35.29 28.71-64 64-64s64 28.71 64 64h80c26.51 0 48 21.49 48 48zM192 40c-13.255 0-24 10.745-24 24s10.745 24 24 24 24-10.745 24-24-10.745-24-24-24m96 114v-20a6 6 0 0 0-6-6H102a6 6 0 0 0-6 6v20a6 6 0 0 0 6 6h180a6 6 0 0 0 6-6z';\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n]};\nexports.faClipboard = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var getAllKeys = require('./_getAllKeys');\n\n/** Used to compose bitmasks for value comparisons. */\nvar COMPARE_PARTIAL_FLAG = 1;\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * A specialized version of `baseIsEqualDeep` for objects with support for\n * partial deep comparisons.\n *\n * @private\n * @param {Object} object The object to compare.\n * @param {Object} other The other object to compare.\n * @param {number} bitmask The bitmask flags. See `baseIsEqual`\n * for more details.\n * @param {Function} customizer The function to customize comparisons.\n * @param {Function} equalFunc The function to determine equivalents of values.\n * @param {Object} stack Tracks traversed `object` and `other` objects.\n * @returns {boolean} Returns `true` if the objects are equivalent, else `false`.\n */\nfunction equalObjects(object, other, bitmask, customizer, equalFunc, stack) {\n var isPartial = bitmask & COMPARE_PARTIAL_FLAG,\n objProps = getAllKeys(object),\n objLength = objProps.length,\n othProps = getAllKeys(other),\n othLength = othProps.length;\n\n if (objLength != othLength && !isPartial) {\n return false;\n }\n var index = objLength;\n while (index--) {\n var key = objProps[index];\n if (!(isPartial ? key in other : hasOwnProperty.call(other, key))) {\n return false;\n }\n }\n // Assume cyclic values are equal.\n var stacked = stack.get(object);\n if (stacked && stack.get(other)) {\n return stacked == other;\n }\n var result = true;\n stack.set(object, other);\n stack.set(other, object);\n\n var skipCtor = isPartial;\n while (++index < objLength) {\n key = objProps[index];\n var objValue = object[key],\n othValue = other[key];\n\n if (customizer) {\n var compared = isPartial\n ? customizer(othValue, objValue, key, other, object, stack)\n : customizer(objValue, othValue, key, object, other, stack);\n }\n // Recursively compare objects (susceptible to call stack limits).\n if (!(compared === undefined\n ? (objValue === othValue || equalFunc(objValue, othValue, bitmask, customizer, stack))\n : compared\n)) {\n result = false;\n break;\n }\n skipCtor || (skipCtor = key == 'constructor');\n }\n if (result && !skipCtor) {\n var objCtor = object.constructor,\n othCtor = other.constructor;\n\n // Non `Object` object instances with different constructors are not equal.\n if (objCtor != othCtor &&\n ('constructor' in object && 'constructor' in other) &&\n !(typeof objCtor == 'function' && objCtor instanceof objCtor &&\n typeof othCtor == 'function' && othCtor instanceof othCtor)) {\n result = false;\n }\n }\n stack['delete'](object);\n stack['delete'](other);\n return result;\n}\n\nmodule.exports = equalObjects;\n","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n/**\n * Checks if `value` is a valid array-like length.\n *\n * **Note:** This method is loosely based on\n * [`ToLength`](http://ecma-international.org/ecma-262/7.0/#sec-

tolength).\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.\n * @example\n *\n * _.isLength(3);\n * // => true\n *\n * _.isLength(Number.MIN_VALUE);\n * // => false\n *\n * _.isLength(Infinity);\n * // => false\n *\n * _.isLength('3');\n * // => false */\nfunction isLength(value) {\n return typeof value == 'number' &&\n   value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;\n}\n\nmodule.exports = isLength;\n","/*!\n * clipboard.js v2.0.4\n * https://zenorocha.github.io/clipboard.js\n * \n * Licensed MIT © Zeno Rocha\n */\n(function webpackUniversalModuleDefinition(root, factory) {\n\tif(typeof exports === 'object' && typeof module === 'object')\n\t\tmodule.exports = factory();\n\telse if(typeof define === 'function' && define.amd)\n\t\tdefine([], factory);\n\telse if(typeof exports === 'object')\n\t\texports[\"ClipboardJS\"] = factory();\n\telse\n\t\troot[\"ClipboardJS\"] = factory();\n})(this, function() {\nreturn /******/ (function(modules) { // webpackBootstrap\n/******/ \t// The module cache\n/******/ \tvar installedModules = {};\n/******/\n/******/ \t// The require function\n/******/ \tfunction __webpack_require__(moduleId) {\n/******/\n/******/ \t\t// Check if module is in cache\n/******/ \t\tif(installedModules[moduleId]) {\n/******/ \t\t\treturn installedModules[moduleId].exports;\n/******/ \t\t}\n/******/ \t\t// Create a new module (and put it into the cache)\n/******/ \t\tvar module = installedModules[moduleId] = {\n/******/ \t\t\ti: moduleId,\n/******/ \t\t\tl: false,\n/******/ \t\t\texports: {}\n/******/ \t\t};\n/******/\n/******/ \t\t// Execute the module function\n/******/ \t\tmodules[moduleId].call(module.exports, module, module.exports, __webpack_require__);\n/******/\n/******/ \t\t// Flag the module as loaded\n/******/ \t\tmodule.l = true;\n/******/\n/******/ \t\t// Return the exports of the module\n/******/ \t\treturn module.exports;\n/******/ \t}\n/******/\n/******/\n/******/ \t// expose the modules object (__webpack_modules__)\n/******/ \t__webpack_require__.m = modules;\n/******/\n/******/ \t// expose the module cache\n/******/ \t__webpack_require__.c = installedModules;\n/******/\n/******/ \t// define getter function for harmony exports\n/******/ \t__webpack_require__.d = function(exports, name, getter) {\n/******/ \t\tif(!__webpack_require__.o(exports, name)) {\n/******/ \t\t\tObject.defineProperty(exports, name, { enumerable: true, get: getter });\n/******/ \t\t}\n/******/ \t};\n/******/\n/******/ \t// define __esModule on exports\n/******/ \t__webpack_require__.r = function(exports) {\n/******/ \t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n/******/ \t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n/******/ \t\t}\n/******/ \t\tObject.defineProperty(exports, '__esModule', { value: true });\n/******/ \t};\n/******/\n/******/ \t// create a fake namespace object\n/******/ \t// mode & 1: value is a module id, require it\n/******/ \t// mode & 2: merge all properties of value into the ns\n/******/ \t// mode & 4: return value when already ns object\n/******/ \t// mode & 8|1: behave like require\n/******/ \t__webpack_require__.t = function(value, mode) {\n/******/ \t\tif(mode & 1) value = __webpack_require__(value);\n/******/ \t\tif(mode & 8) return value;\n/******/ \t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n/******/ \t\tvar ns = Object.create(null);\n/******/ \t\t__webpack_require__.r(ns);\n/******/ \t\tObject.defineProperty(ns, 'default', { enumerable: true, value: value });\n/******/ \t\tif(mode & 2 && typeof value != 'string') for(var key in value) __webpack_require__.d(ns, key, function(key) { return value[key]; }.bind(null, key));\n/******/ \t\treturn ns;\n/******/ \t};\n/******/\n/******/ \t// getDefaultExport function for compatibility with non-harmony modules\n/******/ \t__webpack_require__.n = function(module) {\n/******/ \t\tvar getter = module && module.__esModule ?\n/******/ \t\t\tfunction getDefault() { return module['default']; } :\n/******/ \t\t\tfunction getModuleExports() { return module; };\n/******/ \t\t__webpack_require__.d(getter, 'a', getter);\n/******/ \t\treturn getter;\n/******/ \t};\n/******/\n/******/ \t// Object.prototype.hasOwnProperty.call\n/******/ \t__webpack_require__.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n/******/\n/******/ \t// __webpack_public_path__\n/******/ \t__webpack_require__.p = \"\";\n/******/\n/******/\n/******/ \t// Load entry module and return exports\n/******/ \treturn __webpack_require__(__webpack_require__.s = 0);\n/******/ })\n/**/\n/******/ ([\n/* 0 */\n/***/ (function(module, exports, __webpack_require__) {\n\n\"use strict\";\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) {

return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nvar _clipboardAction = __webpack_require__(1);\n\nvar _clipboardAction2 = _interopRequireDefault(_clipboardAction);\n\nvar _tinyEmitter = __webpack_require__(3);\n\nvar _tinyEmitter2 = _interopRequireDefault(_tinyEmitter);\n\nvar _goodListener = __webpack_require__(4);\n\nvar _goodListener2 = _interopRequireDefault(_goodListener);\n\nfunction _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nfunction _possibleConstructorReturn(self, call) { if (!self) { throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass && superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\n/**\n * Base class which takes one or more elements, adds event listeners to them,\n * and instantiates a new `ClipboardAction` on each click.\n */\nvar Clipboard = function (_Emitter) {\n   _inherits(Clipboard, _Emitter);\n\n   /**\n   * @param {String|HTMLElement|HTMLCollection|NodeList} trigger\n   * @param {Object} options\n   */\n   function Clipboard(trigger, options) {\n   _classCallCheck(this, Clipboard);\n\n   var _this = _possibleConstructorReturn(this, (Clipboard.__proto__ || Object.getPrototypeOf(Clipboard)).call(this));\n\n   _this.resolveOptions(options);\n   _this.listenClick(trigger);\n   return _this;\n   }\n\n   /**\n   * Defines if attributes would be resolved using internal setter functions\n   * or custom functions that were passed in the constructor.\n   * @param {Object} options\n   */\n\n\n   _createClass(Clipboard, [{\n   key: 'resolveOptions',\n   value: function resolveOptions() {\n   var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n   this.action = typeof options.action === 'function' ? options.action : this.defaultAction;\n   this.target = typeof options.target === 'function' ? options.target : this.defaultTarget;\n   this.text = typeof options.text === 'function' ? options.text : this.defaultText;\n   this.container = _typeof(options.container) === 'object' ? options.container : document.body;\n   }\n\n   /**\n   * Adds a click event listener to the passed trigger.\n   * @param {String|HTMLElement|HTMLCollection|NodeList} trigger\n   */\n   }, {\n   key: 'listenClick',\n   value: function listenClick(trigger) {\n   var _this2 = this;\n   this.listener = (0, _goodListener2.default)(trigger, 'click', function (e) {\n   return _this2.onClick(e);\n   });\n   }\n\n   /**\n   * Defines a new `ClipboardAction` on each click event.\n   * @param {Event} e\n   */\n   }, {\n   key: 'onClick',\n   value: function onClick(e) {\n   var trigger = e.delegateTarget || e.currentTarget;\n\n   if (this.clipboardAction) {\n   this.clipboardAction = null;\n   }\n\n   this.clipboardAction = new _clipboardAction2.default({\n   action: this.action(trigger),\n   target: this.target(trigger),\n   text: this.text(trigger),\n   container: this.container,\n   trigger: trigger,\n   emitter: this\n   });\n   }\n\n   /**\n   * Default `action` lookup function.\n   * @param {Element} trigger\n   */\n   }, {\n   key: 'defaultAction',\n   value: function defaultAction(trigger) {\n   return getAttributeValue('action', trigger);\n   }\n\n   /**\n   * Default `target` lookup function.\n   * @param {Element} trigger\n   */\n   }, {\n   key: 'defaultTarget',\n   value: function defaultTarget(trigger) {\n   var selector = getAttributeValue('target', trigger);\n\n   if (selector) {\n   return document.querySelector(selector);\n   }\n   }\n\n   /**\n   * Returns the support of the given action, or all actions if no action is\n   * given.\n   * @param {String} [action]\n

*/\n\n   }, {\n   key: 'defaultText',\n\n\n   /**\n   * Default `text` lookup function.\n   * @param {Element} trigger\n   */\n   value: function defaultText(trigger) {\n   return getAttributeValue('text', trigger);\n   }\n\n   /**\n   * Destroy lifecycle.\n   */\n\n   }, {\n   key: 'destroy',\n   value: function destroy() {\n   this.listener.destroy();\n\n   if (this.clipboardAction) {\n   this.clipboardAction.destroy();\n   this.clipboardAction = null;\n   }\n   }\n   }], [{\n   key: 'isSupported',\n   value: function isSupported() {\n   var action = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : ['copy', 'cut'];\n\n   var actions = typeof action === 'string' ? [action] : action;\n   var support = !!document.queryCommandSupported;\n\n   actions.forEach(function (action) {\n   support = support && !!document.queryCommandSupported(action);\n   });\n\n   return support;\n   }\n   }]);\n\n   return Clipboard;\n}(_tinyEmitter2.default);\n\n/**\n * Helper function to retrieve attribute value.\n * @param {String} suffix\n * @param {Element} element\n */\n\nfunction getAttributeValue(suffix, element) {\n   var attribute = 'data-clipboard-' + suffix;\n\n   if (!element.hasAttribute(attribute)) {\n   return;\n   }\n\n   return element.getAttribute(attribute);\n}\n\nmodule.exports = Clipboard;\n\n/***/ }),\n/* 1 */\n/***/ (function(module, exports, __webpack_require__) {\n\n\"use strict\";\n\n\nvar _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nvar _select = __webpack_require__(2);\n\nvar _select2 = _interopRequireDefault(_select);\n\nfunction _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj }; }\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\n/**\n * Inner class which performs selection from either `text` or `target`\n * properties and then executes copy or cut operations.\n */\nvar ClipboardAction = function () {\n   /**\n   * @param {Object} options\n   */\n   function ClipboardAction(options) {\n   _classCallCheck(this, ClipboardAction);\n\n   this.resolveOptions(options);\n   this.initSelection();\n   }\n\n   /**\n   * Defines base properties passed from constructor.\n   * @param {Object} options\n   */\n\n   _createClass(ClipboardAction, [{\n   key: 'resolveOptions',\n   value: function resolveOptions() {\n   var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n   this.action = options.action;\n   this.container = options.container;\n   this.emitter = options.emitter;\n   this.target = options.target;\n   this.text = options.text;\n   this.trigger = options.trigger;\n   this.selectedText = '';\n   }\n\n   /**\n   * Decides which selection strategy is going to be applied based\n   * on the existence of `text` and `target` properties.\n   */\n\n   }, {\n   key: 'initSelection',\n   value: function initSelection() {\n   if (this.text) {\n   this.selectFake();\n   } else if (this.target) {\n   this.selectTarget();\n   }\n   }\n\n   /**\n   * Creates a fake textarea element, sets its value from `text` property,\n   * and makes a selection on it.\n   */\n\n   }, {\n   key: 'selectFake',\n   value: function selectFake() {\n   var _this = this;\n   var isRTL = document.documentElement.getAttribute('dir') == 'rtl';\n\n   this.removeFake();\n   this.fakeHandlerCallback = function () {\n   return _this.removeFake();\n   };\n   this.fakeHandler = this.container.addEventListener('click', this.fakeHandlerCallback) || true;\n\n   this.fakeElem = document.createElement('textarea');\n   // Prevent zooming on iOS\n   this.fakeElem.style.fontSize = '12pt';\n   // Reset box model\n   this.fakeElem.style.border = '0';\n   this.fakeElem.style.padding = '0';\n   this.fakeElem.style.margin = '0';\n   // Move element out of screen horizontally\n   this.fakeElem.style.position = 'absolute';\n   this.fakeElem.style[isRTL ? 'right' : 'left'] = '-9999px';\n   // Move element to the same position vertically\n   var yPosition = window.pageYOffset || document.documentElement.scrollTop;\n   this.fakeElem.style.top = yPosition + 'px';\n\n   this.fakeElem.setAttribute('readonly', '');\n   this.fakeElem.value = this.text;\n\n

this.container.appendChild(this.fakeElem);\n\n   this.selectedText = (0, _select2.default)(this.fakeElem);\n

    this.copyText();\n   }\n\n   /**\n   * Only removes the fake element after another click event, that way\n   * a user can hit `Ctrl+C` to copy because selection still exists.\n   */\n\n   }, {\n   key: 'removeFake',\n   value: function removeFake() {\n   if (this.fakeHandler) {\n   this.container.removeEventListener('click', this.fakeHandlerCallback);\n   this.fakeHandler = null;\n   this.fakeHandlerCallback = null;\n   }\n\n   if (this.fakeElem) {\n   this.container.removeChild(this.fakeElem);\n   this.fakeElem = null;\n   }\n   }\n\n   /**\n   * Selects the content from element passed on `target` property.\n   */\n\n   }, {\n   key: 'selectTarget',\n   value: function selectTarget() {\n   this.selectedText = (0, _select2.default)(this.target);\n   this.copyText();\n   }\n\n   /**\n   * Executes the copy operation based on the current selection.\n   */\n\n   }, {\n   key: 'copyText',\n   value: function copyText() {\n   var succeeded = void 0;\n\n   try {\n   succeeded = document.execCommand(this.action);\n   } catch (err) {\n   succeeded = false;\n   }\n\n   this.handleResult(succeeded);\n   }\n\n   /**\n   * Fires an event based on the copy operation result.\n   * @param {Boolean} succeeded\n   */\n\n   }, {\n   key: 'handleResult',\n   value: function handleResult(succeeded) {\n   this.emitter.emit(succeeded ? 'success' : 'error', {\n   action: this.action,\n   text: this.selectedText,\n   trigger: this.trigger,\n   clearSelection: this.clearSelection.bind(this)\n   });\n   }\n\n   /**\n   * Moves focus away from `target` and back to the trigger, removes current selection.\n   */\n\n   }, {\n   key: 'clearSelection',\n   value: function clearSelection() {\n   if (this.trigger) {\n   this.trigger.focus();\n   }\n\n   window.getSelection().removeAllRanges();\n   }\n\n   /**\n   * Sets the `action` to be performed which can be either 'copy' or 'cut'.\n   * @param {String} action\n   */\n\n   }, {\n   key: 'destroy',\n\n\n   /**\n   * Destroy lifecycle.\n   */\n   value: function destroy() {\n   this.removeFake();\n   }\n   }, {\n   key: 'action',\n   set: function set() {\n   var action = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : 'copy';\n\n   this._action = action;\n\n   if (this._action !== 'copy' && this._action !== 'cut') {\n   throw new Error('Invalid \"action\" value, use either \"copy\" or \"cut\"');\n   }\n   }\n\n   /**\n   * Gets the `action` property.\n   * @return {String}\n   */\n   ,\n   get: function get() {\n   return this._action;\n   }\n\n   /**\n   * Sets the `target` property using an element\n   * that will be have its content copied.\n   * @param {Element} target\n   */\n   }, {\n   key: 'target',\n   set: function set(target) {\n   if (target !== undefined) {\n   if (target && (typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && target.nodeType === 1) {\n   if (this.action === 'copy' && target.hasAttribute('disabled')) {\n   throw new Error('Invalid \"target\" attribute. Please use \"readonly\" instead of \"disabled\" attribute');\n   }\n\n   if (this.action === 'cut' && (target.hasAttribute('readonly') || target.hasAttribute('disabled'))) {\n   throw new Error('Invalid \"target\" attribute. You can\\'t cut text from elements with \"readonly\" or \"disabled\" attributes');\n   }\n\n   this._target = target;\n   } else {\n   throw new Error('Invalid \"target\" value, use a valid Element');\n   }\n   }\n   }\n\n   /**\n   * Gets the `target` property.\n   * @return {String|HTMLElement}\n   */\n   ,\n   get: function get() {\n   return this._target;\n   }\n   }]);\n\n   return ClipboardAction;\n}();\n\nmodule.exports = ClipboardAction;\n\n/***/ }),\n/* 2 */\n/***/ (function(module, exports) {\n\nfunction select(element) {\n   var selectedText;\n\n   if (element.nodeName === 'SELECT') {\n   element.focus();\n\n   selectedText = element.value;\n   }\n   else if (element.nodeName === 'INPUT' || element.nodeName === 'TEXTAREA') {\n   var isReadOnly = element.hasAttribute('readonly');\n\n   if (!isReadOnly) {\n   element.setAttribute('readonly', '');\n   }\n\n   element.select();\n   element.setSelectionRange(0, element.value.length);\n\n   if (!isReadOnly) {\n   element.removeAttribute('readonly');\n   }\n\n   selectedText = element.value;\n   }\n   else {\n   if (element.hasAttribute('contenteditable')) {\n   element.focus();\n   }\n\n   var selection = window.getSelection();\n   var range = document.createRange();\n\n   range.selectNodeContents(element);\n   selection.removeAllRanges();\n   selection.addRange(range);\n   selectedText = selection.toString();\n   }\n\n   return selectedText;\n}\n\nmodule.exports = select;\n\n\n/***/ }),\n/* 3 */\n/***/ (function(module, exports)

{\n\nfunction E () {\n // Keep this empty so it's easier to inherit from\n // (via https://github.com/lipsmack from https://github.com/scottcorgan/tiny-emitter/issues/3)\n}\n\nE.prototype = {\n on: function (name, callback, ctx) {\n   var e = this.e || (this.e = {});\n\n   (e[name] || (e[name] = [])).push({\n   fn: callback,\n   ctx: ctx\n   });\n\n   return this;\n },\n\n once: function (name, callback, ctx) {\n   var self = this;\n   function listener () {\n   self.off(name, listener);\n   callback.apply(ctx, arguments);\n   };\n\n   listener._ = callback\n   return this.on(name, listener, ctx);\n },\n\n emit: function (name) {\n   var data = [].slice.call(arguments, 1);\n   var evtArr = ((this.e || (this.e = {}))[name] || []).slice();\n   var i = 0;\n   var len = evtArr.length;\n\n   for (i; i < len; i++) {\n   evtArr[i].fn.apply(evtArr[i].ctx, data);\n   }\n\n   return this;\n },\n\n off: function (name, callback) {\n   var e = this.e || (this.e = {});\n   var evts = e[name];\n   var liveEvents = [];\n\n   if (evts && callback) {\n   for (var i = 0, len = evts.length; i < len; i++) {\n   if (evts[i].fn !== callback && evts[i].fn._ !== callback)\n   liveEvents.push(evts[i]);\n   }\n   }\n\n   // Remove event from queue to prevent memory leak\n   // Suggested by https://github.com/lazd\n   // Ref: https://github.com/scottcorgan/tiny-emitter/commit/c6ebfaa9bc973b33d110a84a307742b7cf94c953#commitcomment-5024910\n\n   (liveEvents.length)\n   ? e[name] = liveEvents\n   : delete e[name];\n\n   return this;\n }\n};\n\nmodule.exports = E;\n\n\n/***/ }),\n/* 4 */\n/***/ (function(module, exports, __webpack_require__) {\n\nvar is = __webpack_require__(5);\nvar delegate = __webpack_require__(6);\n\n/**\n * Validates all params and calls the right\n * listener function based on its target type.\n *\n * @param {String|HTMLElement|HTMLCollection|NodeList} target\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listen(target, type, callback) {\n   if (!target && !type && !callback) {\n   throw new Error('Missing required arguments');\n   }\n\n   if (!is.string(type)) {\n   throw new TypeError('Second argument must be a String');\n   }\n\n   if (!is.fn(callback)) {\n   throw new TypeError('Third argument must be a Function');\n   }\n\n   if (is.node(target)) {\n   return listenNode(target, type, callback);\n   }\n   else if (is.nodeList(target)) {\n   return listenNodeList(target, type, callback);\n   }\n   else if (is.string(target)) {\n   return listenSelector(target, type, callback);\n   }\n   else {\n   throw new TypeError('First argument must be a String, HTMLElement, HTMLCollection, or NodeList');\n   }\n}\n\n/**\n * Adds an event listener to a HTML element\n * and returns a remove listener function.\n *\n * @param {HTMLElement} node\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenNode(node, type, callback) {\n   node.addEventListener(type, callback);\n\n   return {\n   destroy: function() {\n   node.removeEventListener(type, callback);\n   }\n   }\n}\n\n/**\n * Add an event listener to a list of HTML elements\n * and returns a remove listener function.\n *\n * @param {NodeList|HTMLCollection} nodeList\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenNodeList(nodeList, type, callback) {\n   Array.prototype.forEach.call(nodeList, function(node) {\n   node.addEventListener(type, callback);\n   });\n\n   return {\n   destroy: function() {\n   Array.prototype.forEach.call(nodeList, function(node) {\n   node.removeEventListener(type, callback);\n   });\n   }\n   }\n}\n\n/**\n * Add an event listener to a selector\n * and returns a remove listener function.\n *\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @return {Object}\n */\nfunction listenSelector(selector, type, callback) {\n   return delegate(document.body, selector, type, callback);\n}\n\nmodule.exports = listen;\n\n\n/***/ }),\n/* 5 */\n/***/ (function(module, exports) {\n\n/**\n * Check if argument is a HTML element.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.node = function(value) {\n return value !== undefined\n   && value instanceof HTMLElement\n   && value.nodeType === 1;\n};\n\n/**\n * Check if argument is a list of HTML elements.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.nodeList = function(value) {\n   var type = Object.prototype.toString.call(value);\n\n   return value !== undefined\n   && (type === '[object NodeList]' || type === '[object HTMLCollection]')\n   && ('length' in value)\n   && (value.length === 0 || exports.node(value[0]));\n};\n\n/**\n * Check if argument is a string.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.string = function(value) {\n return typeof value === 'string'\n || value instanceof String;\n};\n\n/**\n * Check if argument is a function.\n *\n * @param {Object} value\n * @return {Boolean}\n */\nexports.fn = function(value) {\n   var type = Object.prototype.toString.call(value);\n\n   return type === '[object

Function]';\n};\n\n\n/***/ }),\n/* 6 */\n/***/ (function(module, exports, __webpack_require__) {\n\nvar closest = __webpack_require__(7);\n\n/**\n * Delegates event to a selector.\n *\n * @param {Element} element\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n * @return {Object}\n */\nfunction _delegate(element, selector, type, callback, useCapture) {\n   var listenerFn = listener.apply(this, arguments);\n\n   element.addEventListener(type, listenerFn, useCapture);\n\n   return {\n   destroy: function() {\n   element.removeEventListener(type, listenerFn, useCapture);\n   }\n   }\n}\n\n/**\n * Delegates event to a selector.\n *\n * @param {Element|String|Array} [elements]\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @param {Boolean} useCapture\n * @return {Object}\n */\nfunction delegate(elements, selector, type, callback, useCapture) {\n   // Handle the regular Element usage\n   if (typeof elements.addEventListener === 'function') {\n   return _delegate.apply(null, arguments);\n   }\n\n   // Handle Element-less usage, it defaults to global delegation\n   if (typeof type === 'function') {\n   // Use `document` as the first parameter, then apply arguments\n   // This is a short way to .unshift `arguments`\n   // without running into deoptimizations\n   return _delegate.bind(null, document).apply(null, arguments);\n   }\n\n   // Handle Selector-based usage\n   if (typeof elements === 'string') {\n   elements = document.querySelectorAll(elements);\n   }\n\n   // Handle Array-like based usage\n   return Array.prototype.map.call(elements, function (element) {\n   return _delegate(element, selector, type, callback, useCapture);\n   });\n}\n\n/**\n * Finds closest match and invokes callback.\n *\n * @param {Element} element\n * @param {String} selector\n * @param {String} type\n * @param {Function} callback\n * @return {Function}\n */\nfunction listener(element, selector, type, callback) {\n   return function(e) {\n   e.delegateTarget = closest(e.target, selector);\n\n   if (e.delegateTarget) {\n   callback.call(element, e);\n   }\n   }\n}\n\nmodule.exports = delegate;\n\n\n/***/ }),\n/* 7 */\n/***/ (function(module, exports) {\n\nvar DOCUMENT_NODE_TYPE = 9;\n\n/**\n * A polyfill for Element.matches()\n */\nif (typeof Element !== 'undefined' && !Element.prototype.matches) {\n   var proto = Element.prototype;\n\n   proto.matches = proto.matchesSelector ||\n   proto.mozMatchesSelector ||\n   proto.msMatchesSelector ||\n   proto.oMatchesSelector ||\n   proto.webkitMatchesSelector;\n}\n\n/**\n * Finds the closest parent that matches a selector.\n *\n * @param {Element} element\n * @param {String} selector\n * @return {Function}\n */\nfunction closest (element, selector) {\n   while (element && element.nodeType !== DOCUMENT_NODE_TYPE) {\n   if (typeof element.matches === 'function' &&\n   element.matches(selector)) {\n   return element;\n   }\n   element = element.parentNode;\n   }\n}\n\nmodule.exports = closest;\n\n\n/***/ })\n/******/]);\n});","'use strict';\n\nvar isSymbol = require('./is-symbol');\n\nmodule.exports = function (value) {\n\tif (!isSymbol(value)) throw new TypeError(value + \" is not a symbol\");\n\treturn value;\n};\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Gets the list cache value for `key`.\n *\n * @private\n * @name get\n * @memberOf ListCache\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction listCacheGet(key) {\n var data = this.__data__,\n   index = assocIndexOf(data, key);\n\n return index < 0 ? undefined : data[index][1];\n}\n\nmodule.exports = listCacheGet;\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar DataView = getNative(root, 'DataView');\n\nmodule.exports = DataView;\n","'use strict';\n\nvar validTypes = { object: true, symbol: true };\n\nmodule.exports = function () {\n\tvar symbol;\n\tif (typeof Symbol !== 'function') return false;\n\tsymbol = Symbol('test symbol');\n\ttry { String(symbol); } catch (e) { return false; }\n\n\t// Return 'true' also for polyfills\n\tif (!validTypes[typeof Symbol.iterator]) return false;\n\tif (!validTypes[typeof Symbol.toPrimitive]) return false;\n\tif (!validTypes[typeof Symbol.toStringTag]) return false;\n\n\treturn true;\n};\n","var baseMatches = require('./_baseMatches'),\n   baseMatchesProperty = require('./_baseMatchesProperty'),\n   identity = require('./identity'),\n   isArray = require('./isArray'),\n   property = require('./property');\n\n/**\n * The base implementation of `_.iteratee`.\n *\n * @private\n * @param {*} [value=_.identity] The value to convert to an iteratee.\n * @returns {Function} Returns the iteratee.\n */\nfunction baseIteratee(value) {\n // Don't store the `typeof` result in a variable to avoid a JIT bug in Safari 9.\n // See https://bugs.webkit.org/show_bug.cgi?id=156034 for more details.\n if (typeof value == 'function') {\n   return value;\n }\n if (value == null) {\n   return identity;\n

}\n if (typeof value == 'object') {\n   return isArray(value)\n   ? baseMatchesProperty(value[0], value[1])\n   : baseMatches(value);\n }\n return property(value);\n}\n\nmodule.exports = baseIteratee;\n","var nativeCreate = require('./_nativeCreate');\n\n/** Used to stand-in for `undefined` hash values. */\nvar HASH_UNDEFINED = '__lodash_hash_undefined__';\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/**\n * Gets the hash value for `key`.\n *\n * @private\n * @name get\n * @memberOf Hash\n * @param {string} key The key of the value to get.\n * @returns {*} Returns the entry value.\n */\nfunction hashGet(key) {\n var data = this.__data__;\n if (nativeCreate) {\n   var result = data[key];\n   return result === HASH_UNDEFINED ? undefined : result;\n }\n return hasOwnProperty.call(data, key) ? data[key] : undefined;\n}\n\nmodule.exports = hashGet;\n","var anObject = require('./_an-object');\nvar isObject = require('./_is-object');\nvar newPromiseCapability = require('./_new-promise-capability');\n\nmodule.exports = function (C, x) {\n anObject(C);\n if (isObject(x) && x.constructor === C) return x;\n var promiseCapability = newPromiseCapability.f(C);\n var resolve = promiseCapability.resolve;\n resolve(x);\n return promiseCapability.promise;\n};\n","// 7.2.1 RequireObjectCoercible(argument)\nmodule.exports = function (it) {\n if (it == undefined) throw TypeError(\"Can't call method on \" + it);\n return it;\n};\n","function _defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n }\n}\n\nexport default function _createClass(Constructor, protoProps, staticProps) {\n if (protoProps) _defineProperties(Constructor.prototype, protoProps);\n if (staticProps) _defineProperties(Constructor, staticProps);\n return Constructor;\n}","var baseIsEqualDeep = require('./_baseIsEqualDeep'),\n   isObjectLike = require('./isObjectLike');\n\n/**\n * The base implementation of `_.isEqual` which supports partial comparisons\n * and tracks traversed objects.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @param {boolean} bitmask The bitmask flags.\n * 1 - Unordered comparison\n * 2 - Partial comparison\n * @param {Function} [customizer] The function to customize comparisons.\n * @param {Object} [stack] Tracks traversed `value` and `other` objects.\n * @returns {boolean} Returns `true` if the values are equivalent, else `false`.\n */\nfunction baseIsEqual(value, other, bitmask, customizer, stack) {\n if (value === other) {\n   return true;\n }\n if (value == null || other == null || (!isObjectLike(value) && !isObjectLike(other))) {\n   return value !== value && other !== other;\n }\n return baseIsEqualDeep(value, other, bitmask, customizer, baseIsEqual, stack);\n}\n\nmodule.exports = baseIsEqual;\n","/*!\n * Font Awesome Free 5.5.0 by @fontawesome - https://fontawesome.com\n * License - https://fontawesome.com/license/free (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\nvar noop = function noop() {};\n\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 = null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\n\ntry {\n if (typeof window !== 'undefined') _WINDOW = window;\n if (typeof document !== 'undefined') _DOCUMENT = document;\n if (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n if (typeof performance !== 'undefined') _PERFORMANCE = performance;\n} catch (e) {}\n\nvar _ref = _WINDOW.navigator || {};\nvar _ref$userAgent = _ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? '' : _ref$userAgent;\n\nvar WINDOW = _WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\n\nvar IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\nvar IS_IE = ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\nvar NAMESPACE_IDENTIFIER = '___FONT_AWESOME___';\nvar UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\nvar DATA_PREFIX = 'data-prefix';\nvar DATA_ICON = 'data-icon';\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\nvar TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS = ['HTML', 'HEAD', 'STYLE', 'SCRIPT'];\nvar PRODUCTION = function () {\n try {\n   return process.env.NODE_ENV === 'production';\n } catch (e) {\n

return false;\n }\n}();\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\n\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-counter'].concat(oneToTen.map(function (n) {\n return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n return 'w-' + n;\n}));\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n for (var i = 0; i < props.length; i++) {\n var descriptor = props[i];\n descriptor.enumerable = descriptor.enumerable || false;\n descriptor.configurable = true;\n if (\"value\" in descriptor) descriptor.writable = true;\n Object.defineProperty(target, descriptor.key, descriptor);\n }\n }\n\n return function (Constructor, protoProps, staticProps) {\n if (protoProps) defineProperties(Constructor.prototype, protoProps);\n if (staticProps) defineProperties(Constructor, staticProps);\n return Constructor;\n };\n}();\n\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n};\n\n\n\nvar slicedToArray = function () {\n function sliceIterator(arr, i) {\n var _arr = [];\n var _n = true;\n var _d = false;\n var _e = undefined;\n\n try {\n for (var _i = arr[Symbol.iterator](), _s; !(_n = (_s = _i.next()).done); _n = true) {\n _arr.push(_s.value);\n\n if (i && _arr.length === i) break;\n }\n } catch (err) {\n _d = true;\n _e = err;\n } finally {\n try {\n if (!_n && _i[\"return\"]) _i[\"return\"]();\n } finally {\n if (_d) throw _e;\n }\n }\n\n return _arr;\n }\n\n return function (arr, i) {\n if (Array.isArray(arr)) {\n return arr;\n } else if (Symbol.iterator in Object(arr)) {\n return sliceIterator(arr, i);\n } else {\n throw new TypeError(\"Invalid attempt to destructure non-iterable instance\");\n }\n };\n}();\n\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n return arr2;\n } else {\n return Array.from(arr);\n }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\n\nfunction getAttrConfig(attr) {\n var element = DOCUMENT.querySelector('script[' + attr + ']');\n\n if (element) {\n return element.getAttribute(attr);\n }\n}\n\nfunction coerce(val) {\n // Getting an empty string will occur if the attribute is set on the HTML tag but without a value\n // We'll assume that this is an indication that it should be toggled to true\n // For example <script data-search-pseudo-elements src=\"...\"></script>\n if (val === '') return true;\n if (val === 'false') return false;\n if (val === 'true') return true;\n return val;\n}\n\nif (DOCUMENT && typeof DOCUMENT.querySelector === 'function') {\n var attrs = [['data-family-prefix', 'familyPrefix'], ['data-replacement-class', 'replacementClass'], ['data-auto-replace-svg', 'autoReplaceSvg'], ['data-auto-add-css', 'autoAddCss'], ['data-auto-a11y', 'autoA11y'], ['data-search-pseudo-elements', 'searchPseudoElements'], ['data-observe-mutations', 'observeMutations'], ['data-keep-original-source', 'keepOriginalSource'], ['data-measure-performance', 'measurePerformance'], ['data-show-missing-icons', 'showMissingIcons']];\n\n attrs.forEach(function (_ref) {\n var _ref2 = slicedToArray(_ref, 2),\n attr = _ref2[0],\n key = _ref2[1];\n\n var val = coerce(getAttrConfig(attr));\n\n if (val !== undefined && val !== null) {\n initial[key] = val;\n }\n });\n}\n\nvar _default = _extends({\n familyPrefix: DEFAULT_FAMILY_PREFIX,\n replacementClass: DEFAULT_REPLACEMENT_CLASS,\n autoReplaceSvg: true,\n autoAddCss: true,\n autoA11y: true,\n searchPseudoElements: false,\n observeMutations: true,\n keepOriginalSource: true,\n measurePerformance: false,\n showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations = false;\n\nvar config = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config;\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] = {};\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\nif (!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\nif (!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\n\nvar listener = function listener() {\n DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n loaded = 1;\n functions.map(function (fn)

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{\n   return fn();\n   });\n};\n\nvar loaded = false;\n\nif (IS_DOM) {\n   loaded =
(DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n   if
(!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n
if (!IS_DOM) return;\n   loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar
meaninglessTransform = {\n   size: 16,\n   x: 0,\n   y: 0,\n   rotate: 0,\n   flipX: false,\n   flipY: false\n};\n\nfunction
isReserved(name) {\n   return ~RESERVED_CLASSES.indexOf(name);\n}\n\n\nfunction insertCss(css) {\n   if
(!css || !IS_DOM) {\n      return;\n   }\n\n   var style = DOCUMENT.createElement('style');\n   style.setAttribute('type',
'text/css');\n   style.innerHTML = css;\n\n   var headChildren = DOCUMENT.head.childNodes;\n   var beforeChild =
null;\n\n   for (var i = headChildren.length - 1; i > -1; i--) {\n      var child = headChildren[i];\n      var tagName =
(child.tagName || '').toUpperCase();\n      if (['STYLE', 'LINK'].indexOf(tagName) > -1) {\n         beforeChild = child;\n
}\n   }\n\n   DOCUMENT.head.insertBefore(style, beforeChild);\n\n   return css;\n}\n\nvar idPool =
'0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ';\n\nfunction nextUniqueId()
{\n   var size = 12;\n   var id = '';\n   while (size-- > 0) {\n      id += idPool[Math.random() * 62 | 0];\n   }\n   return
id;\n}\n\nfunction toArray(obj) {\n   var array = [];\n\n   for (var i = (obj || []).length >>> 0; i--;) {\n      array[i] =
obj[i];\n   }\n\n   return array;\n}\n\nfunction classArray(node) {\n   if (node.classList) {\n      return
toArray(node.classList);\n   } else {\n      return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n         return
i;\n      });\n   }\n}\n\nfunction getIconName(familyPrefix, cls) {\n   var parts = cls.split('-');\n   var prefix = parts[0];\n
var iconName = parts.slice(1).join('-');\n\n   if (prefix === familyPrefix && iconName !== '' &&
!isReserved(iconName)) {\n      return iconName;\n   } else {\n      return null;\n   }\n}\n\nfunction htmlEscape(str) {\n
return ('' + str).replace(/&/g, '&amp;').replace(/\"/g, '&quot;').replace(/'/g, '&#39;').replace(/</g, '&lt;').replace(/>/g,
'&gt;');\n}\n\nfunction joinAttributes(attributes) {\n   return Object.keys(attributes || {}).reduce(function (acc,
attributeName) {\n      return acc + (attributeName + '=\"' + htmlEscape(attributes[attributeName]) + '\" ');\n   },
'').trim();\n}\n\nfunction joinStyles(styles) {\n   return Object.keys(styles || {}).reduce(function (acc, styleName) {\n
return acc + (styleName + ': ' + styles[styleName] + ';');\n   }, '');\n}\n\nfunction transformIsMeaningful(transform)
{\n   return transform.size !== meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y
!== meaninglessTransform.y || transform.rotate !== meaninglessTransform.rotate || transform.flipX ||
transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n   var transform = _ref.transform,\n      containerWidth =
_ref.containerWidth,\n      iconWidth = _ref.iconWidth;\n\n   var outer = {\n      transform: 'translate(' +
containerWidth / 2 + ' 256)'\n   };\n   var innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ')
';\n   var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 *
(transform.flipY ? -1 : 1) + ') ';\n   var innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n   var inner = {\n
transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n   };\n   var path = {\n      transform: 'translate(' +
iconWidth / 2 * -1 + ' -256)'\n   };\n   return {\n      outer: outer,\n      inner: inner,\n      path: path\n   };\n}\n\nfunction
transformForCss(_ref2) {\n   var transform = _ref2.transform,\n      _ref2$width = _ref2.width,\n      width =
_ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n      _ref2$height = _ref2.height,\n      height =
_ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n      _ref2$startCentered = _ref2.startCentered,\n
startCentered = _ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n   var val = '';\n\n   if
(startCentered && IS_IE) {\n      val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height /
2) + 'em) ';\n   } else if (startCentered) {\n      val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' +
transform.y / d + 'em)) ';\n   } else {\n      val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em) ';\n   }\n\n
val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) +
') ';\n   val += 'rotate(' + transform.rotate + 'deg) ';\n\n   return val;\n}\n\nvar ALL_SPACE = {\n   x: 0,\n   y: 0,\n
width: '100%',\n   height: '100%'\n};\n\nvar makeIconMasking = function (_ref) {\n   var children = _ref.children,\n
attributes = _ref.attributes,\n      main = _ref.main,\n      mask = _ref.mask,\n      transform = _ref.transform;\n   var
mainWidth = main.width,\n      mainPath = main.icon;\n   var maskWidth = mask.width,\n      maskPath =
mask.icon;\n\n\n   var trans = transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth:
mainWidth });\n\n   var maskRect = {\n      tag: 'rect',\n      attributes: _extends({}, ALL_SPACE, {\n         fill: 'white'\n
})\n   };\n   var maskInnerGroup = {\n      tag: 'g',\n      attributes: _extends({}, trans.inner),\n      children: [{ tag: 'path',
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attributes: _extends({}, mainPath.attributes, trans.path, { fill: 'black' }) }]\n };\n var maskOuterGroup = {\n tag: 'g',\n attributes: _extends({}, trans.outer),\n children: [maskInnerGroup]\n };\n var maskId = 'mask-' + nextUniqueId();\n var clipId = 'clip-' + nextUniqueId();\n var maskTag = {\n tag: 'mask',\n attributes: _extends({}, ALL_SPACE, {\n id: maskId,\n maskUnits: 'userSpaceOnUse',\n maskContentUnits: 'userSpaceOnUse'\n }),\n children: [maskRect, maskOuterGroup]\n };\n var defs = {\n tag: 'defs',\n children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n };\n\n children.push(defs, { tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')' }, ALL_SPACE) });\n\n return {\n children: children,\n attributes: attributes\n };\n};\n\nvar makeIconStandard = function (_ref) {\n var children = _ref.children,\n attributes = _ref.attributes,\n main = _ref.main,\n transform = _ref.transform,\n styles = _ref.styles;\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n attributes['style'] = styleString;\n }\n\n if (transformIsMeaningful(transform)) {\n var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n children.push({\n tag: 'g',\n attributes: _extends({}, trans.outer),\n children: [{\n tag: 'g',\n attributes: _extends({}, trans.inner),\n children: [{\n tag: main.icon.tag,\n children: main.icon.children,\n attributes: _extends({}, main.icon.attributes, trans.path)\n }]\n }]\n });\n } else {\n children.push(main.icon);\n }\n\n return {\n children: children,\n attributes: attributes\n };\n};\n\nvar asIcon = function (_ref) {\n var children = _ref.children,\n main = _ref.main,\n mask = _ref.mask,\n attributes = _ref.attributes,\n styles = _ref.styles,\n transform = _ref.transform;\n\n if (transformIsMeaningful(transform) && main.found && !mask.found) {\n var width = main.width,\n height = main.height;\n var offset = {\n x: width / height / 2,\n y: 0.5\n };\n attributes['style'] = joinStyles(_extends({}, styles, {\n 'transform-origin': offset.x + transform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em'\n }));\n }\n\n return [{\n tag: 'svg',\n attributes: attributes,\n children: children\n }];\n};\n\nvar asSymbol = function (_ref) {\n var prefix = _ref.prefix,\n iconName = _ref.iconName,\n children = _ref.children,\n attributes = _ref.attributes,\n symbol = _ref.symbol;\n var id = symbol === true ? prefix + '-' + config.familyPrefix + '-' + iconName : symbol;\n\n return [{\n tag: 'svg',\n attributes: {\n style: 'display: none;'\n },\n children: [{\n tag: 'symbol',\n attributes: _extends({}, attributes, { id: id }),\n children: children\n }]\n }];\n};\n\nfunction makeInlineSvgAbstract(params) {\n var _params$icons = params.icons,\n main = _params$icons.main,\n mask = _params$icons.mask,\n prefix = params.prefix,\n iconName = params.iconName,\n transform = params.transform,\n symbol = params.symbol,\n title = params.title,\n extra = params.extra,\n _params$watchable = params.watchable,\n watchable = _params$watchable === undefined ? false : _params$watchable;\n\n var _ref = mask.found ? mask : main,\n width = _ref.width,\n height = _ref.height;\n\n var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n var attrClass = [config.replacementClass, iconName ? config.familyPrefix + '-' + iconName : '', widthClass].filter(function (c) {\n return extra.classes.indexOf(c) === -1;\n }).concat(extra.classes).join(' ');\n\n var content = {\n children: [],\n attributes: _extends({}, extra.attributes, {\n 'data-prefix': prefix,\n 'data-icon': iconName,\n 'class': attrClass,\n 'role': 'img',\n 'xmlns': 'http://www.w3.org/2000/svg',\n 'viewBox': '0 0 ' + width + ' ' + height\n })\n };\n\n if (watchable) {\n content.attributes[DATA_FA_I2SVG] = '';\n }\n\n if (title) content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() }, children: [title] });\n\n var args = _extends({}, content, {\n prefix: prefix,\n iconName: iconName,\n main: main,\n mask: mask,\n transform: transform,\n symbol: symbol,\n styles: extra.styles\n });\n\n var _ref2 = mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n children = _ref2.children,\n attributes = _ref2.attributes;\n\n args.children = children;\n args.attributes = attributes;\n\n if (symbol) {\n return asSymbol(args);\n } else {\n return asIcon(args);\n }\n}\n\nfunction makeLayersTextAbstract(params) {\n var content = params.content,\n width = params.width,\n height = params.height,\n transform = params.transform,\n title = params.title,\n extra = params.extra,\n _params$watchable2 = params.watchable,\n watchable = _params$watchable2 === undefined ? false : _params$watchable2;\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n 'class': extra.classes.join(' ')\n });\n\n if (watchable) {\n attributes[DATA_FA_I2SVG] = '';\n }\n\n var styles = _extends({}, extra.styles);\n\n if

(transformIsMeaningful(transform)) {\n   styles['transform'] = transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n   styles['-webkit-transform'] = styles['transform'];\n }\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n var val = [];\n val.push({\n   tag: 'span',\n   attributes: attributes,\n   children: [content]\n });\n\n if (title) {\n   val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nfunction makeLayersCounterAbstract(params) {\n var content = params.content,\n   title = params.title,\n   extra = params.extra;\n\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n   'class': extra.classes.join(' ')\n });\n\n var styleString = joinStyles(extra.styles);\n\n if (styleString.length > 0) {\n   attributes['style'] = styleString;\n }\n\n var val = [];\n val.push({\n   tag: 'span',\n   attributes: attributes,\n   children: [content]\n });\n\n if (title) {\n   val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nvar noop$2 = function noop() {};\nvar p = config.measurePerformance && PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\nvar preamble = 'FA \"5.5.0\"';\nvar begin = function begin(name) {\n p.mark(preamble + ' ' + name + ' begins');\n return function () {\n   return end(name);\n };\n};\nvar end = function end(name) {\n p.mark(preamble + ' ' + name + ' ends');\n p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n};\n\nvar perf = { begin: begin, end: end };\n\n'use strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a given context.\n */\nvar bindInternal4 = function bindInternal4 (func, thisContext) {\n return function (a, b, c, d) {\n   return func.call(thisContext, a, b, c, d);\n };\n};\n\n'use strict';\n\n\n/**\n * # Reduce\n *\n * A fast object `.reduce()` implementation.\n *\n * @param {Object}   subject   The object to reduce over.\n * @param {Function} fn   The reducer function.\n * @param {mixed}   initialValue The initial value for the reducer, defaults to subject[0].\n * @param {Object}   thisContext The context for the reducer.\n * @return {mixed}   The final result.\n */\nvar reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys = Object.keys(subject),\n   length = keys.length,\n   iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\n   i, key, result;\n\n if (initialValue === undefined) {\n   i = 1;\n   result = subject[keys[0]];\n } else {\n   i = 0;\n   result = initialValue;\n }\n\n for (; i < length; i++) {\n   key = keys[i];\n   result = iterator(result, subject[key], key, subject);\n }\n\n return result;\n};\n\nvar styles$2 = namespace.styles;\nvar shims = namespace.shims;\n\n\nvar _byUnicode = {};\nvar _byLigature = {};\nvar _byOldName = {};\nvar build = function build() {\n var lookup = function lookup(reducer) {\n   return reduce(styles$2, function (o, style, prefix) {\n   o[prefix] = reduce(style, reducer, {});\n   return o;\n   }, {});\n };\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n   acc[icon[3]] = iconName;\n\n   return acc;\n });\n\n _byLigature = lookup(function (acc, icon, iconName) {\n   var ligatures = icon[2];\n\n   acc[iconName] = iconName;\n\n   ligatures.forEach(function (ligature) {\n   acc[ligature] = iconName;\n   });\n   return acc;\n });\n\n var hasRegular = 'far' in styles$2;\n\n _byOldName = reduce(shims, function (acc, shim) {\n   var oldName = shim[0];\n   var prefix = shim[1];\n   var iconName = shim[2];\n\n   if (prefix === 'far' && !hasRegular) {\n   prefix = 'fas';\n   }\n\n   acc[oldName] = {\n prefix: prefix, iconName: iconName };\n\n   return acc;\n }, {});\n};\n\nbuild();\n\nfunction byUnicode(prefix, unicode) {\n return _byUnicode[prefix][unicode];\n}\n\nfunction byLigature(prefix, ligature) {\n return _byLigature[prefix][ligature];\n}\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix: null, iconName: null };\n}\n\nvar styles$1 = namespace.styles;\n\n\nvar emptyCanonicalIcon = function emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] };\n};\n\nfunction getCanonicalIcon(values) {\n return values.reduce(function (acc, cls) {\n   var iconName = getIconName(config.familyPrefix, cls);\n\n   if (styles$1[cls]) {\n   acc.prefix = cls;\n   } else if (iconName) {\n   var shim = acc.prefix === 'fa' ? byOldName(iconName) : {};\n\n   acc.iconName = shim.iconName || iconName;\n   acc.prefix = shim.prefix || acc.prefix;\n   } else if (cls !== config.replacementClass && cls.indexOf('fa-w-') !== 0) {\n   acc.rest.push(cls);\n   }\n\n   return acc;\n }, emptyCanonicalIcon());\n}\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n if (mapping && mapping[prefix] && mapping[prefix][iconName]) {\n   return {\n   prefix: prefix,\n   iconName: iconName,\n   icon: mapping[prefix][iconName]\n   };\n }\n}\n\nfunction toHtml(abstractNodes) {\n var tag = abstractNodes.tag,\n   _abstractNodes$attrib = abstractNodes.attributes,\n   attributes =

_abstractNodes$attrib === undefined ? { } : _abstractNodes$attrib,\n   _abstractNodes$childr = abstractNodes.children,\n   children = _abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n if (typeof abstractNodes === 'string') {\n   return htmlEscape(abstractNodes);\n } else {\n   return '<' + tag + ' ' + joinAttributes(attributes) + '>' + children.map(toHtml).join('') + '</' + tag + '>';\n }\n}\n\nvar noop$1 = function noop() { };\n\nfunction isWatched(node) {\n var i2svg = node.getAttribute ? node.getAttribute(DATA_FA_I2SVG) : null;\n\n return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n if (config.autoReplaceSvg === true) {\n   return mutators.replace;\n }\n\n var mutator = mutators[config.autoReplaceSvg];\n\n return mutator || mutators.replace;\n}\n\nvar mutators = {\n replace: function replace(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n   var newOuterHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n\n   if (node.parentNode && node.outerHTML) {\n   node.outerHTML = newOuterHTML + (config.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->' : '');\n   } else if (node.parentNode) {\n   var newNode = document.createElement('span');\n   node.parentNode.replaceChild(newNode, node);\n   newNode.outerHTML = newOuterHTML;\n   }\n },\n nest: function nest(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n\n   // If we already have a replaced node we do not want to continue nesting within it.\n   // Short-circuit to the standard replacement\n   if (~classArray(node).indexOf(config.replacementClass)) {\n   return mutators.replace(mutation);\n   }\n\n   var forSvg = new RegExp(config.familyPrefix + '-.*');\n\n   delete abstract[0].attributes.style;\n\n   var splitClasses = abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n   if (cls === config.replacementClass || cls.match(forSvg)) {\n   acc.toSvg.push(cls);\n   } else {\n   acc.toNode.push(cls);\n   }\n\n   return acc;\n   }, { toNode: [], toSvg: [] });\n\n   abstract[0].attributes.class = splitClasses.toSvg.join(' ');\n\n   var newInnerHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n   node.setAttribute('class', splitClasses.toNode.join(' '));\n   node.setAttribute(DATA_FA_I2SVG, '');\n   node.innerHTML = newInnerHTML;\n }\n};\n\nfunction perform(mutations, callback) {\n var callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n if (mutations.length === 0) {\n   callbackFunction();\n } else {\n   var frame = WINDOW.requestAnimationFrame || function (op) {\n   return op();\n   };\n\n   frame(function () {\n   var mutator = getMutator();\n   var mark = perf.begin('mutate');\n   mutations.map(mutator);\n   mark();\n   callbackFunction();\n   });\n }\n}\n\nvar disabled = false;\nfunction disableObservation(operation) {\n disabled = true;\n operation();\n disabled = false;\n}\n\nvar mo = null;\nfunction observe(options) {\n if (!MUTATION_OBSERVER) {\n   return;\n }\n\n if (!config.observeMutations) {\n   return;\n }\n\n var treeCallback = options.treeCallback,\n   nodeCallback = options.nodeCallback,\n   pseudoElementsCallback = options.pseudoElementsCallback,\n   _options$observeMutat = options.observeMutationsRoot,\n   observeMutationsRoot = _options$observeMutat === undefined ? DOCUMENT.body : _options$observeMutat;\n\n mo = new MUTATION_OBSERVER(function (objects) {\n   if (disabled) return;\n\n   toArray(objects).forEach(function (mutationRecord) {\n   if (mutationRecord.type === 'childList' && mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n   if (config.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target);\n   }\n\n   treeCallback(mutationRecord.target);\n   }\n\n   if (mutationRecord.type === 'attributes' && mutationRecord.target.parentNode && config.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target.parentNode);\n   }\n\n   if (mutationRecord.type === 'attributes' && isWatched(mutationRecord.target) && ~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n   if (mutationRecord.attributeName === 'class') {\n   var _getCanonicalIcon = getCanonicalIcon(classArray(mutationRecord.target)),\n   prefix = _getCanonicalIcon.prefix,\n   iconName = _getCanonicalIcon.iconName;\n\n   if (prefix) mutationRecord.target.setAttribute('data-prefix', prefix);\n   if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n   } else {\n   nodeCallback(mutationRecord.target);\n   }\n   }\n   });\n });\n\n if (!IS_DOM) return;\n\n mo.observe(observeMutationsRoot, {\n   childList: true, attributes: true, characterData: true, subtree: true\n });\n}\n\nfunction disconnect() {\n if (!mo) return;\n\n mo.disconnect();\n}\n\nvar styleParser = function (node) {\n

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var style = node.getAttribute('style');\n\n  var val = [];\n\n  if (style) {\n    val = style.split(';').reduce(function (acc, style) {\n      var styles = style.split(':');\n      var prop = styles[0];\n      var value = styles.slice(1);\n\n      if (prop && value.length > 0) {\n        acc[prop] = value.join(':').trim();\n      }\n\n      return acc;\n    }, {});\n  }\n\n  return val;\n};\n\nfunction toHex(unicode) {\n  var result = '';\n  for (var i = 0; i < unicode.length; i++) {\n    var hex = unicode.charCodeAt(i).toString(16);\n    result += ('000' + hex).slice(-4);\n  }\n\n  return result;\n}\n\nvar classParser = function (node) {\n  var existingPrefix = node.getAttribute('data-prefix');\n  var existingIconName = node.getAttribute('data-icon');\n  var innerText = node.innerText !== undefined ? node.innerText.trim() : '';\n\n  var val = getCanonicalIcon(classArray(node));\n\n  if (existingPrefix && existingIconName) {\n    val.prefix = existingPrefix;\n    val.iconName = existingIconName;\n  }\n\n  if (val.prefix && innerText.length > 1) {\n    val.iconName = byLigature(val.prefix, node.innerText);\n  } else if (val.prefix && innerText.length === 1) {\n    val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n  }\n\n  return val;\n};\n\nvar parseTransformString = function parseTransformString(transformString) {\n  var transform = {\n    size: 16,\n    x: 0,\n    y: 0,\n    flipX: false,\n    flipY: false,\n    rotate: 0\n  };\n\n  if (!transformString) {\n    return transform;\n  } else {\n    return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n      var parts = n.toLowerCase().split('-');\n      var first = parts[0];\n      var rest = parts.slice(1).join('-');\n\n      if (first && rest === 'h') {\n        acc.flipX = true;\n        return acc;\n      }\n\n      if (first && rest === 'v') {\n        acc.flipY = true;\n        return acc;\n      }\n\n      rest = parseFloat(rest);\n\n      if (isNaN(rest)) {\n        return acc;\n      }\n\n      switch (first) {\n        case 'grow':\n          acc.size = acc.size + rest;\n          break;\n        case 'shrink':\n          acc.size = acc.size - rest;\n          break;\n        case 'left':\n          acc.x = acc.x - rest;\n          break;\n        case 'right':\n          acc.x = acc.x + rest;\n          break;\n        case 'up':\n          acc.y = acc.y - rest;\n          break;\n        case 'down':\n          acc.y = acc.y + rest;\n          break;\n        case 'rotate':\n          acc.rotate = acc.rotate + rest;\n          break;\n      }\n\n      return acc;\n    }, transform);\n  }\n};\n\nvar transformParser = function (node) {\n  return parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser = function (node) {\n  var symbol = node.getAttribute('data-fa-symbol');\n\n  return symbol === null ? false : symbol === '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n  var extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n    if (acc.name !== 'class' && acc.name !== 'style') {\n      acc[attr.name] = attr.value;\n    }\n    return acc;\n  }, {});\n\n  var title = node.getAttribute('title');\n\n  if (config.autoA11y) {\n    if (title) {\n      extraAttributes['aria-labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n    } else {\n      extraAttributes['aria-hidden'] = 'true';\n    }\n  }\n\n  return extraAttributes;\n};\n\nvar maskParser = function (node) {\n  var mask = node.getAttribute('data-fa-mask');\n\n  if (!mask) {\n    return emptyCanonicalIcon();\n  } else {\n    return getCanonicalIcon(mask.split(' ').map(function (i) {\n      return i.trim();\n    }));\n  }\n};\n\nvar blankMeta = {\n  iconName: null,\n  title: null,\n  prefix: null,\n  transform: meaninglessTransform,\n  symbol: false,\n  mask: null,\n  extra: { classes: [], styles: {}, attributes: {} }\n};\n\nfunction parseMeta(node) {\n  var _classParser = classParser(node),\n      iconName = _classParser.iconName,\n      prefix = _classParser.prefix,\n      extraClasses = _classParser.rest;\n\n  var extraStyles = styleParser(node);\n  var transform = transformParser(node);\n  var symbol = symbolParser(node);\n  var extraAttributes = attributesParser(node);\n  var mask = maskParser(node);\n\n  return {\n    iconName: iconName,\n    title: node.getAttribute('title'),\n    prefix: prefix,\n    transform: transform,\n    symbol: symbol,\n    mask: mask,\n    extra: {\n      classes: extraClasses,\n      styles: extraStyles,\n      attributes: extraAttributes\n    }\n  };\n}\n\nfunction MissingIcon(error) {\n  this.name = 'MissingIcon';\n  this.message = error || 'Icon unavailable';\n  this.stack = new Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor = MissingIcon;\n\nvar FILL = { fill: 'currentColor' };\nvar ANIMATION_BASE = {\n  attributeType: 'XML',\n  repeatCount: 'indefinite',\n  dur: '2s'\n};\nvar RING = {\n  tag: 'path',\n  attributes: _extends({}, FILL, {\n    d: 'M156.5,447.7l-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7C127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5 c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.1l-29.5-12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-
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20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z'\n })\n};\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n attributeName: 'opacity'\n});\nvar DOT = {\n tag: 'circle',\n attributes: _extends({}, FILL, {\n   cx: '256',\n   cy: '364',\n   r: '28'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\nvar QUESTION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   opacity: '1',\n   d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n   opacity: '0',\n   d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT, QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\n\nvar LAYERS_TEXT_CLASSNAME = 'fa-layers-text';\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands|Free|Pro)/;\nvar STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\nvar FONT_WEIGHT_TO_PREFIX = {\n '900': 'fas',\n '400': 'far',\n '300': 'fal'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n   found: false,\n   width: 512,\n   height: 512,\n   icon: missing\n };\n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n   var icon = styles[prefix][iconName];\n   var width = icon[0];\n   var height = icon[1];\n   var vectorData = icon.slice(4);\n\n   val = {\n   found: true,\n   width: width,\n   height: height,\n   icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n   };\n } else if (iconName && prefix && !config.showMissingIcons) {\n   throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n   title = nodeMeta.title,\n   prefix = nodeMeta.prefix,\n   transform = nodeMeta.transform,\n   symbol = nodeMeta.symbol,\n   mask = nodeMeta.mask,\n   extra = nodeMeta.extra;\n\n return [node, makeInlineSvgAbstract({\n   icons: {\n   main: findIcon(iconName, prefix),\n   mask: findIcon(mask.iconName, mask.prefix)\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: transform,\n   symbol: symbol,\n   mask: mask,\n   title: title,\n   extra: extra,\n   watchable: true\n })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n   transform = nodeMeta.transform,\n   extra = nodeMeta.extra;\n\n var width = null;\n var height = null;\n\n if (IS_IE) {\n   var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n   var boundingClientRect = node.getBoundingClientRect();\n   width = boundingClientRect.width / computedFontSize;\n   height = boundingClientRect.height / computedFontSize;\n }\n\n if (config.autoA11y && !title) {\n   extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n   content: node.innerHTML,\n   width: width,\n   height: height,\n   transform: transform,\n   title: title,\n   extra: extra,\n   watchable: true\n })];\n}\n\nfunction generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n   return generateLayersText(node, nodeMeta);\n } else {\n   return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction

searchPseudoElements(root) {\n if (!IS_DOM) return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n toArray(root.querySelectorAll('*')).filter(function (n) {\n return n.parentNode !== document.head && !~TAGNAMES_TO_SKIP_FOR_PSEUDOELEMENTS.indexOf(n.tagName.toUpperCase()) && !n.getAttribute(DATA_FA_PSEUDO_ELEMENT) && (!n.parentNode || n.parentNode.tagName !== 'svg');\n }).forEach(function (node) {\n [':before', ':after'].forEach(function (pos) {\n var children = toArray(node.children);\n var alreadyProcessedPseudoElement = children.filter(function (c) {\n return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n })[0];\n\n var styles = WINDOW.getComputedStyle(node, pos);\n var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n var fontWeight = styles.getPropertyValue('font-weight');\n\n if (alreadyProcessedPseudoElement && !fontFamily) {\n // If we've already processed it but the current computed style does not result in a font-family,\n // that probably means that a class name that was previously present to make the icon has been\n // removed. So we now should delete the icon.\n node.removeChild(alreadyProcessedPseudoElement);\n } else if (fontFamily) {\n var content = styles.getPropertyValue('content');\n var prefix = ~['Light', 'Regular', 'Solid', 'Brands'].indexOf(fontFamily[1]) ? STYLE_TO_PREFIX[fontFamily[1]] : FONT_WEIGHT_TO_PREFIX[fontWeight];\n var iconName = byUnicode(prefix, toHex(content.length === 3 ? content.substr(1, 1) : content));\n // Only convert the pseudo element in this :before/:after position into an icon if we haven't\n // already done so with the same prefix and iconName\n if (!alreadyProcessedPseudoElement || alreadyProcessedPseudoElement.getAttribute(DATA_PREFIX) !== prefix || alreadyProcessedPseudoElement.getAttribute(DATA_ICON) !== iconName) {\n if (alreadyProcessedPseudoElement) {\n // Delete the old one, since we're replacing it with a new one\n node.removeChild(alreadyProcessedPseudoElement);\n }\n\n var extra = blankMeta.extra;\n\n extra.attributes[DATA_FA_PSEUDO_ELEMENT] = pos;\n var abstract = makeInlineSvgAbstract(_extends({}, blankMeta, {\n icons: {\n main: findIcon(iconName, prefix),\n mask: emptyCanonicalIcon()\n },\n prefix: prefix,\n iconName: iconName,\n extra: extra,\n watchable: true\n }));\n var element = DOCUMENT.createElement('svg');\n\n if (pos === ':before') {\n node.insertBefore(element, node.firstChild);\n } else {\n node.appendChild(element);\n }\n\n element.outerHTML = abstract.map(function (a) {\n return toHtml(a);\n }).join('\n');\n }\n }\n });\n });\n\n end();\n}\n\nfunction onTree(root) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n if (!IS_DOM) return;\n\n var htmlClassList = DOCUMENT.documentElement.classList;\n var hclAdd = function hclAdd(suffix) {\n return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var hclRemove = function hclRemove(suffix) {\n return htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var prefixes = Object.keys(styles);\n var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' + DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n return '.' + p + ':not([' + DATA_FA_I2SVG + '])';\n })).join(', ');\n\n if (prefixesDomQuery.length === 0) {\n return;\n }\n\n var candidates = toArray(root.querySelectorAll(prefixesDomQuery));\n\n if (candidates.length > 0) {\n hclAdd('pending');\n hclRemove('complete');\n } else {\n return;\n }\n\n var mark = perf.begin('onTree');\n\n var mutations = candidates.reduce(function (acc, node) {\n try {\n var mutation = generateMutation(node);\n\n if (mutation) {\n acc.push(mutation);\n }\n } catch (e) {\n if (!PRODUCTION) {\n if (e instanceof MissingIcon) {\n console.error(e);\n }\n }\n }\n\n return acc;\n }, []);\n\n mark();\n\n perform(mutations, function () {\n hclAdd('active');\n hclAdd('complete');\n hclRemove('pending');\n\n if (typeof callback === 'function') callback();\n });\n}\n\nfunction onNode(node) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n var mutation = generateMutation(node);\n\n if (mutation) {\n perform([mutation], callback);\n }\n}\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\\n overflow: visible; }\\n\\n.svg-inline--fa {\\n display: inline-block;\\n font-size: inherit;\\n height: 1em;\\n overflow:

visible;\\n vertical-align: -.125em; }\\n .svg-inline--fa.fa-lg {\\n vertical-align: -.225em; }\\n .svg-inline--fa.fa-w-1 {\\n width: 0.0625em; }\\n .svg-inline--fa.fa-w-2 {\\n width: 0.125em; }\\n .svg-inline--fa.fa-w-3 {\\n width: 0.1875em; }\\n .svg-inline--fa.fa-w-4 {\\n width: 0.25em; }\\n .svg-inline--fa.fa-w-5 {\\n width: 0.3125em; }\\n .svg-inline--fa.fa-w-6 {\\n width: 0.375em; }\\n .svg-inline--fa.fa-w-7 {\\n width: 0.4375em; }\\n .svg-inline--fa.fa-w-8 {\\n width: 0.5em; }\\n .svg-inline--fa.fa-w-9 {\\n width: 0.5625em; }\\n .svg-inline--fa.fa-w-10 {\\n width: 0.625em; }\\n .svg-inline--fa.fa-w-11 {\\n width: 0.6875em; }\\n .svg-inline--fa.fa-w-12 {\\n width: 0.75em; }\\n .svg-inline--fa.fa-w-13 {\\n width: 0.8125em; }\\n .svg-inline--fa.fa-w-14 {\\n width: 0.875em; }\\n .svg-inline--fa.fa-w-15 {\\n width: 0.9375em; }\\n .svg-inline--fa.fa-w-16 {\\n width: 1em; }\\n .svg-inline--fa.fa-w-17 {\\n width: 1.0625em; }\\n .svg-inline--fa.fa-w-18 {\\n width: 1.125em; }\\n .svg-inline--fa.fa-w-19 {\\n width: 1.1875em; }\\n .svg-inline--fa.fa-w-20 {\\n width: 1.25em; }\\n .svg-inline--fa.fa-pull-left {\\n margin-right: .3em;\\n width: auto; }\\n .svg-inline--fa.fa-pull-right {\\n margin-left: .3em;\\n width: auto; }\\n .svg-inline--fa.fa-border {\\n height: 1.5em; }\\n .svg-inline--fa.fa-li {\\n width: 2em; }\\n .svg-inline--fa.fa-fw {\\n width: 1.25em; }\\n\\n.fa-layers svg.svg-inline--fa {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.fa-layers {\\n display: inline-block;\\n height: 1em;\\n position: relative;\\n text-align: center;\\n vertical-align: -.125em;\\n width: 1em; }\\n .fa-layers svg.svg-inline--fa {\\n -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-text, .fa-layers-counter {\\n display: inline-block;\\n position: absolute;\\n text-align: center; }\\n\\n.fa-layers-text {\\n left: 50%;\\n top: 50%;\\n -webkit-transform: translate(-50%, -50%);\\n   transform: translate(-50%, -50%);\\n -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-counter {\\n background-color: #ff253a;\\n border-radius: 1em;\\n -webkit-box-sizing: border-box;\\n   box-sizing: border-box;\\n color: #fff;\\n height: 1.5em;\\n line-height: 1;\\n max-width: 5em;\\n min-width: 1.5em;\\n overflow: hidden;\\n padding: .25em;\\n right: 0;\\n text-overflow: ellipsis;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-bottom-right {\\n bottom: 0;\\n right: 0;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: bottom right;\\n   transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left {\\n bottom: 0;\\n left: 0;\\n right: auto;\\n top: auto;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: bottom left;\\n   transform-origin: bottom left; }\\n\\n.fa-layers-top-right {\\n right: 0;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n left: 0;\\n right: auto;\\n top: 0;\\n -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n -webkit-transform-origin: top left;\\n   transform-origin: top left; }\\n\\n.fa-lg {\\n font-size: 1.33333em;\\n line-height: 0.75em;\\n vertical-align: -.0667em; }\\n\\n.fa-xs {\\n font-size: .75em; }\\n\\n.fa-sm {\\n font-size: .875em; }\\n\\n.fa-1x {\\n font-size: 1em; }\\n\\n.fa-2x {\\n font-size: 2em; }\\n\\n.fa-3x {\\n font-size: 3em; }\\n\\n.fa-4x {\\n font-size: 4em; }\\n\\n.fa-5x {\\n font-size: 5em; }\\n\\n.fa-6x {\\n font-size: 6em; }\\n\\n.fa-7x {\\n font-size: 7em; }\\n\\n.fa-8x {\\n font-size: 8em; }\\n\\n.fa-9x {\\n font-size: 9em; }\\n\\n.fa-10x {\\n font-size: 10em; }\\n\\n.fa-fw {\\n text-align: center;\\n width: 1.25em; }\\n\\n.fa-ul {\\n list-style-type: none;\\n margin-left: 2.5em;\\n padding-left: 0; }\\n .fa-ul > li {\\n position: relative; }\\n\\n.fa-li {\\n left: -2em;\\n position: absolute;\\n text-align: center;\\n width: 2em;\\n line-height: inherit; }\\n\\n.fa-border {\\n border: solid 0.08em #eee;\\n border-radius: .1em;\\n padding: .2em .25em .15em; }\\n\\n.fa-pull-left {\\n float: left; }\\n\\n.fa-pull-right {\\n float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-left,\\n.far.fa-pull-left,\\n.fal.fa-pull-left,\\n.fab.fa-pull-left {\\n margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-pull-right,\\n.far.fa-pull-right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n margin-left: .3em; }\\n\\n.fa-spin {\\n -webkit-animation: fa-spin 2s infinite linear;\\n   animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n -webkit-animation: fa-spin 1s infinite steps(8);\\n   animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n 0% {\\n -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n 100% {\\n -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); }\\n}\\n\\n@keyframes fa-spin {\\n 0% {\\n -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n 100% {\\n -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n.fa-rotate-90 {\\n -ms-filter: \\\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\\";\\n -webkit-transform: rotate(90deg);\\n

transform: rotate(90deg); }\\n\\n.fa-rotate-180 {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\\n -webkit-transform: rotate(180deg);\\n transform: rotate(180deg); }\\n\\n.fa-rotate-270 {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\\n -webkit-transform: rotate(270deg);\\n transform: rotate(270deg); }\\n\\n.fa-flip-horizontal {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\\n -webkit-transform: scale(-1, 1);\\n transform: scale(-1, 1); }\\n\\n.fa-flip-vertical {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(1, -1);\\n transform: scale(1, -1); }\\n\\n.fa-flip-horizontal.fa-flip-vertical {\\n -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n -webkit-transform: scale(-1, -1);\\n transform: scale(-1, -1); }\\n\\n:root .fa-rotate-90,\\n:root .fa-rotate-180,\\n:root .fa-rotate-270,\\n:root .fa-flip-horizontal,\\n:root .fa-flip-vertical {\\n -webkit-filter: none;\\n filter: none; }\\n\\n.fa-stack {\\n display: inline-block;\\n height: 2em;\\n position: relative;\\n width: 2.5em; }\\n\\n.fa-stack-1x,\\n.fa-stack-2x {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fa-stack-1x {\\n height: 1em;\\n width: 1.25em; }\\n\\n.svg-inline--fa.fa-stack-2x {\\n height: 2em;\\n width: 2.5em; }\\n\\n.fa-inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-only-focusable:focus {\\n clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n width: auto; }\\n\\";\n\nvar css = function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var drc = DEFAULT_REPLACEMENT_CLASS;\n var fp = config.familyPrefix;\n var rc = config.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc) {\n var dPatt = new RegExp('\\\\.' + dfp + '\\\\-', 'g');\n var rPatt = new RegExp('\\\\.' + drc, 'g');\n s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var normalized = Object.keys(icons).reduce(function (acc, iconName) {\n var icon = icons[iconName];\n var expanded = !!icon.icon;\n\n if (expanded) {\n acc[icon.iconName] = icon.icon;\n } else {\n acc[iconName] = icon;\n }\n return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n namespace.hooks.addPack(prefix, normalized);\n } else {\n namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n * Font Awesome 4 used the prefix of `fa` for all icons. With the introduction\n * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n * for `fas` so we'll easy the upgrade process for our users by automatically defining\n * this as well.\n */\n if (prefix === 'fas') {\n define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n classCallCheck(this, Library);\n\n this.definitions = {};\n }\n\n createClass(Library, [{\n key: 'add',\n value: function add() {\n var _this = this;\n\n for (var _len = arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {\n definitions[_key] = arguments[_key];\n }\n\n var additions = definitions.reduce(this._pullDefinitions, {});\n\n Object.keys(additions).forEach(function (key) {\n _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n define(key, additions[key]);\n build();\n });\n }\n }, {\n key: 'reset',\n value: function reset() {\n this.definitions = {};\n }\n }, {\n key: '_pullDefinitions',\n value: function _pullDefinitions(additions, definition) {\n var normalized = definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n Object.keys(normalized).map(function (key) {\n var _normalized$key = normalized[key],\n prefix = _normalized$key.prefix,\n iconName = _normalized$key.iconName,\n icon = _normalized$key.icon;\n\n if (!additions[prefix]) additions[prefix] = {};\n\n additions[prefix][iconName] = icon;\n });\n\n return additions;\n }\n }]);\n return Library;\n}();\n\nfunction prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n}\n\nfunction ensureCss() {\n if (config.autoAddCss && !_cssInserted) {\n insertCss(css());\n _cssInserted = true;\n }\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n get: function get() {\n return val.abstract.map(function (a) {\n return toHtml(a);\n });\n }\n });\n\n

Object.defineProperty(val, 'node', {\n   get: function get() {\n   if (!IS_DOM) return;\n\n   var container = DOCUMENT.createElement('div');\n   container.innerHTML = val.html;\n   return container.children;\n   }\n });\n\n return val;\n}\n\nfunction findIconDefinition(params) {\n var _params$prefix = params.prefix,\n   prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n   iconName = params.iconName;\n\n\n if (!iconName) return;\n\n return iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n   var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n\n   var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n   var mask = params.mask;\n\n\n   if (mask) {\n   mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n   }\n\n   return next(iconDefinition, _extends({}, params, { mask: mask }));\n };\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n config.autoReplaceSvg = false;\n config.observeMutations = false;\n\n disconnect();\n};\n\nvar _cssInserted = false;\nvar dom = {\n i2svg: function i2svg() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n   if (IS_DOM) {\n   ensureCss();\n\n   var _params$node = params.node,\n   node = _params$node === undefined ? DOCUMENT : _params$node,\n   _params$callback = params.callback,\n   callback = _params$callback === undefined ? function () {} : _params$callback;\n\n\n   if (config.searchPseudoElements) {\n   searchPseudoElements(node);\n   }\n\n   onTree(node, callback);\n   }\n },\n css: css,\n\n insertCss: function insertCss$$1() {\n   if (!_cssInserted) {\n   insertCss(css());\n   _cssInserted = true;\n   }\n },\n\n watch: function watch() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n   var autoReplaceSvgRoot = params.autoReplaceSvgRoot,\n   observeMutationsRoot = params.observeMutationsRoot;\n\n\n   if (config.autoReplaceSvg === false) {\n   config.autoReplaceSvg = true;\n   }\n\n   config.observeMutations = true;\n\n   domready(function () {\n   autoReplace({\n   autoReplaceSvgRoot: autoReplaceSvgRoot\n   });\n\n   observe({\n   treeCallback: onTree,\n   nodeCallback: onNode,\n   pseudoElementsCallback: searchPseudoElements,\n   observeMutationsRoot: observeMutationsRoot\n   });\n   });\n }\n};\n\nvar parse = {\n transform: function transform(transformString) {\n   return parseTransformString(transformString);\n }\n};\n\nvar icon = resolveIcons(function (iconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform = params.transform,\n   transform = _params$transform === undefined ? meaninglessTransform : _params$transform,\n   _params$symbol = params.symbol,\n   symbol = _params$symbol === undefined ? false : _params$symbol,\n   _params$mask = params.mask,\n   mask = _params$mask === undefined ? null : _params$mask,\n   _params$title = params.title,\n   title = _params$title === undefined ? null : _params$title,\n   _params$classes = params.classes,\n   classes = _params$classes === undefined ? [] : _params$classes,\n   _params$attributes = params.attributes,\n   attributes = _params$attributes === undefined ? {} : _params$attributes,\n   _params$styles = params.styles,\n   styles = _params$styles === undefined ? {} : _params$styles;\n\n\n if (!iconDefinition) return;\n\n var prefix = iconDefinition.prefix,\n   iconName = iconDefinition.iconName,\n   icon = iconDefinition.icon;\n\n\n return apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n   ensureCss();\n\n   if (config.autoA11y) {\n   if (title) {\n   attributes['aria-labelledby'] = config.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   attributes['aria-hidden'] = 'true';\n   }\n   }\n\n   return makeInlineSvgAbstract({\n   icons: {\n   main: prepIcon(icon),\n   mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: _extends({}, meaninglessTransform, transform),\n   symbol: symbol,\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: classes\n   }\n   });\n });\n}));\n\nvar text = function text(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform2 = params.transform,\n   transform = _params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n   _params$title2 = params.title,\n   title = _params$title2 === undefined ? null : _params$title2,\n   _params$classes2 = params.classes,\n   classes = _params$classes2 === undefined ? [] : _params$classes2,\n   _params$attributes2 = params.attributes,\n   attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n

_params$styles2 = params.styles,\n   styles = _params$styles2 === undefined ? {} : _params$styles2;\n\n\n return apiObject({ type: 'text', content: content }, function () {\n   ensureCss();\n\n   return makeLayersTextAbstract({\n   content: content,\n   transform: _extends({}, meaninglessTransform, transform),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar counter = function counter(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$title3 = params.title,\n   title = _params$title3 === undefined ? null : _params$title3,\n   _params$classes3 = params.classes,\n   classes = _params$classes3 === undefined ? [] : _params$classes3,\n   _params$attributes3 = params.attributes,\n   attributes = _params$attributes3 === undefined ? {} : _params$attributes3,\n   _params$styles3 = params.styles,\n   styles = _params$styles3 === undefined ? {} : _params$styles3;\n\n\n return apiObject({ type: 'counter', content: content }, function () {\n   ensureCss();\n\n   return makeLayersCounterAbstract({\n   content: content.toString(),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config.familyPrefix + '-layers-counter'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar layer = function layer(assembler) {\n return apiObject({ type: 'layer' }, function () {\n   ensureCss();\n\n   var children = [];\n\n   assembler(function (args) {\n   Array.isArray(args) ? args.map(function (a) {\n   children = children.concat(a.abstract);\n   }) : children = children.concat(args.abstract);\n   });\n\n   return [{\n   tag: 'span',\n   attributes: { class: config.familyPrefix + '-layers' },\n   children: children\n   }];\n });\n};\n\nvar api = {\n noAuto: noAuto,\n config: config,\n dom: dom,\n library: library,\n parse: parse,\n findIconDefinition: findIconDefinition,\n icon: icon,\n text: text,\n counter: counter,\n layer: layer,\n toHtml: toHtml\n};\n\nvar autoReplace = function autoReplace() {\n var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n var _params$autoReplaceSv = params.autoReplaceSvgRoot,\n   autoReplaceSvgRoot = _params$autoReplaceSv === undefined ? DOCUMENT : _params$autoReplaceSv;\n\n\n if (Object.keys(namespace.styles).length > 0 && IS_DOM && config.autoReplaceSvg) api.dom.i2svg({ node: autoReplaceSvgRoot });\n};\n\nexport { icon, noAuto, config, toHtml, layer, text, counter, library, dom, parse, findIconDefinition };\n","import FontAwesomeIcon from '@fortawesome/vue-fontawesome'\nexport { library } from '@fortawesome/fontawesome-svg-core'\nexport default FontAwesomeIcon\n","/** Used as references for various `Number` constants. */\nvar MAX_SAFE_INTEGER = 9007199254740991;\n\n/** Used to detect unsigned integer values. */\nvar reIsUint = /^(?:0|[1-9]\\d*)$/;\n\n/**\n * Checks if `value` is a valid array-like index.\n *\n * @private\n * @param {*} value The value to check.\n * @param {number} [length=MAX_SAFE_INTEGER] The upper bounds of a valid index.\n * @returns {boolean} Returns `true` if `value` is a valid index, else `false`.\n */\nfunction isIndex(value, length) {\n var type = typeof value;\n length = length == null ? MAX_SAFE_INTEGER : length;\n\n return !!length &&\n   (type == 'number' ||\n   (type != 'symbol' && reIsUint.test(value))) &&\n   (value > -1 && value % 1 == 0 && value < length);\n}\n\nmodule.exports = isIndex;\n","var baseSetToString = require('./_baseSetToString'),\n   shortOut = require('./_shortOut');\n\n/**\n * Sets the `toString` method of `func` to return `string`.\n *\n * @private\n * @param {Function} func The function to modify.\n * @param {Function} string The `toString` result.\n * @returns {Function} Returns `func`.\n */\nvar setToString = shortOut(baseSetToString);\n\nmodule.exports = setToString;\n","// false -> Array#indexOf\n// true -> Array#includes\nvar toIObject = require('./_to-iobject');\nvar toLength = require('./_to-length');\nvar toAbsoluteIndex = require('./_to-absolute-index');\nmodule.exports = function (IS_INCLUDES) {\n return function ($this, el, fromIndex) {\n   var O = toIObject($this);\n   var length = toLength(O.length);\n   var index = toAbsoluteIndex(fromIndex, length);\n   var value;\n   // Array#includes uses SameValueZero equality algorithm\n   // eslint-disable-next-line no-self-compare\n   if (IS_INCLUDES && el != el) while (length > index) {\n   value = O[index++];\n   // eslint-disable-next-line no-self-compare\n   if (value != value) return true;\n   // Array#indexOf ignores holes, Array#includes - not\n   } else for (;length > index; index++) if (IS_INCLUDES || index in O) {\n   if (O[index] === el) return IS_INCLUDES || index || 0;\n   } return !IS_INCLUDES && -1;\n };\n};\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'share-alt';\nvar width = 448;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f1e0';\nvar svgPathData = 'M352 320c-22.608 0-43.387 7.819-59.79 20.895l-102.486-64.054a96.551

96.551 0 0 0 0-41.683l102.486-64.054C308.613 184.181 329.392 192 352 192c53.019 0 96-42.981 96-96S405.019 0 352 0s-96 42.981-96 96c0 7.158.79 14.13 2.276 20.841L155.79 180.895C139.387 167.819 118.608 160 96 160c-53.019 0-96 42.981-96 96s42.981 96 96 96c22.608 0 43.387-7.819 59.79-20.895l102.486 64.054A96.301 96.301 0 0 0 256 416c0 53.019 42.981 96 96 96s96-42.981 96-96-42.981-96-96-96z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n width,\n height,\n ligatures,\n unicode,\n svgPathData\n]};\n\nexports.faShareAlt = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * Checks if a `cache` value for `key` exists.\n *\n * @private\n * @param {Object} cache The cache to query.\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction cacheHas(cache, key) {\n return cache.has(key);\n}\n\nmodule.exports = cacheHas;\n","var arrayReduce = require('./_arrayReduce'),\n baseEach = require('./_baseEach'),\n baseIteratee = require('./_baseIteratee'),\n baseReduce = require('./_baseReduce'),\n isArray = require('./isArray');\n\n/**\n * Reduces `collection` to a value which is the accumulated result of running\n * each element in `collection` thru `iteratee`, where each successive\n * invocation is supplied the return value of the previous. If `accumulator`\n * is not given, the first element of `collection` is used as the initial\n * value. The iteratee is invoked with four arguments:\n * (accumulator, value, index|key, collection).\n *\n * Many lodash methods are guarded to work as iteratees for methods like\n * `_.reduce`, `_.reduceRight`, and `_.transform`.\n *\n * The guarded methods are:\n * `assign`, `defaults`, `defaultsDeep`, `includes`, `merge`, `orderBy`,\n * and `sortBy`\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @param {*} [accumulator] The initial value.\n * @returns {*} Returns the accumulated value.\n * @see _.reduceRight\n * @example\n *\n * _.reduce([1, 2], function(sum, n) {\n *   return sum + n;\n * }, 0);\n * // => 3\n *\n * _.reduce({ 'a': 1, 'b': 2, 'c': 1 }, function(result, value, key) {\n *   (result[value] || (result[value] = [])).push(key);\n *   return result;\n * }, {});\n * // => { '1': ['a', 'c'], '2': ['b'] } (iteration order is not guaranteed)\n */\nfunction reduce(collection, iteratee, accumulator) {\n var func = isArray(collection) ? arrayReduce : baseReduce,\n   initAccum = arguments.length < 3;\n\n return func(collection, baseIteratee(iteratee, 4), accumulator, initAccum, baseEach);\n}\n\nmodule.exports = reduce;\n","'use strict';\nvar global = require('./_global');\nvar has = require('./_has');\nvar cof = require('./_cof');\nvar inheritIfRequired = require('./_inherit-if-required');\nvar toPrimitive = require('./_to-primitive');\nvar fails = require('./_fails');\nvar gOPN = require('./_object-gopn').f;\nvar gOPD = require('./_object-gopd').f;\nvar dP = require('./_object-dp').f;\nvar $trim = require('./_string-trim').trim;\nvar NUMBER = 'Number';\nvar $Number = global[NUMBER];\nvar Base = $Number;\nvar proto = $Number.prototype;\n// Opera ~12 has broken Object#toString\nvar BROKEN_COF = cof(require('./_object-create')(proto)) == NUMBER;\nvar TRIM = 'trim' in String.prototype;\n\n// 7.1.3 ToNumber(argument)\nvar toNumber = function (argument) {\n var it = toPrimitive(argument, false);\n if (typeof it == 'string' && it.length > 2) {\n   it = TRIM ? it.trim() : $trim(it, 3);\n   var first = it.charCodeAt(0);\n   var third, radix, maxCode;\n   if (first === 43 || first === 45) {\n   third = it.charCodeAt(2);\n   if (third === 88 || third === 120) return NaN; // Number('+0x1') should be NaN, old V8 fix\n   } else if (first === 48) {\n   switch (it.charCodeAt(1)) {\n   case 66: case 98: radix = 2; maxCode = 49; break; // fast equal /^0b[01]+$/i\n   case 79: case 111: radix = 8; maxCode = 55; break; // fast equal /^0o[0-7]+$/i\n   default: return +it;\n   }\n   for (var digits = it.slice(2), i = 0, l = digits.length, code; i < l; i++) {\n   code = digits.charCodeAt(i);\n   // parseInt parses a string to a first unavailable symbol\n   // but ToNumber should return NaN if a string contains unavailable symbols\n   if (code < 48 || code > maxCode) return NaN;\n   }\n   return parseInt(digits, radix);\n   }\n } return +it;\n};\n\nif (!$Number(' 0o1') || !$Number('0b1') || $Number('+0x1')) {\n $Number = function Number(value) {\n   var it = arguments.length < 1 ? 0 : value;\n   var that = this;\n   return that instanceof $Number\n   // check on 1..constructor(foo) case\n   && (BROKEN_COF ? fails(function () { proto.valueOf.call(that); }) : cof(that) != NUMBER)\n   ? inheritIfRequired(new Base(toNumber(it)), that, $Number) : toNumber(it);\n };\n for (var keys = require('./_descriptors') ? gOPN(Base) : (\n   // ES3:\n   'MAX_VALUE,MIN_VALUE,NaN,NEGATIVE_INFINITY,POSITIVE_INFINITY,' +\n   // ES6 (in case, if

modules with ES6 Number statics required before):\n 'EPSILON,isFinite,isInteger,isNaN,isSafeInteger,MAX_SAFE_INTEGER,' +\n 'MIN_SAFE_INTEGER,parseFloat,parseInt,isInteger'\n).split(','), j = 0, key; keys.length > j; j++) {\n   if (has(Base, key = keys[j]) && !has($Number, key)) {\n   dP($Number, key, gOPD(Base, key));\n   }\n }\n $Number.prototype = proto;\n proto.constructor = $Number;\n require('./_redefine')(global, NUMBER, $Number);\n}\n\n","// extracted by mini-css-extract-plugin","module.exports = require('./forEach');\n","module.exports = !require('./_descriptors') && !require('./_fails')(function () {\n return Object.defineProperty(require('./_dom-create')('div'), 'a', { get: function () { return 7; } }).a != 7;\n});\n","var baseFlatten = require('./_baseFlatten'),\n   baseOrderBy = require('./_baseOrderBy'),\n   baseRest = require('./_baseRest'),\n   isIterateeCall = require('./_isIterateeCall');\n\n/**\n * Creates an array of elements, sorted in ascending order by the results of\n * running each element in a collection thru each iteratee. This method\n * performs a stable sort, that is, it preserves the original sort order of\n * equal elements. The iteratees are invoked with one argument: (value).\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {...(Function|Function[])} [iteratees=[_.identity]]\n * The iteratees to sort by.\n * @returns {Array} Returns the new sorted array.\n * @example\n *\n * var users = [\n *   { 'user': 'fred',   'age': 48 },\n *   { 'user': 'barney', 'age': 36 },\n *   { 'user': 'fred',   'age': 40 },\n *   { 'user': 'barney', 'age': 34 }\n *];\n *\n * _.sortBy(users, [function(o) { return o.user; }]);\n * // => objects for [['barney', 36], ['barney', 34], ['fred', 48], ['fred', 40]]\n *\n * _.sortBy(users, ['user', 'age']);\n * // => objects for [['barney', 34], ['barney', 36], ['fred', 40], ['fred', 48]]\n */\nvar sortBy = baseRest(function(collection, iteratees) {\n if (collection == null) {\n   return [];\n }\n var length = iteratees.length;\n if (length > 1 && isIterateeCall(collection, iteratees[0], iteratees[1])) {\n   iteratees = [];\n } else if (length > 2 && isIterateeCall(iteratees[0], iteratees[1], iteratees[2])) {\n   iteratees = [iteratees[0]];\n }\n return baseOrderBy(collection, baseFlatten(iteratees, 1), []);\n});\n\nmodule.exports = sortBy;\n","var getNative = require('./_getNative'),\n   root = require('./_root');\n\n/* Built-in method references that are verified to be native. */\nvar Set = getNative(root, 'Set');\n\nmodule.exports = Set;\n","var g;\n\n// This works in non-strict mode\ng = (function() {\n\treturn this;\n})();\n\ntry {\n\t// This works if eval is allowed (see CSP)\n\tg = g || Function(\"return this\")() || (1, eval)(\"this\");\n} catch (e) {\n\t// This works if the window reference is available\n\tif (typeof window === \"object\") g = window;\n}\n\n// g can still be undefined, but nothing to do about it...\n// We return undefined, instead of nothing here, so it's\n// easier to handle this case. if(!global) { ...}\n\nmodule.exports = g;\n","var id = 0;\nvar px = Math.random();\nmodule.exports = function (key) {\n return 'Symbol('.concat(key === undefined ? '' : key, ')_', (++id + px).toString(36));\n};\n","'use strict';\nvar addToUnscopables = require('./_add-to-unscopables');\nvar step = require('./_iter-step');\nvar Iterators = require('./_iterators');\nvar toIObject = require('./_to-iobject');\n\n// 22.1.3.4 Array.prototype.entries()\n// 22.1.3.13 Array.prototype.keys()\n// 22.1.3.29 Array.prototype.values()\n// 22.1.3.30 Array.prototype[@@iterator]()\nmodule.exports = require('./_iter-define')(Array, 'Array', function (iterated, kind) {\n this._t = toIObject(iterated); // target\n this._i = 0;   // next index\n this._k = kind;   // kind\n// 22.1.5.2.1 %ArrayIteratorPrototype%.next()\n}, function () {\n var O = this._t;\n var kind = this._k;\n var index = this._i++;\n if (!O || index >= O.length) {\n   this._t = undefined;\n   return step(1);\n }\n if (kind == 'keys') return step(0, index);\n if (kind == 'values') return step(0, O[index]);\n return step(0, [index, O[index]]);\n}, 'values');\n\n// argumentsList[@@iterator] is %ArrayProto_values% (9.4.4.6, 9.4.4.7)\nIterators.Arguments = Iterators.Array;\n\naddToUnscopables('keys');\naddToUnscopables('values');\naddToUnscopables('entries');\n","var isSymbol = require('./isSymbol');\n\n/**\n * Compares values to sort them in ascending order.\n *\n * @private\n * @param {*} value The value to compare.\n * @param {*} other The other value to compare.\n * @returns {number} Returns the sort order indicator for `value`.\n */\nfunction compareAscending(value, other) {\n if (value !== other) {\n   var valIsDefined = value !== undefined,\n   valIsNull = value === null,\n   valIsReflexive = value === value,\n   valIsSymbol = isSymbol(value);\n\n   var othIsDefined = other !== undefined,\n   othIsNull = other === null,\n   othIsReflexive = other === other,\n   othIsSymbol = isSymbol(other);\n\n   if ((!othIsNull && !othIsSymbol && !valIsSymbol && value > other) ||\n   (valIsSymbol && othIsDefined &&

othIsReflexive && !othIsNull && !othIsSymbol) ||\n   (valIsNull && othIsDefined && othIsReflexive) ||\n (!valIsDefined && othIsReflexive) ||\n   !valIsReflexive) {\n   return 1;\n   }\n   if ((!valIsNull && !valIsSymbol && !othIsSymbol && value < other) ||\n   (othIsSymbol && valIsDefined && valIsReflexive && !valIsNull && !valIsSymbol) ||\n   (othIsNull && valIsDefined && valIsReflexive) ||\n   (!othIsDefined && valIsReflexive) ||\n   !othIsReflexive) {\n   return -1;\n   }\n }\n return 0;\n}\n\nmodule.exports = compareAscending;\n","var eq = require('./eq');\n\n/**\n * Gets the index at which the `key` is found in `array` of key-value pairs.\n *\n * @private\n * @param {Array} array The array to inspect.\n * @param {*} key The key to search for.\n * @returns {number} Returns the index of the matched value, else `-1`.\n */\nfunction assocIndexOf(array, key) {\n var length = array.length;\n while (length--) {\n   if (eq(array[length][0], key)) {\n   return length;\n   }\n }\n return -1;\n}\n\nmodule.exports = assocIndexOf;\n","/*!\n * Font Awesome Free 5.0.13 by @fontawesome - https://fontawesome.com\n * License - https://fontawesome.com/license (Icons: CC BY 4.0, Fonts: SIL OFL 1.1, Code: MIT License)\n */\nvar noop = function noop() {};\n\nvar _WINDOW = {};\nvar _DOCUMENT = {};\nvar _MUTATION_OBSERVER$1 = null;\nvar _PERFORMANCE = { mark: noop, measure: noop };\ntry {\n if (typeof window !== 'undefined') _WINDOW = window;\n if (typeof document !== 'undefined') _DOCUMENT = document;\n if (typeof MutationObserver !== 'undefined') _MUTATION_OBSERVER$1 = MutationObserver;\n if (typeof performance !== 'undefined') _PERFORMANCE = performance;\n} catch (e) {}\nvar _ref = _WINDOW.navigator || {};\nvar _ref$userAgent = _ref.userAgent;\nvar userAgent = _ref$userAgent === undefined ? '' : _ref$userAgent;\n\nvar WINDOW = _WINDOW;\nvar DOCUMENT = _DOCUMENT;\nvar MUTATION_OBSERVER = _MUTATION_OBSERVER$1;\nvar PERFORMANCE = _PERFORMANCE;\nvar IS_BROWSER = !!WINDOW.document;\nvar IS_DOM = !!DOCUMENT.documentElement && !!DOCUMENT.head && typeof DOCUMENT.addEventListener === 'function' && typeof DOCUMENT.createElement === 'function';\nvar IS_IE = ~userAgent.indexOf('MSIE') || ~userAgent.indexOf('Trident/');\n\nvar NAMESPACE_IDENTIFIER = '___FONT_AWESOME___';\nvar UNITS_IN_GRID = 16;\nvar DEFAULT_FAMILY_PREFIX = 'fa';\nvar DEFAULT_REPLACEMENT_CLASS = 'svg-inline--fa';\nvar DATA_FA_I2SVG = 'data-fa-i2svg';\nvar DATA_FA_PSEUDO_ELEMENT = 'data-fa-pseudo-element';\nvar HTML_CLASS_I2SVG_BASE_CLASS = 'fontawesome-i2svg';\n\nvar PRODUCTION = function () {\n try {\n   return process.env.NODE_ENV === 'production';\n } catch (e) {\n   return false;\n }\n}();\n\nvar oneToTen = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];\nvar oneToTwenty = oneToTen.concat([11, 12, 13, 14, 15, 16, 17, 18, 19, 20]);\n\nvar ATTRIBUTES_WATCHED_FOR_MUTATION = ['class', 'data-prefix', 'data-icon', 'data-fa-transform', 'data-fa-mask'];\n\nvar RESERVED_CLASSES = ['xs', 'sm', 'lg', 'fw', 'ul', 'li', 'border', 'pull-left', 'pull-right', 'spin', 'pulse', 'rotate-90', 'rotate-180', 'rotate-270', 'flip-horizontal', 'flip-vertical', 'stack', 'stack-1x', 'stack-2x', 'inverse', 'layers', 'layers-text', 'layers-counter'].concat(oneToTen.map(function (n) {\n return n + 'x';\n})).concat(oneToTwenty.map(function (n) {\n return 'w-' + n;\n}));\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n\n\nvar toConsumableArray = function (arr) {\n if (Array.isArray(arr)) {\n   for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) arr2[i] = arr[i];\n\n   return arr2;\n } else {\n   return Array.from(arr);\n }\n};\n\nvar initial = WINDOW.FontAwesomeConfig || {};\nvar initialKeys = Object.keys(initial);\n\nvar _default = _extends({\n familyPrefix: DEFAULT_FAMILY_PREFIX,\n replacementClass: DEFAULT_REPLACEMENT_CLASS,\n autoReplaceSvg: true,\n autoAddCss: true,\n

autoA11y: true,\n searchPseudoElements: false,\n observeMutations: true,\n keepOriginalSource: true,\n measurePerformance: false,\n showMissingIcons: true\n}, initial);\n\nif (!_default.autoReplaceSvg) _default.observeMutations = false;\n\nvar config$1 = _extends({}, _default);\n\nWINDOW.FontAwesomeConfig = config$1;\n\nfunction update(newConfig) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$asNewDefault = params.asNewDefault,\n   asNewDefault = _params$asNewDefault === undefined ? false : _params$asNewDefault;\n\n var validKeys = Object.keys(config$1);\n var ok = asNewDefault ? function (k) {\n   return ~validKeys.indexOf(k) && !~initialKeys.indexOf(k);\n } : function (k) {\n   return ~validKeys.indexOf(k);\n };\n\n Object.keys(newConfig).forEach(function (configKey) {\n   if (ok(configKey)) config$1[configKey] = newConfig[configKey];\n });\n}\n\nfunction auto(value) {\n update({\n   autoReplaceSvg: value,\n   observeMutations: value\n });\n}\n\nvar w = WINDOW || {};\n\nif (!w[NAMESPACE_IDENTIFIER]) w[NAMESPACE_IDENTIFIER] = {};\nif (!w[NAMESPACE_IDENTIFIER].styles) w[NAMESPACE_IDENTIFIER].styles = {};\nif (!w[NAMESPACE_IDENTIFIER].hooks) w[NAMESPACE_IDENTIFIER].hooks = {};\nif (!w[NAMESPACE_IDENTIFIER].shims) w[NAMESPACE_IDENTIFIER].shims = [];\n\nvar namespace = w[NAMESPACE_IDENTIFIER];\n\nvar functions = [];\nvar listener = function listener() {\n DOCUMENT.removeEventListener('DOMContentLoaded', listener);\n loaded = 1;\n functions.map(function (fn) {\n   return fn();\n });\n};\n\nvar loaded = false;\n\nif (IS_DOM) {\n loaded = (DOCUMENT.documentElement.doScroll ? /^loaded|^c/ : /^loaded|^i|^c/).test(DOCUMENT.readyState);\n\n if (!loaded) DOCUMENT.addEventListener('DOMContentLoaded', listener);\n}\n\nvar domready = function (fn) {\n if (!IS_DOM) return;\n loaded ? setTimeout(fn, 0) : functions.push(fn);\n};\n\nvar d = UNITS_IN_GRID;\n\nvar meaninglessTransform = {\n size: 16,\n x: 0,\n y: 0,\n rotate: 0,\n flipX: false,\n flipY: false\n};\n\nfunction isReserved(name) {\n return ~RESERVED_CLASSES.indexOf(name);\n}\n\nfunction bunker(fn) {\n try {\n   fn();\n } catch (e) {\n   if (!PRODUCTION) {\n   throw e;\n   }\n }\n}\n\nfunction insertCss(css) {\n if (!css || !IS_DOM) {\n   return;\n }\n\n var style = DOCUMENT.createElement('style');\n style.setAttribute('type', 'text/css');\n style.innerHTML = css;\n\n var headChildren = DOCUMENT.head.childNodes;\n var beforeChild = null;\n\n for (var i = headChildren.length - 1; i > -1; i--) {\n   var child = headChildren[i];\n   var tagName = (child.tagName || '').toUpperCase();\n   if (['STYLE', 'LINK'].indexOf(tagName) > -1) {\n   beforeChild = child;\n   }\n }\n\n DOCUMENT.head.insertBefore(style, beforeChild);\n\n return css;\n}\n\nvar _uniqueId = 0;\n\nfunction nextUniqueId() {\n _uniqueId++;\n return _uniqueId;\n}\n\nfunction toArray(obj) {\n var array = [];\n\n for (var i = (obj || []).length >>> 0; i--;) {\n   array[i] = obj[i];\n }\n\n return array;\n}\n\nfunction classArray(node) {\n if (node.classList) {\n   return toArray(node.classList);\n } else {\n   return (node.getAttribute('class') || '').split(' ').filter(function (i) {\n   return i;\n   });\n }\n}\n\nfunction getIconName(familyPrefix, cls) {\n var parts = cls.split('-');\n var prefix = parts[0];\n var iconName = parts.slice(1).join('-');\n\n if (prefix === familyPrefix && iconName !== '' && !isReserved(iconName)) {\n   return iconName;\n } else {\n   return null;\n }\n}\n\nfunction htmlEscape(str) {\n return ('' + str).replace(/&/g, '&').replace(/\"/g, '"').replace(/'/g, ''').replace(/</g, '<').replace(/>/g, '>');\n}\n\nfunction joinAttributes(attributes) {\n return Object.keys(attributes || {}).reduce(function (acc, attributeName) {\n   return acc + (attributeName + '=\"' + htmlEscape(attributes[attributeName]) + '\" ');\n }, '').trim();\n}\n\nfunction joinStyles(styles) {\n return Object.keys(styles || {}).reduce(function (acc, styleName) {\n   return acc + (styleName + ': ' + styles[styleName] + ';');\n }, '');\n}\n\nfunction transformIsMeaningful(transform) {\n return transform.size !== meaninglessTransform.size || transform.x !== meaninglessTransform.x || transform.y !== meaninglessTransform.y || transform.rotate !== meaninglessTransform.rotate || transform.flipX || transform.flipY;\n}\n\nfunction transformForSvg(_ref) {\n var transform = _ref.transform,\n   containerWidth = _ref.containerWidth,\n   iconWidth = _ref.iconWidth;\n\n var outer = {\n   transform: 'translate(' + containerWidth / 2 + ' 256)'\n };\n var innerTranslate = 'translate(' + transform.x * 32 + ', ' + transform.y * 32 + ') ';\n var innerScale = 'scale(' + transform.size / 16 * (transform.flipX ? -1 : 1) + ', ' + transform.size / 16 * (transform.flipY ? -1 : 1) + ') ';\n var innerRotate = 'rotate(' + transform.rotate + ' 0 0)';\n var inner = {\n

transform: innerTranslate + ' ' + innerScale + ' ' + innerRotate\n };\n var path = {\n transform: 'translate(' + iconWidth / 2 * -1 + ' -256)'\n };\n return {\n outer: outer,\n inner: inner,\n path: path\n };\n}\n\nfunction transformForCss(_ref2) {\n var transform = _ref2.transform,\n _ref2$width = _ref2.width,\n width = _ref2$width === undefined ? UNITS_IN_GRID : _ref2$width,\n _ref2$height = _ref2.height,\n height = _ref2$height === undefined ? UNITS_IN_GRID : _ref2$height,\n _ref2$startCentered = _ref2.startCentered,\n startCentered = _ref2$startCentered === undefined ? false : _ref2$startCentered;\n\n var val = '';\n\n if (startCentered && IS_IE) {\n val += 'translate(' + (transform.x / d - width / 2) + 'em, ' + (transform.y / d - height / 2) + 'em) ';\n } else if (startCentered) {\n val += 'translate(calc(-50% + ' + transform.x / d + 'em), calc(-50% + ' + transform.y / d + 'em)) ';\n } else {\n val += 'translate(' + transform.x / d + 'em, ' + transform.y / d + 'em) ';\n }\n\n val += 'scale(' + transform.size / d * (transform.flipX ? -1 : 1) + ', ' + transform.size / d * (transform.flipY ? -1 : 1) + ') ';\n val += 'rotate(' + transform.rotate + 'deg) ';\n return val;\n}\n\nvar ALL_SPACE = {\n x: 0,\n y: 0,\n width: '100%',\n height: '100%'\n};\n\nvar makeIconMasking = function (_ref) {\n var children = _ref.children,\n attributes = _ref.attributes,\n main = _ref.main,\n mask = _ref.mask,\n transform = _ref.transform;\n var mainWidth = main.width,\n mainPath = main.icon;\n var maskWidth = mask.width,\n maskPath = mask.icon;\n\n var trans = transformForSvg({ transform: transform, containerWidth: maskWidth, iconWidth: mainWidth });\n\n var maskRect = {\n tag: 'rect',\n attributes: _extends({}, ALL_SPACE, {\n fill: 'white'\n })\n };\n var maskInnerGroup = {\n tag: 'g',\n attributes: _extends({}, trans.inner),\n children: [{ tag: 'path', attributes: _extends({}, mainPath.attributes, trans.path, { fill: 'black' }) }]\n };\n var maskOuterGroup = {\n tag: 'g',\n attributes: _extends({}, trans.outer),\n children: [maskInnerGroup]\n };\n var maskId = 'mask-' + nextUniqueId();\n var clipId = 'clip-' + nextUniqueId();\n var maskTag = {\n tag: 'mask',\n attributes: _extends({}, ALL_SPACE, {\n id: maskId,\n maskUnits: 'userSpaceOnUse',\n maskContentUnits: 'userSpaceOnUse'\n }),\n children: [maskRect, maskOuterGroup]\n };\n var defs = {\n tag: 'defs',\n children: [{ tag: 'clipPath', attributes: { id: clipId }, children: [maskPath] }, maskTag]\n };\n\n children.push(defs, {\n tag: 'rect', attributes: _extends({ fill: 'currentColor', 'clip-path': 'url(#' + clipId + ')', mask: 'url(#' + maskId + ')' }, ALL_SPACE) });\n\n return {\n children: children,\n attributes: attributes\n };\n}\n\nvar makeIconStandard = function (_ref) {\n var children = _ref.children,\n attributes = _ref.attributes,\n main = _ref.main,\n transform = _ref.transform,\n styles = _ref.styles;\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n attributes['style'] = styleString;\n }\n\n if (transformIsMeaningful(transform)) {\n var trans = transformForSvg({ transform: transform, containerWidth: main.width, iconWidth: main.width });\n children.push({\n tag: 'g',\n attributes: _extends({}, trans.outer),\n children: [{\n tag: 'g',\n attributes: _extends({}, trans.inner),\n children: [{\n tag: main.icon.tag,\n children: main.icon.children,\n attributes: _extends({}, main.icon.attributes, trans.path)\n }]\n }]\n });\n } else {\n children.push(main.icon);\n }\n\n return {\n children: children,\n attributes: attributes\n };\n}\n\nvar asIcon = function (_ref) {\n var children = _ref.children,\n main = _ref.main,\n mask = _ref.mask,\n attributes = _ref.attributes,\n styles = _ref.styles,\n transform = _ref.transform;\n\n if (transformIsMeaningful(transform) && main.found && !mask.found) {\n var width = main.width,\n height = main.height;\n\n var offset = {\n x: width / height / 2,\n y: 0.5\n };\n attributes['style'] = joinStyles(_extends({}, styles, {\n 'transform-origin': offset.x + transform.x / 16 + 'em ' + (offset.y + transform.y / 16) + 'em'\n }));\n }\n\n return [{\n tag: 'svg',\n attributes: attributes,\n children: children\n }];\n}\n\nvar asSymbol = function (_ref) {\n var prefix = _ref.prefix,\n iconName = _ref.iconName,\n children = _ref.children,\n attributes = _ref.attributes,\n symbol = _ref.symbol;\n\n var id = symbol === true ? prefix + '-' + config$1.familyPrefix + '-' + iconName : symbol;\n\n return [{\n tag: 'svg',\n attributes: {\n style: 'display: none;'\n },\n children: [{\n tag: 'symbol',\n attributes: _extends({}, attributes, { id: id }),\n children: children\n }]\n }];\n}\n\nfunction makeInlineSvgAbstract(params) {\n var _params$icons = params.icons,\n main = _params$icons.main,\n mask = _params$icons.mask,\n prefix = params.prefix,\n iconName = params.iconName,\n transform = params.transform,\n symbol = params.symbol,\n title = params.title,\n extra = params.extra,\n _params$watchable = params.watchable,\n watchable = _params$watchable === undefined ? false : _params$watchable;\n\n var _ref = mask.found ? mask : main,\n width = _ref.width,\n

height = _ref.height;\n\n var widthClass = 'fa-w-' + Math.ceil(width / height * 16);\n var attrClass = [config$1.replacementClass, iconName ? config$1.familyPrefix + '-' + iconName : '', widthClass].concat(extra.classes).join(' ');\n var content = {\n children: [],\n attributes: _extends({}, extra.attributes, {\n 'data-prefix': prefix,\n 'data-icon': iconName,\n 'class': attrClass,\n 'role': 'img',\n 'xmlns': 'http://www.w3.org/2000/svg',\n 'viewBox': '0 0 ' + width + ' ' + height\n })\n };\n\n if (watchable) {\n content.attributes[DATA_FA_I2SVG] = '';\n }\n\n if (title) content.children.push({ tag: 'title', attributes: { id: content.attributes['aria-labelledby'] || 'title-' + nextUniqueId() }, children: [title] });\n var args = _extends({}, content, {\n prefix: prefix,\n iconName: iconName,\n main: main,\n mask: mask,\n transform: transform,\n symbol: symbol,\n styles: extra.styles\n });\n\n var _ref2 = mask.found && main.found ? makeIconMasking(args) : makeIconStandard(args),\n children = _ref2.children,\n attributes = _ref2.attributes;\n\n args.children = children;\n args.attributes = attributes;\n\n if (symbol) {\n return asSymbol(args);\n } else {\n return asIcon(args);\n }\n}\n\nfunction makeLayersTextAbstract(params) {\n var content = params.content,\n width = params.width,\n height = params.height,\n transform = params.transform,\n title = params.title,\n extra = params.extra,\n _params$watchable2 = params.watchable,\n watchable = _params$watchable2 === undefined ? false : _params$watchable2;\n\n var attributes = _extends({}, extra.attributes, title ? { 'title': title } : {}, {\n 'class': extra.classes.join(' ')\n });\n\n if (watchable) {\n attributes[DATA_FA_I2SVG] = '';\n }\n\n var styles = _extends({}, extra.styles);\n\n if (transformIsMeaningful(transform)) {\n styles['transform'] = transformForCss({ transform: transform, startCentered: true, width: width, height: height });\n styles['-webkit-transform'] = styles['transform'];\n }\n\n var styleString = joinStyles(styles);\n\n if (styleString.length > 0) {\n attributes['style'] = styleString;\n }\n\n var val = [];\n val.push({\n tag: 'span',\n attributes: attributes,\n children: [content]\n });\n\n if (title) {\n val.push({ tag: 'span', attributes: { class: 'sr-only' }, children: [title] });\n }\n\n return val;\n}\n\nvar noop$2 = function noop() {};\nvar p = config$1.measurePerformance && PERFORMANCE && PERFORMANCE.mark && PERFORMANCE.measure ? PERFORMANCE : { mark: noop$2, measure: noop$2 };\nvar preamble = 'FA \"5.0.13\"';\n\nvar begin = function begin(name) {\n p.mark(preamble + ' ' + name + ' begins');\n return function () {\n return end(name);\n };\n};\n\nvar end = function end(name) {\n p.mark(preamble + ' ' + name + ' ends');\n p.measure(preamble + ' ' + name, preamble + ' ' + name + ' begins', preamble + ' ' + name + ' ends');\n};\n\nvar perf = { begin: begin, end: end };\n\n'use strict';\n\n/**\n * Internal helper to bind a function known to have 4 arguments\n * to a given context.\n */\nvar bindInternal4 = function bindInternal4 (func, thisContext) {\n return function (a, b, c, d) {\n return func.call(thisContext, a, b, c, d);\n };\n};\n\n'use strict';\n\n/**\n * # Reduce\n *\n * A fast object `.reduce()` implementation.\n *\n * @param {Object} subject The object to reduce over.\n * @param {Function} fn The reducer function.\n * @param {mixed} initialValue The initial value for the reducer, defaults to subject[0].\n * @param {Object} thisContext The context for the reducer.\n * @return {mixed} The final result.\n */\nvar reduce = function fastReduceObject (subject, fn, initialValue, thisContext) {\n var keys = Object.keys(subject),\n length = keys.length,\n iterator = thisContext !== undefined ? bindInternal4(fn, thisContext) : fn,\n i, key, result;\n\n if (initialValue === undefined) {\n i = 1;\n result = subject[keys[0]];\n } else {\n i = 0;\n result = initialValue;\n }\n\n for (; i < length; i++) {\n key = keys[i];\n result = iterator(result, subject[key], key, subject);\n }\n\n return result;\n};\n\nvar styles$2 = namespace.styles;\nvar shims = namespace.shims;\n\n\nvar _byUnicode = {};\nvar _byLigature = {};\nvar _byOldName = {};\n\nvar build = function build() {\n var lookup = function lookup(reducer) {\n return reduce(styles$2, function (o, style, prefix) {\n o[prefix] = reduce(style, reducer, {});\n return o;\n }, {});\n };\n\n _byUnicode = lookup(function (acc, icon, iconName) {\n acc[icon[3]] = iconName;\n return acc;\n });\n\n _byLigature = lookup(function (acc, icon, iconName) {\n var ligatures = icon[2];\n\n acc[iconName] = iconName;\n\n ligatures.forEach(function (ligature) {\n acc[ligature] = iconName;\n });\n\n return acc;\n });\n\n var hasRegular = 'far' in styles$2;\n\n _byOldName = reduce(shims, function (acc, shim) {\n var oldName = shim[0];\n var prefix = shim[1];\n var iconName = shim[2];\n\n if (prefix === 'far' && !hasRegular) {\n prefix = 'fas';\n }\n\n acc[oldName] = { prefix: prefix, iconName: iconName };\n\n return acc;\n }, {});\n};\n\nbuild();\n\nfunction byUnicode(prefix, unicode) {\n return _byUnicode[prefix][unicode];\n}\n\nfunction byLigature(prefix, ligature) {\n return

_byLigature[prefix][ligature];\n}\n\nfunction byOldName(name) {\n return _byOldName[name] || { prefix: null, iconName: null };\n}\n\nvar styles$1 = namespace.styles;\n\nvar emptyCanonicalIcon = function emptyCanonicalIcon() {\n return { prefix: null, iconName: null, rest: [] };\n};\n\nfunction getCanonicalIcon(values) {\n return values.reduce(function (acc, cls) {\n   var iconName = getIconName(config$1.familyPrefix, cls);\n\n   if (styles$1[cls]) {\n   acc.prefix = cls;\n   } else if (iconName) {\n   var shim = acc.prefix === 'fa' ? byOldName(iconName) : {};\n\n   acc.iconName = shim.iconName || iconName;\n   acc.prefix = shim.prefix || acc.prefix;\n   } else if (cls !== config$1.replacementClass && cls.indexOf('fa-w-') !== 0) {\n   acc.rest.push(cls);\n   }\n\n   return acc;\n }, emptyCanonicalIcon());\n}\n\nfunction iconFromMapping(mapping, prefix, iconName) {\n if (mapping && mapping[prefix] && mapping[prefix][iconName]) {\n   return {\n   prefix: prefix,\n   iconName: iconName,\n   icon: mapping[prefix][iconName]\n   };\n }\n}\n\nfunction toHtml(abstractNodes) {\n var tag = abstractNodes.tag,\n   _abstractNodes$attrib = abstractNodes.attributes,\n   attributes = _abstractNodes$attrib === undefined ? {} : _abstractNodes$attrib,\n   _abstractNodes$childr = abstractNodes.children,\n   children = _abstractNodes$childr === undefined ? [] : _abstractNodes$childr;\n\n if (typeof abstractNodes === 'string') {\n   return htmlEscape(abstractNodes);\n } else {\n   return '<' + tag + ' ' + joinAttributes(attributes) + '>' + children.map(toHtml).join('') + '</' + tag + '>';\n }\n}\n\nvar noop$1 = function noop() {};\n\nfunction isWatched(node) {\n var i2svg = node.getAttribute ? node.getAttribute(DATA_FA_I2SVG) : null;\n\n return typeof i2svg === 'string';\n}\n\nfunction getMutator() {\n if (config$1.autoReplaceSvg === true) {\n   return mutators.replace;\n }\n\n var mutator = mutators[config$1.autoReplaceSvg];\n\n return mutator || mutators.replace;\n}\n\nvar mutators = {\n replace: function replace(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n   var newOuterHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n\n   if (node.parentNode && node.outerHTML) {\n   node.outerHTML = newOuterHTML + (config$1.keepOriginalSource && node.tagName.toLowerCase() !== 'svg' ? '<!-- ' + node.outerHTML + ' -->' : '');\n   } else if (node.parentNode) {\n   var newNode = document.createElement('span');\n\n   node.parentNode.replaceChild(newNode, node);\n   newNode.outerHTML = newOuterHTML;\n   }\n },\n nest: function nest(mutation) {\n   var node = mutation[0];\n   var abstract = mutation[1];\n\n   // If we already have a replaced node we do not want to continue nesting within it.\n   // Short-circuit to the standard replacement\n   if (~classArray(node).indexOf(config$1.replacementClass)) {\n   return mutators.replace(mutation);\n   }\n\n   var forSvg = new RegExp(config$1.familyPrefix + '-.*');\n\n   delete abstract[0].attributes.style;\n\n   var splitClasses = abstract[0].attributes.class.split(' ').reduce(function (acc, cls) {\n   if (cls === config$1.replacementClass || cls.match(forSvg)) {\n   acc.toSvg.push(cls);\n   } else {\n   acc.toNode.push(cls);\n   }\n\n   return acc;\n   }, { toNode: [], toSvg: [] });\n\n   abstract[0].attributes.class = splitClasses.toSvg.join(' ');\n\n   var newInnerHTML = abstract.map(function (a) {\n   return toHtml(a);\n   }).join('\\n');\n   node.setAttribute('class', splitClasses.toNode.join(' '));\n   node.setAttribute(DATA_FA_I2SVG, '');\n   node.innerHTML = newInnerHTML;\n }\n};\n\nfunction perform(mutations, callback) {\n var callbackFunction = typeof callback === 'function' ? callback : noop$1;\n\n if (mutations.length === 0) {\n   callbackFunction();\n } else {\n   var frame = WINDOW.requestAnimationFrame || function (op) {\n   return op();\n   };\n\n   frame(function () {\n   var mutator = getMutator();\n   var mark = perf.begin('mutate');\n   mutations.map(mutator);\n\n   mark();\n\n   callbackFunction();\n   });\n }\n}\n\nvar disabled = false;\nfunction disableObservation(operation) {\n disabled = true;\n operation();\n disabled = false;\n}\n\nvar mo = null;\nfunction observe(options) {\n if (!MUTATION_OBSERVER) return;\n\n var treeCallback = options.treeCallback,\n   nodeCallback = options.nodeCallback,\n   pseudoElementsCallback = options.pseudoElementsCallback;\n\n mo = new MUTATION_OBSERVER(function (objects) {\n   if (disabled) return;\n\n   toArray(objects).forEach(function (mutationRecord) {\n   if (mutationRecord.type === 'childList' && mutationRecord.addedNodes.length > 0 && !isWatched(mutationRecord.addedNodes[0])) {\n   if (config$1.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target);\n   }\n\n   treeCallback(mutationRecord.target);\n   }\n\n   if (mutationRecord.type === 'attributes' && mutationRecord.target.parentNode && config$1.searchPseudoElements) {\n   pseudoElementsCallback(mutationRecord.target.parentNode);\n   }\n\n   if (mutationRecord.type === 'attributes' && isWatched(mutationRecord.target) &&

~ATTRIBUTES_WATCHED_FOR_MUTATION.indexOf(mutationRecord.attributeName)) {\n   if (mutationRecord.attributeName === 'class') {\n   var _getCanonicalIcon = getCanonicalIcon(classArray(mutationRecord.target)),\n   prefix = _getCanonicalIcon.prefix,\n   iconName = _getCanonicalIcon.iconName;\n\n   if (prefix) mutationRecord.target.setAttribute('data-prefix', prefix);\n   if (iconName) mutationRecord.target.setAttribute('data-icon', iconName);\n   } else {\n   nodeCallback(mutationRecord.target);\n   }\n   }\n   });\n });\n\n if (!IS_DOM) return;\n\n mo.observe(DOCUMENT.getElementsByTagName('body')[0], {\n   childList: true, attributes: true, characterData: true, subtree: true\n });\n}\n\nfunction disconnect() {\n if (!mo) return;\n\n mo.disconnect();\n}\n\nvar styleParser = function (node) {\n var style = node.getAttribute('style');\n\n var val = [];\n\n if (style) {\n   val = style.split(';').reduce(function (acc, style) {\n   var styles = style.split(':');\n   var prop = styles[0];\n   var value = styles.slice(1);\n\n   if (prop && value.length > 0) {\n   acc[prop] = value.join(':').trim();\n   }\n\n   return acc;\n   }, {});\n }\n\n return val;\n};\n\nfunction toHex(unicode) {\n var result = '';\n\n for (var i = 0; i < unicode.length; i++) {\n   var hex = unicode.charCodeAt(i).toString(16);\n   result += ('000' + hex).slice(-4);\n }\n\n return result;\n}\n\nvar classParser = function (node) {\n var existingPrefix = node.getAttribute('data-prefix');\n var existingIconName = node.getAttribute('data-icon');\n var innerText = node.innerText !== undefined ? node.innerText.trim() : '';\n\n var val = getCanonicalIcon(classArray(node));\n\n if (existingPrefix && existingIconName) {\n   val.prefix = existingPrefix;\n   val.iconName = existingIconName;\n }\n\n if (val.prefix && innerText.length > 1) {\n   val.iconName = byLigature(val.prefix, node.innerText);\n } else if (val.prefix && innerText.length === 1) {\n   val.iconName = byUnicode(val.prefix, toHex(node.innerText));\n }\n\n return val;\n};\n\nvar parseTransformString = function parseTransformString(transformString) {\n var transform = {\n   size: 16,\n   x: 0,\n   y: 0,\n   flipX: false,\n   flipY: false,\n   rotate: 0\n };\n\n if (!transformString) {\n   return transform;\n } else {\n   return transformString.toLowerCase().split(' ').reduce(function (acc, n) {\n   var parts = n.toLowerCase().split('-');\n   var first = parts[0];\n   var rest = parts.slice(1).join('-');\n\n   if (first && rest === 'h') {\n   acc.flipX = true;\n   return acc;\n   }\n\n   if (first && rest === 'v') {\n   acc.flipY = true;\n   return acc;\n   }\n\n   rest = parseFloat(rest);\n\n   if (isNaN(rest)) {\n   return acc;\n   }\n\n   switch (first) {\n   case 'grow':\n   acc.size = acc.size + rest;\n   break;\n   case 'shrink':\n   acc.size = acc.size - rest;\n   break;\n   case 'left':\n   acc.x = acc.x - rest;\n   break;\n   case 'right':\n   acc.x = acc.x + rest;\n   break;\n   case 'up':\n   acc.y = acc.y - rest;\n   break;\n   case 'down':\n   acc.y = acc.y + rest;\n   break;\n   case 'rotate':\n   acc.rotate = acc.rotate + rest;\n   break;\n   }\n\n   return acc;\n   }, transform);\n }\n};\n\nvar transformParser = function (node) {\n return parseTransformString(node.getAttribute('data-fa-transform'));\n};\n\nvar symbolParser = function (node) {\n var symbol = node.getAttribute('data-fa-symbol');\n\n return symbol === null ? false : symbol === '' ? true : symbol;\n};\n\nvar attributesParser = function (node) {\n var extraAttributes = toArray(node.attributes).reduce(function (acc, attr) {\n   if (acc.name !== 'class' && acc.name !== 'style') {\n   acc[attr.name] = attr.value;\n   }\n   return acc;\n }, {});\n\n var title = node.getAttribute('title');\n\n if (config$1.autoA11y) {\n   if (title) {\n   extraAttributes['aria-labelledby'] = config$1.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   extraAttributes['aria-hidden'] = 'true';\n   }\n }\n\n return extraAttributes;\n};\n\nvar maskParser = function (node) {\n var mask = node.getAttribute('data-fa-mask');\n\n if (!mask) {\n   return emptyCanonicalIcon();\n } else {\n   return getCanonicalIcon(mask.split(' ').map(function (i) {\n   return i.trim();\n   }));\n }\n};\n\nfunction parseMeta(node) {\n var _classParser = classParser(node),\n   iconName = _classParser.iconName,\n   prefix = _classParser.prefix,\n   extraClasses = _classParser.rest;\n\n var extraStyles = styleParser(node);\n var transform = transformParser(node);\n var symbol = symbolParser(node);\n var extraAttributes = attributesParser(node);\n var mask = maskParser(node);\n\n return {\n   iconName: iconName,\n   title: node.getAttribute('title'),\n   prefix: prefix,\n   transform: transform,\n   symbol: symbol,\n   mask: mask,\n   extra: {\n   classes: extraClasses,\n   styles: extraStyles,\n   attributes: extraAttributes\n   }\n };\n}\n\nfunction MissingIcon(error) {\n this.name = 'MissingIcon';\n this.message = error || 'Icon unavailable';\n this.stack = new Error().stack;\n}\n\nMissingIcon.prototype = Object.create(Error.prototype);\nMissingIcon.prototype.constructor = MissingIcon;\n\nvar FILL = { fill:

'currentColor' };\nvar ANIMATION_BASE = {\n attributeType: 'XML',\n repeatCount: 'indefinite',\n dur: '2s'\n};\nvar RING = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n d: 'M156.5,447.7l-12.6,29.5c-18.7-9.5-35.9-21.2-51.5-34.9l22.7-22.7C127.6,430.5,141.5,440,156.5,447.7z M40.6,272H8.5 c1.4,21.2,5.4,41.7,11.7,61.1L50,321.2C45.1,305.5,41.8,289,40.6,272z M40.6,240c1.4-18.8,5.2-37,11.1-54.1l-29.5-12.6 C14.7,194.3,10,216.7,8.5,240H40.6z M64.3,156.5c7.8-14.9,17.2-28.8,28.1-41.5L69.7,92.3c-13.7,15.6-25.5,32.8-34.9,51.5 L64.3,156.5z M397,419.6c-13.9,12-29.4,22.3-46.1,30.4l11.9,29.8c20.7-9.9,39.8-22.6,56.9-37.6L397,419.6z M115,92.4 c13.9-12,29.4-22.3,46.1-30.4l-11.9-29.8c-20.7,9.9-39.8,22.6-56.8,37.6L115,92.4z M447.7,355.5c-7.8,14.9-17.2,28.8-28.1,41.5 l22.7,22.7c13.7-15.6,25.5-32.9,34.9-51.5L447.7,355.5z M471.4,272c-1.4,18.8-5.2,37-11.1,54.1l29.5,12.6 c7.5-21.1,12.2-43.5,13.6-66.8H471.4z M321.2,462c-15.7,5-32.2,8.2-49.2,9.4v32.1c21.2-1.4,41.7-5.4,61.1-11.7L321.2,462z M240,471.4c-18.8-1.4-37-5.2-54.1-11.1l-12.6,29.5c21.1,7.5,43.5,12.2,66.8,13.6V471.4z M462,190.8c5,15.7,8.2,32.2,9.4,49.2h32.1 c-1.4-21.2-5.4-41.7-11.7-61.1L462,190.8z M92.4,397c-12-13.9-22.3-29.4-30.4-46.1l-29.8,11.9c9.9,20.7,22.6,39.8,37.6,56.9 L92.4,397z M272,40.6c18.8,1.4,36.9,5.2,54.1,11.1l12.6-29.5C317.7,14.7,295.3,10,272,8.5V40.6z M190.8,50 c15.7-5,32.2-8.2,49.2-9.4V8.5c-21.2,1.4-41.7,5.4-61.1,11.7L190.8,50z M442.3,92.3L419.6,115c12,13.9,22.3,29.4,30.5,46.1 l29.8-11.9C470,128.5,457.3,109.4,442.3,92.3z M397,92.4l22.7-22.7c-15.6-13.7-32.8-25.5-51.5-34.9l-12.6,29.5 C370.4,72.1,384.4,81.5,397,92.4z'\n })\n};\nvar OPACITY_ANIMATE = _extends({}, ANIMATION_BASE, {\n attributeName: 'opacity'\n});\nvar DOT = {\n tag: 'circle',\n attributes: _extends({}, FILL, {\n cx: '256',\n cy: '364',\n r: '28'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, ANIMATION_BASE, { attributeName: 'r', values: '28;14;28;28;14;28;' }) }, { tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;1;1;0;1;' }) }]\n};\nvar QUESTION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '1',\n d: 'M263.7,312h-16c-6.6,0-12-5.4-12-12c0-71,77.4-63.9,77.4-107.8c0-20-17.8-40.2-57.4-40.2c-29.1,0-44.3,9.6-59.2,28.7 c-3.9,5-11.1,6-16.2,2.4l-13.1-9.2c-5.6-3.9-6.9-11.8-2.6-17.2c21.2-27.2,46.4-44.7,91.2-44.7c52.3,0,97.4,29.8,97.4,80.2 c0,67.6-77.4,63.5-77.4,107.8C275.7,306.6,270.3,312,263.7,312z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '1;0;0;0;0;1;' }) }]\n};\nvar EXCLAMATION = {\n tag: 'path',\n attributes: _extends({}, FILL, {\n opacity: '0',\n d: 'M232.5,134.5l7,168c0.3,6.4,5.6,11.5,12,11.5h9c6.4,0,11.7-5.1,12-11.5l7-168c0.3-6.8-5.2-12.5-12-12.5h-23 C237.7,122,232.2,127.7,232.5,134.5z'\n }),\n children: [{ tag: 'animate', attributes: _extends({}, OPACITY_ANIMATE, { values: '0;0;1;1;0;0;' }) }]\n};\n\nvar missing = { tag: 'g', children: [RING, DOT, QUESTION, EXCLAMATION] };\n\nvar styles = namespace.styles;\nvar LAYERS_TEXT_CLASSNAME = 'fa-layers-text';\nvar FONT_FAMILY_PATTERN = /Font Awesome 5 (Solid|Regular|Light|Brands)/;\nvar STYLE_TO_PREFIX = {\n 'Solid': 'fas',\n 'Regular': 'far',\n 'Light': 'fal',\n 'Brands': 'fab'\n};\n\nfunction findIcon(iconName, prefix) {\n var val = {\n found: false,\n width: 512,\n height: 512,\n icon: missing\n };\n\n if (iconName && prefix && styles[prefix] && styles[prefix][iconName]) {\n var icon = styles[prefix][iconName];\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n val = {\n found: true,\n width: width,\n height: height,\n icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n } else if (iconName && prefix && !config$1.showMissingIcons) {\n throw new MissingIcon('Icon is missing for prefix ' + prefix + ' with icon name ' + iconName);\n }\n\n return val;\n}\n\nfunction generateSvgReplacementMutation(node, nodeMeta) {\n var iconName = nodeMeta.iconName,\n title = nodeMeta.title,\n prefix = nodeMeta.prefix,\n transform = nodeMeta.transform,\n symbol = nodeMeta.symbol,\n mask = nodeMeta.mask,\n extra = nodeMeta.extra;\n\n return [node, makeInlineSvgAbstract({\n icons: {\n main: findIcon(iconName, prefix),\n mask: findIcon(mask.iconName, mask.prefix)\n },\n prefix: prefix,\n iconName: iconName,\n transform: transform,\n symbol: symbol,\n mask: mask,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateLayersText(node, nodeMeta) {\n var title = nodeMeta.title,\n transform = nodeMeta.transform,\n extra = nodeMeta.extra;\n\n var width = null;\n var height = null;\n\n if (IS_IE) {\n var computedFontSize = parseInt(getComputedStyle(node).fontSize, 10);\n var boundingClientRect = node.getBoundingClientRect();\n width = boundingClientRect.width / computedFontSize;\n height = boundingClientRect.height / computedFontSize;\n }\n\n if (config$1.autoA11y && !title) {\n

extra.attributes['aria-hidden'] = 'true';\n }\n\n return [node, makeLayersTextAbstract({\n content: node.innerHTML,\n width: width,\n height: height,\n transform: transform,\n title: title,\n extra: extra,\n watchable: true\n })];\n}\n\nfunction generateMutation(node) {\n var nodeMeta = parseMeta(node);\n\n if (~nodeMeta.extra.classes.indexOf(LAYERS_TEXT_CLASSNAME)) {\n return generateLayersText(node, nodeMeta);\n } else {\n return generateSvgReplacementMutation(node, nodeMeta);\n }\n}\n\nfunction remove(node) {\n if (typeof node.remove === 'function') {\n node.remove();\n } else if (node && node.parentNode) {\n node.parentNode.removeChild(node);\n }\n}\n\nfunction searchPseudoElements(root) {\n if (!IS_DOM) return;\n\n var end = perf.begin('searchPseudoElements');\n\n disableObservation(function () {\n toArray(root.querySelectorAll('*')).forEach(function (node) {\n [':before', ':after'].forEach(function (pos) {\n var styles = WINDOW.getComputedStyle(node, pos);\n var fontFamily = styles.getPropertyValue('font-family').match(FONT_FAMILY_PATTERN);\n var children = toArray(node.children);\n var pseudoElement = children.filter(function (c) {\n return c.getAttribute(DATA_FA_PSEUDO_ELEMENT) === pos;\n })[0];\n\n if (pseudoElement) {\n if (pseudoElement.nextSibling && pseudoElement.nextSibling.textContent.indexOf(DATA_FA_PSEUDO_ELEMENT) > -1) {\n remove(pseudoElement.nextSibling);\n }\n remove(pseudoElement);\n pseudoElement = null;\n }\n\n if (fontFamily && !pseudoElement) {\n var content = styles.getPropertyValue('content');\n var i = DOCUMENT.createElement('i');\n i.setAttribute('class', '' + STYLE_TO_PREFIX[fontFamily[1]]);\n i.setAttribute(DATA_FA_PSEUDO_ELEMENT, pos);\n i.innerText = content.length === 3 ? content.substr(1, 1) : content;\n if (pos === ':before') {\n node.insertBefore(i, node.firstChild);\n } else {\n node.appendChild(i);\n }\n }\n });\n });\n });\n\n end();\n}\n\nfunction onTree(root) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n if (!IS_DOM) return;\n\n var htmlClassList = DOCUMENT.documentElement.classList;\n var hclAdd = function hclAdd(suffix) {\n return htmlClassList.add(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var hclRemove = function hclRemove(suffix) {\n return htmlClassList.remove(HTML_CLASS_I2SVG_BASE_CLASS + '-' + suffix);\n };\n var prefixes = Object.keys(styles);\n var prefixesDomQuery = ['.' + LAYERS_TEXT_CLASSNAME + ':not([' + DATA_FA_I2SVG + '])'].concat(prefixes.map(function (p) {\n return '.' + p + ':not([' + DATA_FA_I2SVG + '])';\n })).join(', ');\n\n if (prefixesDomQuery.length === 0) {\n return;\n }\n\n var candidates = toArray(root.querySelectorAll(prefixesDomQuery));\n\n if (candidates.length > 0) {\n hclAdd('pending');\n hclRemove('complete');\n } else {\n return;\n }\n\n var mark = perf.begin('onTree');\n\n var mutations = candidates.reduce(function (acc, node) {\n try {\n var mutation = generateMutation(node);\n\n if (mutation) {\n acc.push(mutation);\n }\n } catch (e) {\n if (!PRODUCTION) {\n if (e instanceof MissingIcon) {\n console.error(e);\n }\n }\n }\n\n return acc;\n }, []);\n\n mark();\n\n perform(mutations, function () {\n hclAdd('active');\n hclAdd('complete');\n hclRemove('pending');\n\n if (typeof callback === 'function') callback();\n });\n}\n\nfunction onNode(node) {\n var callback = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : null;\n\n var mutation = generateMutation(node);\n\n if (mutation) {\n perform([mutation], callback);\n }\n}\n\nvar baseStyles = \"svg:not(:root).svg-inline--fa {\\n overflow: visible; }\\n\\n.svg-inline--fa {\\n display: inline-block;\\n font-size: inherit;\\n height: 1em;\\n overflow: visible;\\n vertical-align: -.125em; }\\n .svg-inline--fa.fa-lg {\\n vertical-align: -.225em; }\\n .svg-inline--fa.fa-w-1 {\\n width: 0.0625em; }\\n .svg-inline--fa.fa-w-2 {\\n width: 0.125em; }\\n .svg-inline--fa.fa-w-3 {\\n width: 0.1875em; }\\n .svg-inline--fa.fa-w-4 {\\n width: 0.25em; }\\n .svg-inline--fa.fa-w-5 {\\n width: 0.3125em; }\\n .svg-inline--fa.fa-w-6 {\\n width: 0.375em; }\\n .svg-inline--fa.fa-w-7 {\\n width: 0.4375em; }\\n .svg-inline--fa.fa-w-8 {\\n width: 0.5em; }\\n .svg-inline--fa.fa-w-9 {\\n width: 0.5625em; }\\n .svg-inline--fa.fa-w-10 {\\n width: 0.625em; }\\n .svg-inline--fa.fa-w-11 {\\n width: 0.6875em; }\\n .svg-inline--fa.fa-w-12 {\\n width: 0.75em; }\\n .svg-inline--fa.fa-w-13 {\\n width: 0.8125em; }\\n .svg-inline--fa.fa-w-14 {\\n width: 0.875em; }\\n .svg-inline--fa.fa-w-15 {\\n width: 0.9375em; }\\n .svg-inline--fa.fa-w-16 {\\n width: 1em; }\\n .svg-inline--fa.fa-w-17 {\\n width: 1.0625em; }\\n .svg-inline--fa.fa-w-18 {\\n width: 1.125em; }\\n .svg-inline--fa.fa-w-19 {\\n width: 1.1875em; }\\n .svg-inline--fa.fa-w-20 {\\n width: 1.25em; }\\n .svg-inline--fa.fa-pull-left {\\n margin-right: .3em;\\n width: auto; }\\n .svg-inline--fa.fa-

pull-right {\\n   margin-left: .3em;\\n   width: auto; }\\n .svg-inline--fa.fa-border {\\n   height: 1.5em; }\\n .svg-inline--fa.fa-li {\\n   width: 2em; }\\n .svg-inline--fa.fa-fw {\\n   width: 1.25em; }\\n\\n.fa-layers svg.svg-inline--fa {\\n   bottom: 0;\\n   left: 0;\\n   margin: auto;\\n   position: absolute;\\n   right: 0;\\n   top: 0; }\\n\\n.fa-layers {\\n   display: inline-block;\\n   height: 1em;\\n   position: relative;\\n   text-align: center;\\n   vertical-align: -.125em;\\n   width: 1em; }\\n .fa-layers svg.svg-inline--fa {\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-text, .fa-layers-counter {\\n   display: inline-block;\\n   position: absolute;\\n   text-align: center; }\\n\\n.fa-layers-text {\\n   left: 50%;\\n   top: 50%;\\n   -webkit-transform: translate(-50%, -50%);\\n   transform: translate(-50%, -50%);\\n   -webkit-transform-origin: center center;\\n   transform-origin: center center; }\\n\\n.fa-layers-counter {\\n   background-color: #ff253a;\\n   border-radius: 1em;\\n   -webkit-box-sizing: border-box;\\n   box-sizing: border-box;\\n   color: #fff;\\n   height: 1.5em;\\n   line-height: 1;\\n   max-width: 5em;\\n   min-width: 1.5em;\\n   overflow: hidden;\\n   padding: .25em;\\n   right: 0;\\n   text-overflow: ellipsis;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-bottom-right {\\n   bottom: 0;\\n   right: 0;\\n   top: auto;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: bottom right;\\n   transform-origin: bottom right; }\\n\\n.fa-layers-bottom-left {\\n   bottom: 0;\\n   left: 0;\\n   right: auto;\\n   top: auto;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: bottom left;\\n   transform-origin: bottom left; }\\n\\n.fa-layers-top-right {\\n   right: 0;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top right;\\n   transform-origin: top right; }\\n\\n.fa-layers-top-left {\\n   left: 0;\\n   right: auto;\\n   top: 0;\\n   -webkit-transform: scale(0.25);\\n   transform: scale(0.25);\\n   -webkit-transform-origin: top left;\\n   transform-origin: top left; }\\n\\n.fa-lg {\\n   font-size: 1.33333em;\\n   line-height: 0.75em;\\n   vertical-align: -.0667em; }\\n\\n.fa-xs {\\n   font-size: .75em; }\\n\\n.fa-sm {\\n   font-size: .875em; }\\n\\n.fa-1x {\\n   font-size: 1em; }\\n\\n.fa-2x {\\n   font-size: 2em; }\\n\\n.fa-3x {\\n   font-size: 3em; }\\n\\n.fa-4x {\\n   font-size: 4em; }\\n\\n.fa-5x {\\n   font-size: 5em; }\\n\\n.fa-6x {\\n   font-size: 6em; }\\n\\n.fa-7x {\\n   font-size: 7em; }\\n\\n.fa-8x {\\n   font-size: 8em; }\\n\\n.fa-9x {\\n   font-size: 9em; }\\n\\n.fa-10x {\\n   font-size: 10em; }\\n\\n.fa-fw {\\n   text-align: center;\\n   width: 1.25em; }\\n\\n.fa-ul {\\n   list-style-type: none;\\n   margin-left: 2.5em;\\n   padding-left: 0; }\\n .fa-ul > li {\\n   position: relative; }\\n\\n.fa-li {\\n   left: -2em;\\n   position: absolute;\\n   text-align: center;\\n   width: 2em;\\n   line-height: inherit; }\\n\\n.fa-border {\\n   border: solid 0.08em #eee;\\n   border-radius: .1em;\\n   padding: .2em .25em .15em; }\\n\\n.fa-pull-left {\\n   float: left; }\\n\\n.fa-pull-right {\\n   float: right; }\\n\\n.fa.fa-pull-left,\\n.fas.fa-pull-left,\\n.far.fa-pull-left,\\n.fal.fa-pull-left,\\n.fab.fa-pull-left {\\n   margin-right: .3em; }\\n\\n.fa.fa-pull-right,\\n.fas.fa-pull-right,\\n.far.fa-pull-right,\\n.fal.fa-pull-right,\\n.fab.fa-pull-right {\\n   margin-left: .3em; }\\n\\n.fa-spin {\\n   -webkit-animation: fa-spin 2s infinite linear;\\n   animation: fa-spin 2s infinite linear; }\\n\\n.fa-pulse {\\n   -webkit-animation: fa-spin 1s infinite steps(8);\\n   animation: fa-spin 1s infinite steps(8); }\\n\\n@-webkit-keyframes fa-spin {\\n   0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n   100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n@keyframes fa-spin {\\n   0% {\\n   -webkit-transform: rotate(0deg);\\n   transform: rotate(0deg); }\\n   100% {\\n   -webkit-transform: rotate(360deg);\\n   transform: rotate(360deg); } }\\n\\n.fa-rotate-90 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=1)\\\";\\n   -webkit-transform: rotate(90deg);\\n   transform: rotate(90deg); }\\n\\n.fa-rotate-180 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2)\\\";\\n   -webkit-transform: rotate(180deg);\\n   transform: rotate(180deg); }\\n\\n.fa-rotate-270 {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=3)\\\";\\n   -webkit-transform: rotate(270deg);\\n   transform: rotate(270deg); }\\n\\n.fa-flip-horizontal {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=0, mirror=1)\\\";\\n   -webkit-transform: scale(-1, 1);\\n   transform: scale(-1, 1); }\\n\\n.fa-flip-vertical {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n   -webkit-transform: scale(1, -1);\\n   transform: scale(1, -1); }\\n\\n.fa-flip-horizontal.fa-flip-vertical {\\n   -ms-filter: \\\"progid:DXImageTransform.Microsoft.BasicImage(rotation=2, mirror=1)\\\";\\n   -webkit-transform: scale(-1, -

1);\\n   transform: scale(-1, -1); }\\n\\n:root .fa-rotate-90,\\n:root .fa-rotate-180,\\n:root .fa-rotate-270,\\n:root .fa-flip-horizontal,\\n:root .fa-flip-vertical {\\n -webkit-filter: none;\\n   filter: none; }\\n\\n.fa-stack {\\n display: inline-block;\\n height: 2em;\\n position: relative;\\n width: 2em; }\\n\\n.fa-stack-1x,\\n.fa-stack-2x {\\n bottom: 0;\\n left: 0;\\n margin: auto;\\n position: absolute;\\n right: 0;\\n top: 0; }\\n\\n.svg-inline--fa.fa-stack-1x {\\n height: 1em;\\n width: 1em; }\\n\\n.svg-inline--fa.fa-stack-2x {\\n height: 2em;\\n width: 2em; }\\n\\n.fa-inverse {\\n color: #fff; }\\n\\n.sr-only {\\n border: 0;\\n clip: rect(0, 0, 0, 0);\\n height: 1px;\\n margin: -1px;\\n overflow: hidden;\\n padding: 0;\\n position: absolute;\\n width: 1px; }\\n\\n.sr-only-focusable:active, .sr-only-focusable:focus {\\n clip: auto;\\n height: auto;\\n margin: 0;\\n overflow: visible;\\n position: static;\\n width: auto; }\\n\";\nvar css = function () {\n var dfp = DEFAULT_FAMILY_PREFIX;\n var drc = DEFAULT_REPLACEMENT_CLASS;\n var fp = config$1.familyPrefix;\n var rc = config$1.replacementClass;\n var s = baseStyles;\n\n if (fp !== dfp || rc !== drc) {\n   var dPatt = new RegExp('\\\\.' + dfp + '\\\\-', 'g');\n   var rPatt = new RegExp('\\\\.' + drc, 'g');\n\n   s = s.replace(dPatt, '.' + fp + '-').replace(rPatt, '.' + rc);\n }\n\n return s;\n};\n\nfunction define(prefix, icons) {\n var normalized = Object.keys(icons).reduce(function (acc, iconName) {\n   var icon = icons[iconName];\n   var expanded = !!icon.icon;\n\n   if (expanded) {\n   acc[icon.iconName] = icon.icon;\n   } else {\n   acc[iconName] = icon;\n   }\n   return acc;\n }, {});\n\n if (typeof namespace.hooks.addPack === 'function') {\n   namespace.hooks.addPack(prefix, normalized);\n } else {\n   namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, normalized);\n }\n\n /**\n   * Font Awesome 4 used the prefix of `fa` for all icons. With the introduction\n   * of new styles we needed to differentiate between them. Prefix `fa` is now an alias\n   * for `fas` so we'll easy the upgrade process for our users by automatically defining\n   * this as well.\n   */\n if (prefix === 'fas') {\n   define('fa', icons);\n }\n}\n\nvar Library = function () {\n function Library() {\n   classCallCheck(this, Library);\n\n   this.definitions = {};\n }\n\n createClass(Library, [{\n   key: 'add',\n   value: function add() {\n   var _this = this;\n\n   for (var _len = arguments.length, definitions = Array(_len), _key = 0; _key < _len; _key++) {\n   definitions[_key] = arguments[_key];\n   }\n\n   var additions = definitions.reduce(this._pullDefinitions, {});\n\n   Object.keys(additions).forEach(function (key) {\n   _this.definitions[key] = _extends({}, _this.definitions[key] || {}, additions[key]);\n   define(key, additions[key]);\n   });\n   }\n }, {\n   key: 'reset',\n   value: function reset() {\n   this.definitions = {};\n   }\n }, {\n   key: '_pullDefinitions',\n   value: function _pullDefinitions(additions, definition) {\n   var normalized = definition.prefix && definition.iconName && definition.icon ? { 0: definition } : definition;\n\n   Object.keys(normalized).map(function (key) {\n   var _normalized$key = normalized[key],\n   prefix = _normalized$key.prefix,\n   iconName = _normalized$key.iconName,\n   icon = _normalized$key.icon;\n\n   if (!additions[prefix]) additions[prefix] = {};\n   additions[prefix][iconName] = icon;\n   });\n\n   return additions;\n   }\n }]);\n return Library;\n}();\n\nfunction prepIcon(icon) {\n var width = icon[0];\n var height = icon[1];\n var vectorData = icon.slice(4);\n\n return {\n   found: true,\n   width: width,\n   height: height,\n   icon: { tag: 'path', attributes: { fill: 'currentColor', d: vectorData[0] } }\n };\n}\n\nvar _cssInserted = false;\nfunction ensureCss() {\n if (!config$1.autoAddCss) {\n   return;\n }\n\n if (!_cssInserted) {\n   insertCss(css());\n }\n\n _cssInserted = true;\n}\n\nfunction apiObject(val, abstractCreator) {\n Object.defineProperty(val, 'abstract', {\n   get: abstractCreator\n });\n\n Object.defineProperty(val, 'html', {\n   get: function get() {\n   return val.abstract.map(function (a) {\n   return toHtml(a);\n   });\n   }\n });\n\n Object.defineProperty(val, 'node', {\n   get: function get() {\n   if (!IS_DOM) return;\n\n   var container = DOCUMENT.createElement('div');\n   container.innerHTML = val.html;\n   return container.children;\n   }\n });\n\n return val;\n}\n\nfunction findIconDefinition(params) {\n var _params$prefix = params.prefix,\n   prefix = _params$prefix === undefined ? 'fa' : _params$prefix,\n   iconName = params.iconName;\n\n if (!iconName) return;\n\n return iconFromMapping(library.definitions, prefix, iconName) || iconFromMapping(namespace.styles, prefix, iconName);\n}\n\nfunction resolveIcons(next) {\n return function (maybeIconDefinition) {\n   var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n   var iconDefinition = (maybeIconDefinition || {}).icon ? maybeIconDefinition : findIconDefinition(maybeIconDefinition || {});\n\n   var mask = params.mask;\n\n   if (mask) {\n   mask = (mask || {}).icon ? mask : findIconDefinition(mask || {});\n

}\n\n   return next(iconDefinition, _extends({}, params, { mask: mask }));\n };\n}\n\nvar library = new Library();\n\nvar noAuto = function noAuto() {\n auto(false);\n disconnect();\n};\n\nvar dom = {\n i2svg: function i2svg() {\n   var params = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};\n\n   if (IS_DOM) {\n   ensureCss();\n\n   var _params$node = params.node,\n   node = _params$node === undefined ? DOCUMENT : _params$node,\n   _params$callback = params.callback,\n   callback = _params$callback === undefined ? function () {} : _params$callback;\n\n\n   if (config$1.searchPseudoElements) {\n   searchPseudoElements(node);\n   }\n\n   onTree(node, callback);\n   }\n },\n css: css,\n\n insertCss: function insertCss$$1() {\n   insertCss(css());\n }\n};\n\nvar parse = {\n transform: function transform(transformString) {\n   return parseTransformString(transformString);\n }\n};\n\nvar icon = resolveIcons(function (iconDefinition) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform = params.transform,\n   transform = _params$transform === undefined ? meaninglessTransform : _params$transform,\n   _params$symbol = params.symbol,\n   symbol = _params$symbol === undefined ? false : _params$symbol,\n   _params$mask = params.mask,\n   mask = _params$mask === undefined ? null : _params$mask,\n   _params$title = params.title,\n   title = _params$title === undefined ? null : _params$title,\n   _params$classes = params.classes,\n   classes = _params$classes === undefined ? [] : _params$classes,\n   _params$attributes = params.attributes,\n   attributes = _params$attributes === undefined ? {} : _params$attributes,\n   _params$styles = params.styles,\n   styles = _params$styles === undefined ? {} : _params$styles;\n\n\n if (!iconDefinition) return;\n\n var prefix = iconDefinition.prefix,\n   iconName = iconDefinition.iconName,\n   icon = iconDefinition.icon;\n\n\n return apiObject(_extends({ type: 'icon' }, iconDefinition), function () {\n   ensureCss();\n\n   if (config$1.autoA11y) {\n   if (title) {\n   attributes['aria-labelledby'] = config$1.replacementClass + '-title-' + nextUniqueId();\n   } else {\n   attributes['aria-hidden'] = 'true';\n   }\n   }\n\n   return makeInlineSvgAbstract({\n   icons: {\n   main: prepIcon(icon),\n   mask: mask ? prepIcon(mask.icon) : { found: false, width: null, height: null, icon: {} }\n   },\n   prefix: prefix,\n   iconName: iconName,\n   transform: _extends({}, meaninglessTransform, transform),\n   symbol: symbol,\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: classes\n   }\n   });\n });\n});\n\nvar text = function text(content) {\n var params = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n var _params$transform2 = params.transform,\n   transform = _params$transform2 === undefined ? meaninglessTransform : _params$transform2,\n   _params$title2 = params.title,\n   title = _params$title2 === undefined ? null : _params$title2,\n   _params$classes2 = params.classes,\n   classes = _params$classes2 === undefined ? [] : _params$classes2,\n   _params$attributes2 = params.attributes,\n   attributes = _params$attributes2 === undefined ? {} : _params$attributes2,\n   _params$styles2 = params.styles,\n   styles = _params$styles2 === undefined ? {} : _params$styles2;\n\n\n return apiObject({ type: 'text', content: content }, function () {\n   ensureCss();\n\n   return makeLayersTextAbstract({\n   content: content,\n   transform: _extends({}, meaninglessTransform, transform),\n   title: title,\n   extra: {\n   attributes: attributes,\n   styles: styles,\n   classes: [config$1.familyPrefix + '-layers-text'].concat(toConsumableArray(classes))\n   }\n   });\n });\n};\n\nvar layer = function layer(assembler) {\n return apiObject({ type: 'layer' }, function () {\n   ensureCss();\n\n   var children = [];\n\n   assembler(function (args) {\n   Array.isArray(args) ? args.map(function (a) {\n   children = children.concat(a.abstract);\n   }) : children = children.concat(args.abstract);\n   });\n\n   return [{\n   tag: 'span',\n   attributes: { class: config$1.familyPrefix + '-layers' },\n   children: children\n   }];\n });\n};\n\nvar api$1 = {\n noAuto: noAuto,\n dom: dom,\n library: library,\n parse: parse,\n findIconDefinition: findIconDefinition,\n icon: icon,\n text: text,\n layer: layer\n};\n\nvar autoReplace = function autoReplace() {\n if (IS_DOM && config$1.autoReplaceSvg) api$1.dom.i2svg({ node: DOCUMENT });\n};\n\nfunction bootstrap() {\n if (IS_BROWSER) {\n   if (!WINDOW.FontAwesome) {\n   WINDOW.FontAwesome = api$1;\n   }\n\n   domready(function () {\n   if (Object.keys(namespace.styles).length > 0) {\n   autoReplace();\n   }\n\n   if (config$1.observeMutations && typeof MutationObserver === 'function') {\n   observe({\n   treeCallback: onTree,\n   nodeCallback: onNode,\n   pseudoElementsCallback: searchPseudoElements\n   });\n   }\n   });\n }\n\n namespace.hooks = _extends({}, namespace.hooks, {\n\n   addPack: function addPack(prefix, icons) {\n

namespace.styles[prefix] = _extends({}, namespace.styles[prefix] || {}, icons);\n\n   build();\n   autoReplace();\n },\n\n   addShims: function addShims(shims) {\n   var _namespace$shims;\n\n   (_namespace$shims = namespace.shims).push.apply(_namespace$shims, toConsumableArray(shims));\n\n   build();\n   autoReplace();\n }\n });\n}\n\nObject.defineProperty(api$1, 'config', {\n get: function get() {\n   return config$1;\n },\n\n set: function set(newConfig) {\n   update(newConfig);\n }\n});\n\nif (IS_DOM) bunker(bootstrap);\n\nvar config = api$1.config;\n\nexport { config, icon, noAuto, layer, text, library, dom, parse, findIconDefinition };\nexport default api$1;\n","var isObject = require('./_is-object');\nmodule.exports = function (it) {\n if (!isObject(it)) throw TypeError(it + ' is not an object!');\n return it;\n};\n","/**\n * This method returns the first argument it receives.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Util\n * @param {*} value Any value.\n * @returns {*} Returns `value`.\n * @example\n *\n * var object = { 'a': 1 };\n *\n * console.log(_.identity(object) === object);\n * // => true\n */\nfunction identity(value) {\n return value;\n}\n\nmodule.exports = identity;\n","var has = require('./_has');\nvar toIObject = require('./_to-iobject');\nvar arrayIndexOf = require('./_array-includes')(false);\nvar IE_PROTO = require('./_shared-key')('IE_PROTO');\n\nmodule.exports = function (object, names) {\n var O = toIObject(object);\n var i = 0;\n var result = [];\n var key;\n for (key in O) if (key != IE_PROTO) has(O, key) && result.push(key);\n // Don't enum bug & hidden keys\n while (names.length > i) if (has(O, key = names[i++])) {\n   ~arrayIndexOf(result, key) || result.push(key);\n }\n return result;\n};\n","var Symbol = require('./_Symbol'),\n   arrayMap = require('./_arrayMap'),\n   isArray = require('./isArray'),\n   isSymbol = require('./isSymbol');\n\n/** Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/** Used to convert symbols to primitives and strings. */\nvar symbolProto = Symbol ? Symbol.prototype : undefined,\n   symbolToString = symbolProto ? symbolProto.toString : undefined;\n\n/**\n * The base implementation of `_.toString` which doesn't convert nullish\n * values to empty strings.\n *\n * @private\n * @param {*} value The value to process.\n * @returns {string} Returns the string.\n */\nfunction baseToString(value) {\n // Exit early for strings to avoid a performance hit in some environments.\n if (typeof value == 'string') {\n   return value;\n }\n if (isArray(value)) {\n   // Recursively convert values (susceptible to call stack limits).\n   return arrayMap(value, baseToString) + '';\n }\n if (isSymbol(value)) {\n   return symbolToString ? symbolToString.call(value) : '';\n }\n var result = (value + '');\n return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;\n}\n\nmodule.exports = baseToString;\n","var ListCache = require('./_ListCache'),\n   Map = require('./_Map'),\n   MapCache = require('./_MapCache');\n\n/** Used as the size to enable large array optimizations. */\nvar LARGE_ARRAY_SIZE = 200;\n\n/**\n * Sets the stack `key` to `value`.\n *\n * @private\n * @name set\n * @memberOf Stack\n * @param {string} key The key of the value to set.\n * @param {*} value The value to set.\n * @returns {Object} Returns the stack cache instance.\n */\nfunction stackSet(key, value) {\n var data = this.__data__;\n if (data instanceof ListCache) {\n   var pairs = data.__data__;\n   if (!Map || (pairs.length < LARGE_ARRAY_SIZE - 1)) {\n   pairs.push([key, value]);\n   this.size = ++data.size;\n   return this;\n   }\n   data = this.__data__ = new MapCache(pairs);\n }\n data.set(key, value);\n this.size = data.size;\n return this;\n}\n\nmodule.exports = stackSet;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'envelope';\nvar width = 512;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f0e0';\nvar svgPathData = 'M502.3 190.8c3.9-3.1 9.7-.2 9.7 4.7V400c0 26.5-21.5 48-48 48H48c-26.5 0-48-21.5-48-48V195.6c0-5 5.7-7.8 9.7-4.7 22.4 17.4 52.1 39.5 154.1 113.6 21.1 15.4 56.7 47.8 92.2 47.6 35.7.3 72-32.8 92.3-47.6 102-74.1 131.6-96.3 154-113.7zM256 320c23.2.4 56.6-29.2 73.4-41.4 132.7-96.3 142.8-104.7 173.4-128.7 5.8-4.5 9.2-11.5 9.2-18.9v-19c0-26.5-21.5-48-48-48H48C21.5 64 0 85.5 0 112v19c0 7.4 3.4 14.3 9.2 18.9 30.6 23.9 40.7 32.4 173.4 128.7 16.8 12.2 50.2 41.8 73.4 41.4z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faEnvelope = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * This method returns a new empty array.\n *\n * @static\n * @memberOf _\n * @since 4.13.0\n * @category Util\n * @returns {Array} Returns the new empty array.\n * @example\n *\n * var arrays = _.times(2, _.stubArray);\n *\n * console.log(arrays);\n * // => [[], []]\n *\n * console.log(arrays[0] === arrays[1]);\n

* // => false\n */\nfunction stubArray() {\n return [];\n}\n\nmodule.exports = stubArray;\n","var baseIsArguments = require('./_baseIsArguments'),\n   isObjectLike = require('./isObjectLike');\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/** Used to check objects for own properties. */\nvar hasOwnProperty = objectProto.hasOwnProperty;\n\n/** Built-in value references. */\nvar propertyIsEnumerable = objectProto.propertyIsEnumerable;\n\n/**\n * Checks if `value` is likely an `arguments` object.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an `arguments` object,\n * else `false`.\n * @example\n *\n * _.isArguments(function() { return arguments; }());\n * // => true\n *\n * _.isArguments([1, 2, 3]);\n * // => false\n */\nvar isArguments = baseIsArguments(function() { return arguments; }()) ? baseIsArguments : function(value) {\n return isObjectLike(value) && hasOwnProperty.call(value, 'callee') &&\n   !propertyIsEnumerable.call(value, 'callee');\n};\n\nmodule.exports = isArguments;\n","module.exports = function (it) {\n return typeof it === 'object' ? it !== null : typeof it === 'function';\n};\n","/**\n * The base implementation of `\_.sortBy` which uses `comparer` to\n * define the\n * sort order of `array` and replaces criteria objects with their corresponding\n * values.\n *\n * @private\n * @param {Array} array The array to sort.\n * @param {Function} comparer The function to define sort order.\n * @returns {Array} Returns `array`.\n */\nfunction baseSortBy(array, comparer) {\n var length = array.length;\n\n array.sort(comparer);\n while (length--) {\n   array[length] = array[length].value;\n }\n return array;\n}\n\nmodule.exports = baseSortBy;\n","export default function _classCallCheck(instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n}","module.exports = function (done, value) {\n return { value: value, done: !!done };\n};\n","var MapCache = require('./_MapCache'),\n   setCacheAdd = require('./_setCacheAdd'),\n   setCacheHas = require('./_setCacheHas');\n\n/**\n *\n * Creates an array cache object to store unique values.\n *\n * @private\n * @constructor\n * @param {Array} [values] The values to cache.\n */\nfunction SetCache(values) {\n var index = -1,\n   length = values == null ? 0 : values.length;\n\n this.__data__ = new MapCache;\n while (++index < length) {\n   this.add(values[index]);\n }\n}\n\n// Add methods to `SetCache`.\nSetCache.prototype.add = SetCache.prototype.push = setCacheAdd;\nSetCache.prototype.has = setCacheHas;\n\nmodule.exports = SetCache;\n","module.exports = function (it) {\n if (typeof it != 'function') throw TypeError(it + ' is not a function!');\n return it;\n};\n","var root = require('./_root');\n\n/** Used to detect overreaching core-js shims. */\nvar coreJsData = root['__core-js_shared__'];\n\nmodule.exports = coreJsData;\n","/**\n * Checks if `value` is in the array cache.\n *\n * @private\n * @name has\n * @memberOf SetCache\n * @param {*} value The value to search for.\n * @returns {number} Returns `true` if `value` is found, else `false`.\n */\nfunction setCacheHas(value) {\n return this.__data__.has(value);\n}\n\nmodule.exports = setCacheHas;\n","/** Used for built-in method references. */\nvar funcProto = Function.prototype;\n\n/** Used to resolve the decompiled source of functions. */\nvar funcToString = funcProto.toString;\n\n/**\n * Converts `func` to its source code.\n *\n * @private\n * @param {Function} func The function to convert.\n * @returns {string} Returns the source code.\n */\nfunction toSource(func) {\n if (func != null) {\n   try {\n   return funcToString.call(func);\n   } catch (e) {}\n   try {\n   return (func + '');\n   } catch (e) {}\n }\n return '';\n}\n\nmodule.exports = toSource;\n","var redefine = require('./_redefine');\nmodule.exports = function (target, src, safe) {\n for (var key in src) redefine(target, key, src[key], safe);\n return target;\n};\n","var arrayMap = require('./_arrayMap'),\n   baseIteratee = require('./_baseIteratee'),\n   baseMap = require('./_baseMap'),\n   isArray = require('./isArray');\n\n/**\n * Creates an array of values by running each element in `collection` thru\n * `iteratee`. The iteratee is invoked with three arguments:\n * (value, index|key, collection).\n *\n * Many lodash methods are guarded to work as iteratees for methods like\n * `\_.every`, `\_.filter`, `\_.map`, `\_.mapValues`, `\_.reject`, and `\_.some`.\n *\n * The guarded methods are:\n * `ary`, `chunk`, `curry`, `curryRight`, `drop`, `dropRight`, `every`,\n * `fill`, `invert`, `parseInt`, `random`,\n * `range`, `rangeRight`, `repeat`,\n * `sampleSize`, `slice`, `some`, `sortBy`, `split`, `take`, `takeRight`,\n * `template`, `trim`, `trimEnd`, `trimStart`, and `words`\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Collection\n * @param {Array|Object} collection The collection to iterate over.\n * @param {Function} [iteratee=_.identity] The function invoked per iteration.\n * @returns {Array} Returns the new mapped array.\n * @example\n *\n * function square(n) {\n *   return n * n;\n * }\n *\n * _.map([4, 8], square);\n * // => [16, 64]\n *\n

* _.map({ 'a': 4, 'b': 8 }, square);\n * // => [16, 64] (iteration order is not guaranteed)\n *\n * var users = [\n *   {
'user': 'barney' },\n *   { 'user': 'fred' }\n *];\n *\n * // The `_.property` iteratee shorthand.\n * _.map(users, 'user');\n
* // => ['barney', 'fred']\n */\nfunction map(collection, iteratee) {\n var func = isArray(collection) ? arrayMap :
baseMap;\n return func(collection, baseIteratee(iteratee, 3));\n}\n\nmodule.exports = map;\n","import mod from \"-
!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-0!../../node_modules/css-
loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"; export default
mod; export * from \"-!../../node_modules/mini-css-extract-plugin/dist/loader.js??ref--8-oneOf-1-
0!../../node_modules/css-loader/index.js??ref--8-oneOf-1-1!../../node_modules/vue-
loader/lib/loaders/stylePostLoader.js!../../node_modules/postcss-loader/src/index.js??ref--8-oneOf-1-
2!../../node_modules/sass-loader/lib/loader.js??ref--8-oneOf-1-3!../../node_modules/cache-loader/dist/cjs.js??ref--0-
0!../../node_modules/vue-loader/lib/index.js??vue-loader-
options!./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"","// Copyright
Joyent, Inc. and other Node contributors.\n//\n// Permission is hereby granted, free of charge, to any person
obtaining a\n// copy of this software and associated documentation files (the\n// \"Software\"), to deal in the
Software without restriction, including\n// without limitation the rights to use, copy, modify, merge, publish,\n//
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HOLDERS BE LIABLE FOR ANY CLAIM,\n// DAMAGES OR OTHER LIABILITY, WHETHER IN AN
ACTION OF CONTRACT, TORT OR\n// OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION
WITH THE SOFTWARE OR THE\n// USE OR OTHER DEALINGS IN THE SOFTWARE.\n\n// resolves . and ..
elements in a path array with directory names there\n// must be no slashes, empty elements, or device names (c:\\) in
the array\n// (so also no leading and trailing slashes - it does not distinguish\n// relative and absolute
paths)\nfunction normalizeArray(parts, allowAboveRoot) {\n // if the path tries to go above the root, `up` ends up >
0\n var up = 0;\n for (var i = parts.length - 1; i >= 0; i--) {\n   var last = parts[i];\n   if (last === '.') {\n
parts.splice(i, 1);\n   } else if (last === '..') {\n   parts.splice(i, 1);\n   up++;\n   } else if (up) {\n   parts.splice(i,
1);\n   up--;\n   }\n }\n\n // if the path is allowed to go above the root, restore leading ..s\n if (allowAboveRoot)
{\n   for (; up--; up) {\n   parts.unshift('..');\n   }\n }\n\n return parts;\n}\n\n// Split a filename into [root, dir,
basename, ext], unix version\n// 'root' is just a slash, or nothing.\nvar splitPathRe =\n
/^(\\/?)([\\s\\S]*?)((?:\\.{1,2}|[^\\/]+?)(\\.[^.\\/]*|))(?:[\\/]*)$/;\nvar splitPath = function(filename) {\n return
splitPathRe.exec(filename).slice(1);\n};\n\n// path.resolve([from ...], to)\n// posix version\nexports.resolve =
function() {\n var resolvedPath = '',\n   resolvedAbsolute = false;\n\n for (var i = arguments.length - 1; i >= -1
&& !resolvedAbsolute; i--) {\n   var path = (i >= 0) ? arguments[i] : process.cwd();\n\n   // Skip empty and invalid
entries\n   if (typeof path !== 'string') {\n   throw new TypeError('Arguments to path.resolve must be strings');\n
} else if (!path) {\n   continue;\n   }\n\n   resolvedPath = path + '/' + resolvedPath;\n   resolvedAbsolute =
path.charAt(0) === '/';\n }\n\n // At this point the path should be resolved to a full absolute path, but\n // handle
relative paths to be safe (might happen when process.cwd() fails)\n\n // Normalize the path\n resolvedPath =
normalizeArray(filter(resolvedPath.split('/'), function(p) {\n   return !!p;\n }), !resolvedAbsolute).join('/');\n\n
return ((resolvedAbsolute ? '/' : '') + resolvedPath) || '.';\n};\n\n// path.normalize(path)\n// posix
version\nexports.normalize = function(path) {\n var isAbsolute = exports.isAbsolute(path),\n   trailingSlash =
substr(path, -1) === '/';\n\n // Normalize the path\n path = normalizeArray(filter(path.split('/'), function(p) {\n

return !!p;\n }), !isAbsolute).join('/');\n\n if (!path && !isAbsolute) {\n   path = '.';\n }\n if (path && trailingSlash) {\n   path += '/';\n }\n\n return (isAbsolute ? '/' : '') + path;\n};\n\n// posix version\nexports.isAbsolute = function(path) {\n return path.charAt(0) === '/';\n};\n\n// posix version\nexports.join = function() {\n var paths = Array.prototype.slice.call(arguments, 0);\n return exports.normalize(filter(paths, function(p, index) {\n   if (typeof p !== 'string') {\n   throw new TypeError('Arguments to path.join must be strings');\n   }\n   return p;\n }).join('/'));\n};\n\n\n// path.relative(from, to)\n// posix version\nexports.relative = function(from, to) {\n from = exports.resolve(from).substr(1);\n to = exports.resolve(to).substr(1);\n\n function trim(arr) {\n   var start = 0;\n   for (; start < arr.length; start++) {\n   if (arr[start] !== '') break;\n   }\n\n   var end = arr.length - 1;\n   for (; end >= 0; end--) {\n   if (arr[end] !== '') break;\n   }\n\n   if (start > end) return [];\n   return arr.slice(start, end - start + 1);\n }\n\n var fromParts = trim(from.split('/'));\n var toParts = trim(to.split('/'));\n\n var length = Math.min(fromParts.length, toParts.length);\n var samePartsLength = length;\n for (var i = 0; i < length; i++) {\n   if (fromParts[i] !== toParts[i]) {\n   samePartsLength = i;\n   break;\n   }\n }\n\n var outputParts = [];\n for (var i = samePartsLength; i < fromParts.length; i++) {\n   outputParts.push('..');\n }\n\n outputParts = outputParts.concat(toParts.slice(samePartsLength));\n\n return outputParts.join('/');\n};\n\nexports.sep = '/';\nexports.delimiter = ':';\n\nexports.dirname = function(path) {\n var result = splitPath(path),\n   root = result[0],\n   dir = result[1];\n\n if (!root && !dir) {\n   // No dirname whatsoever\n   return '.';\n }\n\n if (dir) {\n   // It has a dirname, strip trailing slash\n   dir = dir.substr(0, dir.length - 1);\n }\n\n return root + dir;\n};\n\n\nexports.basename = function(path, ext) {\n var f = splitPath(path)[2];\n // TODO: make this comparison case-insensitive on windows?\n if (ext && f.substr(-1 * ext.length) === ext) {\n   f = f.substr(0, f.length - ext.length);\n }\n return f;\n};\n\n\nexports.extname = function(path) {\n return splitPath(path)[3];\n};\n\nfunction filter (xs, f) {\n   if (xs.filter) return xs.filter(f);\n   var res = [];\n   for (var i = 0; i < xs.length; i++) {\n   if (f(xs[i], i, xs)) res.push(xs[i]);\n   }\n   return res;\n}\n\n\n// String.prototype.substr - negative index don't work in IE8\nvar substr = 'ab'.substr(-1) === 'b'\n   ? function (str, start, len) { return str.substr(start, len) }\n   : function (str, start, len) {\n   if (start < 0) start = str.length + start;\n   return str.substr(start, len);\n   }\n;\n","// IE 8- don't enum bug keys\nmodule.exports = (\n 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'\n).split(',');\n","var hashClear = require('./_hashClear'),\n   hashDelete = require('./_hashDelete'),\n   hashGet = require('./_hashGet'),\n   hashHas = require('./_hashHas'),\n   hashSet = require('./_hashSet');\n\n/**\n * Creates a hash object.\n *\n * @private\n * @constructor\n * @param {Array} [entries] The key-value pairs to cache.\n */\nfunction Hash(entries) {\n var index = -1,\n   length = entries == null ? 0 : entries.length;\n\n this.clear();\n while (++index < length) {\n   var entry = entries[index];\n   this.set(entry[0], entry[1]);\n }\n}\n\n// Add methods to `Hash`.\nHash.prototype.clear = hashClear;\nHash.prototype['delete'] = hashDelete;\nHash.prototype.get = hashGet;\nHash.prototype.has = hashHas;\nHash.prototype.set = hashSet;\n\nmodule.exports = Hash;\n","var castPath = require('./_castPath'),\n   isArguments = require('./isArguments'),\n   isArray = require('./isArray'),\n   isIndex = require('./_isIndex'),\n   isLength = require('./isLength'),\n   toKey = require('./_toKey');\n\n/**\n * Checks if `path` exists on `object`.\n *\n * @private\n * @param {Object} object The object to query.\n * @param {Array|string} path The path to check.\n * @param {Function} hasFunc The function to check properties.\n * @returns {boolean} Returns `true` if `path` exists, else `false`.\n */\nfunction hasPath(object, path, hasFunc) {\n path = castPath(path, object);\n\n var index = -1,\n   length = path.length,\n   result = false;\n\n while (++index < length) {\n   var key = toKey(path[index]);\n   if (!(result = object != null && hasFunc(object, key))) {\n   break;\n   }\n   object = object[key];\n }\n if (result || ++index != length) {\n   return result;\n }\n length = object == null ? 0 : object.length;\n return !!length && isLength(length) && isIndex(key, length) &&\n   (isArray(object) || isArguments(object));\n}\n\nmodule.exports = hasPath;\n","var isArray = require('./isArray'),\n   isKey = require('./_isKey'),\n   stringToPath = require('./_stringToPath'),\n   toString = require('./toString');\n\n/**\n * Casts `value` to a path array if it's not one.\n *\n * @private\n * @param {*} value The value to inspect.\n * @param {Object} [object] The object to query keys on.\n * @returns {Array} Returns the cast property path array.\n */\nfunction castPath(value, object) {\n if (isArray(value)) {\n   return value;\n }\n return isKey(value, object) ? [value] : stringToPath(toString(value));\n}\n\nmodule.exports = castPath;\n","var MapCache =

require('./_MapCache');\n\n/** Error message constants. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/**\n * Creates a function that memoizes the result of `func`. If `resolver` is\n * provided, it determines the cache key for storing the result based on the\n * arguments provided to the memoized function. By default, the first argument\n * provided to the memoized function is used as the map cache key. The `func`\n * is invoked with the `this` binding of the memoized function.\n *\n * **Note:** The cache is exposed as the `cache` property on the memoized\n * function. Its creation may be customized by replacing the `_.memoize.Cache`\n * constructor with one whose instances implement the\n * [`Map`](http://ecma-international.org/ecma-262/7.0/#sec-properties-of-the-map-prototype-object)\n * method interface of `clear`, `delete`, `get`, `has`, and `set`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to have its output memoized.\n * @param {Function} [resolver] The function to resolve the cache key.\n * @returns {Function} Returns the new memoized function.\n * @example\n *\n * var object = { 'a': 1, 'b': 2 };\n * var other = { 'c': 3, 'd': 4 };\n *\n * var values = _.memoize(_.values);\n * values(object);\n * // => [1, 2]\n *\n * values(other);\n * // => [3, 4]\n *\n * object.a = 2;\n * values(object);\n * // => [1, 2]\n *\n * // Modify the result cache.\n * values.cache.set(object, ['a', 'b']);\n * values(object);\n * // => ['a', 'b']\n *\n * // Replace `_.memoize.Cache`.\n * _.memoize.Cache = WeakMap;\n */\nfunction memoize(func, resolver) {\n if (typeof func != 'function' || (resolver != null && typeof resolver != 'function')) {\n   throw new TypeError(FUNC_ERROR_TEXT);\n }\n var memoized = function() {\n   var args = arguments,\n   key = resolver ? resolver.apply(this, args) : args[0],\n   cache = memoized.cache;\n\n   if (cache.has(key)) {\n   return cache.get(key);\n   }\n   var result = func.apply(this, args);\n   memoized.cache = cache.set(key, result) || cache;\n   return result;\n };\n memoized.cache = new (memoize.Cache || MapCache);\n return memoized;\n}\n\n\n// Expose `MapCache`.\nmemoize.Cache = MapCache;\n\nmodule.exports = memoize;\n","use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'times';\nvar width = 352;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f00d';\nvar svgPathData = 'M242.72 256l100.07-100.07c12.28-12.28 12.28-32.19 0-44.48l-22.24-22.24c-12.28-12.28-32.19-12.28-44.48 0L176 189.28 75.93 89.21c-12.28-12.28-32.19-12.28-44.48 0L9.21 111.45c-12.28 12.28-12.28 32.19 0 44.48L109.28 256 9.21 356.07c-12.28 12.28-12.28 32.19 0 44.48l22.24 22.24c12.28 12.28 32.2 12.28 44.48 0L176 322.72l100.07 100.07c12.28 12.28 32.2 12.28 44.48 0l22.24-22.24c12.28-12.28 12.28-32.19 0-44.48L242.72 256z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\nexports.faTimes = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","var baseGet = require('./_baseGet');\n\n/**\n * A specialized version of `baseProperty` which supports deep paths.\n *\n * @private\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction basePropertyDeep(path) {\n return function(object) {\n   return baseGet(object, path);\n };\n}\n\nmodule.exports = basePropertyDeep;\n","\"use strict\";\n\n// eslint-disable-next-line no-empty-function\nmodule.exports = function () {};\n","/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Checks if `value` is likely a prototype object.\n *\n * @private\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a prototype, else `false`.\n */\nfunction isPrototype(value) {\n var Ctor = value && value.constructor,\n   proto = (typeof Ctor == 'function' && Ctor.prototype) || objectProto;\n\n return value === proto;\n}\n\nmodule.exports = isPrototype;\n","// 7.3.20 SpeciesConstructor(O, defaultConstructor)\nvar anObject = require('./_an-object');\nvar aFunction = require('./_a-function');\nvar SPECIES = require('./_wks')('species');\nmodule.exports = function (O, D) {\n var C = anObject(O).constructor;\n var S;\n return C === undefined || (S = anObject(C)[SPECIES]) == undefined ? D : aFunction(S);\n};\n","var arrayLikeKeys = require('./_arrayLikeKeys'),\n   baseKeys = require('./_baseKeys'),\n   isArrayLike = require('./isArrayLike');\n\n/**\n * Creates an array of the own enumerable property names of\n * `object`.\n *\n * **Note:** Non-object values are coerced to objects. See the\n * [ES spec](http://ecma-international.org/ecma-262/7.0/#sec-object.keys)\n * for more details.\n *\n * @static\n * @since 0.1.0\n * @memberOf _\n * @category Object\n * @param {Object} object The object to query.\n * @returns {Array}

Returns the array of property names.\n * @example\n *\n * function Foo() {\n *   this.a = 1;\n *   this.b = 2;\n * }\n *\n * Foo.prototype.c = 3;\n *\n * _.keys(new Foo);\n * // => ['a', 'b'] (iteration order is not guaranteed)\n *\n * _.keys('hi');\n * // => ['0', '1']\n */\nfunction keys(object) {\n return isArrayLike(object) ? arrayLikeKeys(object) : baseKeys(object);\n}\n\nmodule.exports = keys;\n","\"use strict\";\n\nmodule.exports = function () {\n\ttry {\n\t\tObject.keys(\"primitive\");\n\t\treturn true;\n\t} catch (e) {\n\t\treturn false;\n\t}\n};\n","/**\n * Converts `map` to its key-value pairs.\n *\n * @private\n * @param {Object} map The map to convert.\n * @returns {Array} Returns the key-value pairs.\n */\nfunction mapToArray(map) {\n var index = -1,\n   result = Array(map.size);\n\n map.forEach(function(value, key) {\n   result[++index] = [key, value];\n });\n return result;\n}\n\nmodule.exports = mapToArray;\n","'use strict';\nObject.defineProperty(exports, '__esModule', { value: true });\nvar prefix = 'fas';\nvar iconName = 'code';\nvar width = 640;\nvar height = 512;\nvar ligatures = [];\nvar unicode = 'f121';\nvar svgPathData = 'M278.9 511.5l-61-17.7c-6.4-1.8-10-8.5-8.2-14.9L346.2 8.7c1.8-6.4 8.5-10 14.9-8.2l61 17.7c6.4 1.8 10 8.5 8.2 14.9L293.8 503.3c-1.9 6.4-8.5 10.1-14.9 8.2zm-114-112.2l43.5-46.4c4.6-4.9 4.3-12.7-.8-17.2L117 256l90.6-79.7c5.1-4.5 5.5-12.3.8-17.2l-43.5-46.4c-4.5-4.8-12.1-5.1-17-.5L3.8 247.2c-5.1 4.7-5.1 12.8 0 17.5l144.1 135.1c4.9 4.6 12.5 4.4 17-.5zm327.2.6l144.1-135.1c5.1-4.7 5.1-12.8 0-17.5L492.1 112.1c-4.8-4.5-12.4-4.3-17 .5L431.6 159c-4.6 4.9-4.3 12.7.8 17.2L523 256l-90.6 79.7c-5.1 4.5-5.5 12.3-.8 17.2l43.5 46.4c4.5 4.9 12.1 5.1 17 .6z';\n\nexports.definition = {\n prefix: prefix,\n iconName: iconName,\n icon: [\n   width,\n   height,\n   ligatures,\n   unicode,\n   svgPathData\n]};\n\nexports.faCode = exports.definition;\nexports.prefix = prefix;\nexports.iconName = iconName;\nexports.width = width;\nexports.height = height;\nexports.ligatures = ligatures;\nexports.unicode = unicode;\nexports.svgPathData = svgPathData;","/**\n * The base implementation of `_.property` without support for deep paths.\n *\n * @private\n * @param {string} key The key of the property to get.\n * @returns {Function} Returns the new accessor function.\n */\nfunction baseProperty(key) {\n return function(object) {\n   return object == null ? undefined : object[key];\n };\n}\n\nmodule.exports = baseProperty;\n","var ListCache = require('./_ListCache');\n\n/**\n * Removes all key-value entries from the stack.\n *\n * @private\n * @name clear\n * @memberOf Stack\n */\nfunction stackClear() {\n this.__data__ = new ListCache;\n this.size = 0;\n}\n\nmodule.exports = stackClear;\n","/**!\n * @fileOverview Kickass library to create and place poppers near their reference elements.\n * @version 1.14.5\n * @license\n * Copyright (c) 2016 Federico Zivolo and contributors\n *\n * Permission is hereby granted, free of charge, to any person obtaining a copy\n * of this software and associated documentation files (the \"Software\"), to deal\n * in the Software without restriction, including without limitation the rights\n * to use, copy, modify, merge, publish, distribute, sublicense, and/or sell\n * copies of the Software, and to permit persons to whom the Software is\n * furnished to do so, subject to the following conditions:\n *\n * The above copyright notice and this permission notice shall be included in all\n * copies or substantial portions of the Software.\n *\n * THE SOFTWARE IS PROVIDED \"AS IS\", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR\n * IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,\n * FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE\n * AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER\n * LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,\n * OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE\n * SOFTWARE.\n */\nvar isBrowser = typeof window !== 'undefined' && typeof document !== 'undefined';\n\nvar longerTimeoutBrowsers = ['Edge', 'Trident', 'Firefox'];\nvar timeoutDuration = 0;\nfor (var i = 0; i < longerTimeoutBrowsers.length; i += 1) {\n if (isBrowser && navigator.userAgent.indexOf(longerTimeoutBrowsers[i]) >= 0) {\n   timeoutDuration = 1;\n   break;\n }\n}\n\nfunction microtaskDebounce(fn) {\n var called = false;\n return function () {\n   if (called) {\n   return;\n   }\n   called = true;\n   window.Promise.resolve().then(function () {\n   called = false;\n   fn();\n   });\n };\n}\n\nfunction taskDebounce(fn) {\n var scheduled = false;\n return function () {\n   if (!scheduled) {\n   scheduled = true;\n   setTimeout(function () {\n   scheduled = false;\n   fn();\n   }, timeoutDuration);\n   }\n };\n}\n\nvar supportsMicroTasks = isBrowser && window.Promise;\n\n/**\n* Create a debounced version of a method, that's asynchronously deferred\n* but called in the minimum time possible.\n*\n* @method\n* @memberof Popper.Utils\n* @argument {Function} fn\n* @returns {Function}\n*/\nvar debounce =

supportsMicroTasks ? microtaskDebounce : taskDebounce;\n\n/**\n * Check if the given variable is a function\n * @method\n * @memberof Popper.Utils\n * @argument {Any} functionToCheck - variable to check\n * @returns {Boolean} answer to: is a function?\n */\nfunction isFunction(functionToCheck) {\n var getType = {};\n return functionToCheck && getType.toString.call(functionToCheck) === '[object Function]';\n}\n\n/**\n * Get CSS computed property of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Eement} element\n * @argument {String} property\n */\nfunction getStyleComputedProperty(element, property) {\n if (element.nodeType !== 1) {\n   return [];\n }\n // NOTE: 1 DOM access here\n var window = element.ownerDocument.defaultView;\n var css = window.getComputedStyle(element, null);\n return property ? css[property] : css;\n}\n\n/**\n * Returns the parentNode or the host of the element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} parent\n */\nfunction getParentNode(element) {\n if (element.nodeName === 'HTML') {\n   return element;\n }\n return element.parentNode || element.host;\n}\n\n/**\n * Returns the scrolling parent of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} scroll parent\n */\nfunction getScrollParent(element) {\n // Return body, `getScroll` will take care to get the correct `scrollTop` from it\n if (!element) {\n   return document.body;\n }\n\n switch (element.nodeName) {\n   case 'HTML':\n   case 'BODY':\n   return element.ownerDocument.body;\n   case '#document':\n   return element.body;\n }\n\n // Firefox want us to check `-x` and `-y` variations as well\n\n var _getStyleComputedProp = getStyleComputedProperty(element),\n   overflow = _getStyleComputedProp.overflow,\n   overflowX = _getStyleComputedProp.overflowX,\n   overflowY = _getStyleComputedProp.overflowY;\n\n if (/(auto|scroll|overlay)/.test(overflow + overflowY + overflowX)) {\n   return element;\n }\n\n return getScrollParent(getParentNode(element));\n}\n\nvar isIE11 = isBrowser && !!(window.MSInputMethodContext && document.documentMode);\nvar isIE10 = isBrowser && /MSIE 10/.test(navigator.userAgent);\n\n/**\n * Determines if the browser is Internet Explorer\n * @method\n * @memberof Popper.Utils\n * @param {Number} version to check\n * @returns {Boolean} isIE\n */\nfunction isIE(version) {\n if (version === 11) {\n   return isIE11;\n }\n if (version === 10) {\n   return isIE10;\n }\n return isIE11 || isIE10;\n}\n\n/**\n * Returns the offset parent of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} offset parent\n */\nfunction getOffsetParent(element) {\n if (!element) {\n   return document.documentElement;\n }\n\n var noOffsetParent = isIE(10) ? document.body : null;\n\n // NOTE: 1 DOM access here\n var offsetParent = element.offsetParent || null;\n // Skip hidden elements which don't have an offsetParent\n while (offsetParent === noOffsetParent && element.nextElementSibling) {\n   offsetParent = (element = element.nextElementSibling).offsetParent;\n }\n\n var nodeName = offsetParent && offsetParent.nodeName;\n\n if (!nodeName || nodeName === 'BODY' || nodeName === 'HTML') {\n   return element ? element.ownerDocument.documentElement : document.documentElement;\n }\n\n // .offsetParent will return the closest TH, TD or TABLE in case\n // no offsetParent is present, I hate this job...\n if (['TH', 'TD', 'TABLE'].indexOf(offsetParent.nodeName) !== -1 && getStyleComputedProperty(offsetParent, 'position') === 'static') {\n   return getOffsetParent(offsetParent);\n }\n\n return offsetParent;\n}\n\nfunction isOffsetContainer(element) {\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY') {\n   return false;\n }\n return nodeName === 'HTML' || getOffsetParent(element.firstElementChild) === element;\n}\n\n/**\n * Finds the root node (document, shadowDOM root) of the given element\n * @method\n * @memberof Popper.Utils\n * @argument {Element} node\n * @returns {Element} root node\n */\nfunction getRoot(node) {\n if (node.parentNode !== null) {\n   return getRoot(node.parentNode);\n }\n\n return node;\n}\n\n/**\n * Finds the offset parent common to the two provided nodes\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element1\n * @argument {Element} element2\n * @returns {Element} common offset parent\n */\nfunction findCommonOffsetParent(element1, element2) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element1 || !element1.nodeType || !element2 || !element2.nodeType) {\n   return document.documentElement;\n }\n\n // Here we make sure to give as \"start\" the element that comes first in the DOM\n var order = element1.compareDocumentPosition(element2) & Node.DOCUMENT_POSITION_FOLLOWING;\n var start = order ? element1 : element2;\n var end = order ?

element2 : element1;\n\n // Get common ancestor container\n var range = document.createRange();\n range.setStart(start, 0);\n range.setEnd(end, 0);\n var commonAncestorContainer = range.commonAncestorContainer;\n\n // Both nodes are inside #document\n\n if (element1 !== commonAncestorContainer && element2 !== commonAncestorContainer || start.contains(end)) {\n   if (isOffsetContainer(commonAncestorContainer)) {\n   return commonAncestorContainer;\n   }\n\n   return getOffsetParent(commonAncestorContainer);\n }\n\n // one of the nodes is inside shadowDOM, find which one\n var element1root = getRoot(element1);\n if (element1root.host) {\n   return findCommonOffsetParent(element1root.host, element2);\n } else {\n   return findCommonOffsetParent(element1, getRoot(element2).host);\n }\n}\n\n/**\n * Gets the scroll value of the given element in the given side (top and left)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {String} side `top` or `left`\n * @returns {number} amount of scrolled pixels\n */\nfunction getScroll(element) {\n var side = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : 'top';\n\n var upperSide = side === 'top' ? 'scrollTop' : 'scrollLeft';\n var nodeName = element.nodeName;\n\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n   var html = element.ownerDocument.documentElement;\n   var scrollingElement = element.ownerDocument.scrollingElement || html;\n   return scrollingElement[upperSide];\n }\n\n return element[upperSide];\n}\n\n/*\n * Sum or subtract the element scroll values (left and top) from a given rect object\n * @method\n * @memberof Popper.Utils\n * @param {Object} rect - Rect object you want to change\n * @param {HTMLElement} element - The element from the function reads the scroll values\n * @param {Boolean} subtract - set to true if you want to subtract the scroll values\n * @return {Object} rect - The modifier rect object\n */\nfunction includeScroll(rect, element) {\n var subtract = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var scrollTop = getScroll(element, 'top');\n var scrollLeft = getScroll(element, 'left');\n var modifier = subtract ? -1 : 1;\n rect.top += scrollTop * modifier;\n rect.bottom += scrollTop * modifier;\n rect.left += scrollLeft * modifier;\n rect.right += scrollLeft * modifier;\n return rect;\n}\n\n/*\n * Helper to detect borders of a given element\n * @method\n * @memberof Popper.Utils\n * @param {CSSStyleDeclaration} styles\n * Result of `getStyleComputedProperty` on the given element\n * @param {String} axis - `x` or `y`\n * @return {number} borders - The borders size of the given axis\n */\n\nfunction getBordersSize(styles, axis) {\n var sideA = axis === 'x' ? 'Left' : 'Top';\n var sideB = sideA === 'Left' ? 'Right' : 'Bottom';\n\n return parseFloat(styles['border' + sideA + 'Width'], 10) + parseFloat(styles['border' + sideB + 'Width'], 10);\n}\n\nfunction getSize(axis, body, html, computedStyle) {\n return Math.max(body['offset' + axis], body['scroll' + axis], html['client' + axis], html['offset' + axis], html['scroll' + axis], isIE(10) ? parseInt(html['offset' + axis]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Top' : 'Left')]) + parseInt(computedStyle['margin' + (axis === 'Height' ? 'Bottom' : 'Right')]) : 0);\n}\n\nfunction getWindowSizes(document) {\n var body = document.body;\n var html = document.documentElement;\n var computedStyle = isIE(10) && getComputedStyle(html);\n\n return {\n   height: getSize('Height', body, html, computedStyle),\n   width: getSize('Width', body, html, computedStyle)\n };\n}\n\nvar classCallCheck = function (instance, Constructor) {\n if (!(instance instanceof Constructor)) {\n   throw new TypeError(\"Cannot call a class as a function\");\n }\n};\n\nvar createClass = function () {\n function defineProperties(target, props) {\n   for (var i = 0; i < props.length; i++) {\n   var descriptor = props[i];\n   descriptor.enumerable = descriptor.enumerable || false;\n   descriptor.configurable = true;\n   if (\"value\" in descriptor) descriptor.writable = true;\n   Object.defineProperty(target, descriptor.key, descriptor);\n   }\n }\n\n return function (Constructor, protoProps, staticProps) {\n   if (protoProps) defineProperties(Constructor.prototype, protoProps);\n   if (staticProps) defineProperties(Constructor, staticProps);\n   return Constructor;\n };\n}();\n\n\n\n\n\nvar defineProperty = function (obj, key, value) {\n if (key in obj) {\n   Object.defineProperty(obj, key, {\n   value: value,\n   enumerable: true,\n   configurable: true,\n   writable: true\n   });\n } else {\n   obj[key] = value;\n }\n\n return obj;\n};\n\nvar _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments[i];\n\n   for (var key in source) {\n   if (Object.prototype.hasOwnProperty.call(source, key)) {\n   target[key] = source[key];\n   }\n   }\n }\n\n return target;\n};\n\n/**\n * Given element offsets, generate an output similar to getBoundingClientRect\n * @method\n * @memberof Popper.Utils\n * @argument {Object} offsets\n * @returns {Object} ClientRect like

output\n */\nfunction getClientRect(offsets) {\n return _extends({}, offsets, {\n   right: offsets.left + offsets.width,\n   bottom: offsets.top + offsets.height\n });\n}\n\n/**\n * Get bounding client rect of given element\n * @method\n * @memberof Popper.Utils\n * @param {HTMLElement} element\n * @return {Object} client rect\n */\nfunction getBoundingClientRect(element) {\n var rect = {};\n\n // IE10 10 FIX: Please, don't ask, the element isn't\n // considered in DOM in some circumstances...\n // This isn't reproducible in IE10 compatibility mode of IE11\n try {\n   if (isIE(10)) {\n   rect = element.getBoundingClientRect();\n   var scrollTop = getScroll(element, 'top');\n   var scrollLeft = getScroll(element, 'left');\n   rect.top += scrollTop;\n   rect.left += scrollLeft;\n   rect.bottom += scrollTop;\n   rect.right += scrollLeft;\n   } else {\n   rect = element.getBoundingClientRect();\n   }\n } catch (e) {}\n\n var result = {\n   left: rect.left,\n   top: rect.top,\n   width: rect.right - rect.left,\n   height: rect.bottom - rect.top\n };\n\n // subtract scrollbar size from sizes\n var sizes = element.nodeName === 'HTML' ? getWindowSizes(element.ownerDocument) : {};\n var width = sizes.width || element.clientWidth || result.right - result.left;\n var height = sizes.height || element.clientHeight || result.bottom - result.top;\n\n var horizScrollbar = element.offsetWidth - width;\n var vertScrollbar = element.offsetHeight - height;\n\n // if an hypothetical scrollbar is detected, we must be sure it's not a `border`\n // we make this check conditional for performance reasons\n if (horizScrollbar || vertScrollbar) {\n   var styles = getStyleComputedProperty(element);\n   horizScrollbar -= getBordersSize(styles, 'x');\n   vertScrollbar -= getBordersSize(styles, 'y');\n\n   result.width -= horizScrollbar;\n   result.height -= vertScrollbar;\n }\n\n return getClientRect(result);\n}\n\nfunction getOffsetRectRelativeToArbitraryNode(children, parent) {\n var fixedPosition = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : false;\n\n var isIE10 = isIE(10);\n var isHTML = parent.nodeName === 'HTML';\n var childrenRect = getBoundingClientRect(children);\n var parentRect = getBoundingClientRect(parent);\n var scrollParent = getScrollParent(children);\n\n var styles = getStyleComputedProperty(parent);\n var borderTopWidth = parseFloat(styles.borderTopWidth, 10);\n var borderLeftWidth = parseFloat(styles.borderLeftWidth, 10);\n\n // In cases where the parent is fixed, we must ignore negative scroll in offset calc\n if (fixedPosition && isHTML) {\n   parentRect.top = Math.max(parentRect.top, 0);\n   parentRect.left = Math.max(parentRect.left, 0);\n }\n var offsets = getClientRect({\n   top: childrenRect.top - parentRect.top - borderTopWidth,\n   left: childrenRect.left - parentRect.left - borderLeftWidth,\n   width: childrenRect.width,\n   height: childrenRect.height\n });\n offsets.marginTop = 0;\n offsets.marginLeft = 0;\n\n // Subtract margins of documentElement in case it's being used as parent\n // we do this only on HTML because it's the only element that behaves\n // differently when margins are applied to it. The margins are included in\n // the box of the documentElement, in the other cases not.\n if (!isIE10 && isHTML) {\n   var marginTop = parseFloat(styles.marginTop, 10);\n   var marginLeft = parseFloat(styles.marginLeft, 10);\n\n   offsets.top -= borderTopWidth - marginTop;\n   offsets.bottom -= borderTopWidth - marginTop;\n   offsets.left -= borderLeftWidth - marginLeft;\n   offsets.right -= borderLeftWidth - marginLeft;\n\n   // Attach marginTop and marginLeft because in some circumstances we may need them\n   offsets.marginTop = marginTop;\n   offsets.marginLeft = marginLeft;\n }\n\n if (isIE10 && !fixedPosition ? parent.contains(scrollParent) : parent === scrollParent && scrollParent.nodeName !== 'BODY') {\n   offsets = includeScroll(offsets, parent);\n }\n\n return offsets;\n}\n\nfunction getViewportOffsetRectRelativeToArtbitraryNode(element) {\n var excludeScroll = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var html = element.ownerDocument.documentElement;\n var relativeOffset = getOffsetRectRelativeToArbitraryNode(element, html);\n var width = Math.max(html.clientWidth, window.innerWidth || 0);\n var height = Math.max(html.clientHeight, window.innerHeight || 0);\n\n var scrollTop = !excludeScroll ? getScroll(html) : 0;\n var scrollLeft = !excludeScroll ? getScroll(html, 'left') : 0;\n\n var offset = {\n   top: scrollTop - relativeOffset.top + relativeOffset.marginTop,\n   left: scrollLeft - relativeOffset.left + relativeOffset.marginLeft,\n   width: width,\n   height: height\n };\n\n return getClientRect(offset);\n}\n\n/**\n * Check if the given element is fixed or is inside a fixed parent\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @argument {Element} customContainer\n * @returns {Boolean} answer to \"isFixed?\"\n */\nfunction isFixed(element) {\n var nodeName = element.nodeName;\n if (nodeName === 'BODY' || nodeName === 'HTML') {\n   return false;\n }\n if (getStyleComputedProperty(element, 'position') ===

'fixed') {\n   return true;\n }\n return isFixed(getParentNode(element));\n}\n\n/**\n * Finds the first parent of an element that has a transformed property defined\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Element} first transformed parent or documentElement */\n\nfunction getFixedPositionOffsetParent(element) {\n // This check is needed to avoid errors in case one of the elements isn't defined for any reason\n if (!element || !element.parentElement || isIE()) {\n   return document.documentElement;\n }\n var el = element.parentElement;\n while (el && getStyleComputedProperty(el, 'transform') === 'none') {\n   el = el.parentElement;\n }\n return el || document.documentElement;\n}\n\n/**\n * Computed the boundaries limits and return them\n * @method\n * @memberof Popper.Utils\n * @param {HTMLElement} popper\n * @param {HTMLElement} reference\n * @param {number} padding\n * @param {HTMLElement} boundariesElement - Element used to define the boundaries\n * @param {Boolean} fixedPosition - Is in fixed position mode\n * @returns {Object} Coordinates of the boundaries */\n\nfunction getBoundaries(popper, reference, padding, boundariesElement) {\n var fixedPosition = arguments.length > 4 && arguments[4] !== undefined ? arguments[4] : false;\n\n // NOTE: 1 DOM access here\n\n var boundaries = { top: 0, left: 0 };\n var offsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n\n // Handle viewport case\n if (boundariesElement === 'viewport') {\n   boundaries = getViewportOffsetRectRelativeToArtbitraryNode(offsetParent, fixedPosition);\n } else {\n   // Handle other cases based on DOM element used as boundaries\n   var boundariesNode = void 0;\n   if (boundariesElement === 'scrollParent') {\n   boundariesNode = getScrollParent(getParentNode(reference));\n   if (boundariesNode.nodeName === 'BODY') {\n   boundariesNode = popper.ownerDocument.documentElement;\n   }\n   } else if (boundariesElement === 'window') {\n   boundariesNode = popper.ownerDocument.documentElement;\n   } else {\n   boundariesNode = boundariesElement;\n   }\n\n   var offsets = getOffsetRectRelativeToArbitraryNode(boundariesNode, offsetParent, fixedPosition);\n\n   // In case of HTML, we need a different computation\n   if (boundariesNode.nodeName === 'HTML' && !isFixed(offsetParent)) {\n   var _getWindowSizes = getWindowSizes(popper.ownerDocument),\n   height = _getWindowSizes.height,\n   width = _getWindowSizes.width;\n\n   boundaries.top += offsets.top - offsets.marginTop;\n   boundaries.bottom = height + offsets.top;\n   boundaries.left += offsets.left - offsets.marginLeft;\n   boundaries.right = width + offsets.left;\n   } else {\n   // for all the other DOM elements, this one is good\n   boundaries = offsets;\n   }\n }\n\n // Add paddings\n padding = padding || 0;\n var isPaddingNumber = typeof padding === 'number';\n boundaries.left += isPaddingNumber ? padding : padding.left || 0;\n boundaries.top += isPaddingNumber ? padding : padding.top || 0;\n boundaries.right -= isPaddingNumber ? padding : padding.right || 0;\n boundaries.bottom -= isPaddingNumber ? padding : padding.bottom || 0;\n\n return boundaries;\n}\n\nfunction getArea(_ref) {\n var width = _ref.width,\n   height = _ref.height;\n\n return width * height;\n}\n\n/**\n * Utility used to transform the `auto` placement to the placement with more\n * available space.\n * @method\n * @memberof Popper.Utils\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified */\n\nfunction computeAutoPlacement(placement, refRect, popper, reference, boundariesElement) {\n var padding = arguments.length > 5 && arguments[5] !== undefined ? arguments[5] : 0;\n\n if (placement.indexOf('auto') === -1) {\n   return placement;\n }\n\n var boundaries = getBoundaries(popper, reference, padding, boundariesElement);\n\n var rects = {\n   top: {\n   width: boundaries.width,\n   height: refRect.top - boundaries.top\n   },\n   right: {\n   width: boundaries.right - refRect.right,\n   height: boundaries.height\n   },\n   bottom: {\n   width: boundaries.width,\n   height: boundaries.bottom - refRect.bottom\n   },\n   left: {\n   width: refRect.left - boundaries.left,\n   height: boundaries.height\n   }\n };\n\n var sortedAreas = Object.keys(rects).map(function (key) {\n   return _extends({\n   key: key\n   }, rects[key], {\n   area: getArea(rects[key])\n   });\n }).sort(function (a, b) {\n   return b.area - a.area;\n });\n\n var filteredAreas = sortedAreas.filter(function (_ref2) {\n   var width = _ref2.width,\n   height = _ref2.height;\n   return width >= popper.clientWidth && height >= popper.clientHeight;\n });\n\n var computedPlacement = filteredAreas.length > 0 ? filteredAreas[0].key : sortedAreas[0].key;\n\n var variation = placement.split('-')[1];\n\n return computedPlacement + (variation ? '-' + variation : '');\n}\n\n/**\n * Get offsets to

the reference element\n * @method\n * @memberof Popper.Utils\n * @param {Object} state\n * @param {Element} popper - the popper element\n * @param {Element} reference - the reference element (the popper will be relative to this)\n * @param {Element} fixedPosition - is in fixed position mode\n * @returns {Object} An object containing the offsets which will be applied to the popper\n */\nfunction getReferenceOffsets(state, popper, reference) {\n var fixedPosition = arguments.length > 3 && arguments[3] !== undefined ? arguments[3] : null;\n\n var commonOffsetParent = fixedPosition ? getFixedPositionOffsetParent(popper) : findCommonOffsetParent(popper, reference);\n return getOffsetRectRelativeToArbitraryNode(reference, commonOffsetParent, fixedPosition);\n}\n\n/**\n * Get the outer sizes of the given element (offset size + margins)\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element\n * @returns {Object} object containing width and height properties\n */\nfunction getOuterSizes(element) {\n var window = element.ownerDocument.defaultView;\n var styles = window.getComputedStyle(element);\n var x = parseFloat(styles.marginTop) + parseFloat(styles.marginBottom);\n var y = parseFloat(styles.marginLeft) + parseFloat(styles.marginRight);\n var result = {\n   width: element.offsetWidth + y,\n   height: element.offsetHeight + x\n };\n return result;\n}\n\n/**\n * Get the opposite placement of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement\n * @returns {String} flipped placement\n */\nfunction getOppositePlacement(placement) {\n var hash = { left: 'right', right: 'left', bottom: 'top', top: 'bottom' };\n return placement.replace(/left|right|bottom|top/g, function (matched) {\n   return hash[matched];\n });\n}\n\n/**\n * Get offsets to the popper\n * @method\n * @memberof Popper.Utils\n * @param {Object} position - CSS position the Popper will get applied\n * @param {HTMLElement} popper - the popper element\n * @param {Object} referenceOffsets - the reference offsets (the popper will be relative to this)\n * @param {String} placement - one of the valid placement options\n * @returns {Object} popperOffsets - An object containing the offsets which will be applied to the popper\n */\nfunction getPopperOffsets(popper, referenceOffsets, placement) {\n placement = placement.split('-')[0];\n\n // Get popper node sizes\n var popperRect = getOuterSizes(popper);\n\n // Add position, width and height to our offsets object\n var popperOffsets = {\n   width: popperRect.width,\n   height: popperRect.height\n };\n\n // depending by the popper placement we have to compute its offsets slightly differently\n var isHoriz = ['right', 'left'].indexOf(placement) !== -1;\n var mainSide = isHoriz ? 'top' : 'left';\n var secondarySide = isHoriz ? 'left' : 'top';\n var measurement = isHoriz ? 'height' : 'width';\n var secondaryMeasurement = !isHoriz ? 'height' : 'width';\n\n popperOffsets[mainSide] = referenceOffsets[mainSide] + referenceOffsets[measurement] / 2 - popperRect[measurement] / 2;\n if (placement === secondarySide) {\n   popperOffsets[secondarySide] = referenceOffsets[secondarySide] - popperRect[secondaryMeasurement];\n } else {\n   popperOffsets[secondarySide] = referenceOffsets[getOppositePlacement(secondarySide)];\n }\n\n return popperOffsets;\n}\n\n/**\n * Mimics the `find` method of Array\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction find(arr, check) {\n // use native find if supported\n if (Array.prototype.find) {\n   return arr.find(check);\n }\n\n // use `filter` to obtain the same behavior of `find`\n return arr.filter(check)[0];\n}\n\n/**\n * Return the index of the matching object\n * @method\n * @memberof Popper.Utils\n * @argument {Array} arr\n * @argument prop\n * @argument value\n * @returns index or -1\n */\nfunction findIndex(arr, prop, value) {\n // use native findIndex if supported\n if (Array.prototype.findIndex) {\n   return arr.findIndex(function (cur) {\n   return cur[prop] === value;\n   });\n }\n\n // use `find` + `indexOf` if `findIndex` isn't supported\n var match = find(arr, function (obj) {\n   return obj[prop] === value;\n });\n return arr.indexOf(match);\n}\n\n/**\n * Loop trough the list of modifiers and run them in order,\n * each of them will then edit the data object.\n * @method\n * @memberof Popper.Utils\n * @param {dataObject} data\n * @param {Array} modifiers\n * @param {String} ends - Optional modifier name used as stopper\n * @returns {dataObject}\n */\nfunction runModifiers(modifiers, data, ends) {\n var modifiersToRun = ends === undefined ? modifiers : modifiers.slice(0, findIndex(modifiers, 'name', ends));\n\n modifiersToRun.forEach(function (modifier) {\n   if (modifier['function']) {\n   // eslint-disable-line dot-notation\n   console.warn(`modifier.function` is deprecated, use `modifier.fn`!`);\n   }\n   var fn = modifier['function'] || modifier.fn; // eslint-disable-line dot-notation\n   if (modifier.enabled && isFunction(fn)) {\n   // Add properties

to offsets to make them a complete clientRect object\n   // we do this before each modifier to make sure the previous one doesn't\n   // mess with these values\n   data.offsets.popper = getClientRect(data.offsets.popper);\n   data.offsets.reference = getClientRect(data.offsets.reference);\n\n   data = fn(data, modifier);\n   }\n });\n\n return data;\n}\n\n/**\n * Updates the position of the popper, computing the new offsets and applying\n * the new style.
\n * Prefer `scheduleUpdate` over `update` because of performance reasons.\n * @method\n * @memberof Popper\n */\nfunction update() {\n // if popper is destroyed, don't perform any further update\n if (this.state.isDestroyed) {\n   return;\n }\n\n var data = {\n   instance: this,\n   styles: {},\n   arrowStyles: {},\n   attributes: {},\n   flipped: false,\n   offsets: {}\n };\n\n // compute reference element offsets\n data.offsets.reference = getReferenceOffsets(this.state, this.popper, this.reference, this.options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n data.placement = computeAutoPlacement(this.options.placement, data.offsets.reference, this.popper, this.reference, this.options.modifiers.flip.boundariesElement, this.options.modifiers.flip.padding);\n\n // store the computed placement inside `originalPlacement`\n data.originalPlacement = data.placement;\n\n data.positionFixed = this.options.positionFixed;\n\n // compute the popper offsets\n data.offsets.popper = getPopperOffsets(this.popper, data.offsets.reference, data.placement);\n\n data.offsets.popper.position = this.options.positionFixed ? 'fixed' : 'absolute';\n\n // run the modifiers\n data = runModifiers(this.modifiers, data);\n\n // the first `update` will call `onCreate` callback\n // the other ones will call `onUpdate` callback\n if (!this.state.isCreated) {\n   this.state.isCreated = true;\n   this.options.onCreate(data);\n } else {\n   this.options.onUpdate(data);\n }\n}\n\n/**\n * Helper used to know if the given modifier is enabled.\n * @method\n * @memberof Popper.Utils\n * @returns {Boolean}\n */\nfunction isModifierEnabled(modifiers, modifierName) {\n return modifiers.some(function (_ref) {\n   var name = _ref.name,\n   enabled = _ref.enabled;\n   return enabled && name === modifierName;\n });\n}\n\n/**\n * Get the prefixed supported property name\n * @method\n * @memberof Popper.Utils\n * @argument {String} property (camelCase)\n * @returns {String} prefixed property (camelCase or PascalCase, depending on the vendor prefix)\n */\nfunction getSupportedPropertyName(property) {\n var prefixes = [false, 'ms', 'Webkit', 'Moz', 'O'];\n var upperProp = property.charAt(0).toUpperCase() + property.slice(1);\n\n for (var i = 0; i < prefixes.length; i++) {\n   var prefix = prefixes[i];\n   var toCheck = prefix ? '' + prefix + upperProp : property;\n   if (typeof document.body.style[toCheck] !== 'undefined') {\n   return toCheck;\n   }\n }\n return null;\n}\n\n/**\n * Destroys the popper.\n * @method\n * @memberof Popper\n */\nfunction destroy() {\n this.state.isDestroyed = true;\n\n // touch DOM only if `applyStyle` modifier is enabled\n if (isModifierEnabled(this.modifiers, 'applyStyle')) {\n   this.popper.removeAttribute('x-placement');\n   this.popper.style.position = '';\n   this.popper.style.top = '';\n   this.popper.style.left = '';\n   this.popper.style.right = '';\n   this.popper.style.bottom = '';\n   this.popper.style.willChange = '';\n   this.popper.style[getSupportedPropertyName('transform')] = '';\n }\n\n this.disableEventListeners();\n\n // remove the popper if user explicity asked for the deletion on destroy\n // do not use `remove` because IE11 doesn't support it\n if (this.options.removeOnDestroy) {\n   this.popper.parentNode.removeChild(this.popper);\n }\n return this;\n}\n\n/**\n * Get the window associated with the element\n * @argument {Element} element\n * @returns {Window}\n */\nfunction getWindow(element) {\n var ownerDocument = element.ownerDocument;\n return ownerDocument ? ownerDocument.defaultView : window;\n}\n\nfunction attachToScrollParents(scrollParent, event, callback, scrollParents) {\n var isBody = scrollParent.nodeName === 'BODY';\n var target = isBody ? scrollParent.ownerDocument.defaultView : scrollParent;\n target.addEventListener(event, callback, { passive: true });\n\n if (!isBody) {\n   attachToScrollParents(getScrollParent(target.parentNode), event, callback, scrollParents);\n }\n scrollParents.push(target);\n}\n\n/**\n * Setup needed event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction setupEventListeners(reference, options, state, updateBound) {\n // Resize event listener on window\n state.updateBound = updateBound;\n getWindow(reference).addEventListener('resize', state.updateBound, { passive: true });\n\n // Scroll event listener on scroll parents\n var scrollElement = getScrollParent(reference);\n attachToScrollParents(scrollElement, 'scroll', state.updateBound, state.scrollParents);\n state.scrollElement =

scrollElement;\n state.eventsEnabled = true;\n\n return state;\n}\n\n/**\n * It will add resize/scroll events and start recalculating\n * position of the popper element when they are triggered.\n * @method\n * @memberof Popper\n */\nfunction enableEventListeners() {\n if (!this.state.eventsEnabled) {\n   this.state = setupEventListeners(this.reference, this.options, this.state, this.scheduleUpdate);\n }\n}\n\n/**\n * Remove event listeners used to update the popper position\n * @method\n * @memberof Popper.Utils\n * @private\n */\nfunction removeEventListeners(reference, state) {\n // Remove resize event listener on window\n getWindow(reference).removeEventListener('resize', state.updateBound);\n\n // Remove scroll event listener on scroll parents\n state.scrollParents.forEach(function (target) {\n   target.removeEventListener('scroll', state.updateBound);\n });\n\n // Reset state\n state.updateBound = null;\n state.scrollParents = [];\n state.scrollElement = null;\n state.eventsEnabled = false;\n return state;\n}\n\n/**\n * It will remove resize/scroll events and won't recalculate popper position\n * when they are triggered. It also won't trigger `onUpdate` callback anymore,\n * unless you call `update` method manually.\n * @method\n * @memberof Popper\n */\nfunction disableEventListeners() {\n if (this.state.eventsEnabled) {\n   cancelAnimationFrame(this.scheduleUpdate);\n   this.state = removeEventListeners(this.reference, this.state);\n }\n}\n\n/**\n * Tells if a given input is a number\n * @method\n * @memberof Popper.Utils\n * @param {*} input to check\n * @return {Boolean}\n */\nfunction isNumeric(n) {\n return n !== '' && !isNaN(parseFloat(n)) && isFinite(n);\n}\n\n/**\n * Set the style to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the style to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setStyles(element, styles) {\n Object.keys(styles).forEach(function (prop) {\n   var unit = '';\n   // add unit if the value is numeric and is one of the following\n   if (['width', 'height', 'top', 'right', 'bottom', 'left'].indexOf(prop) !== -1 && isNumeric(styles[prop])) {\n   unit = 'px';\n   }\n   element.style[prop] = styles[prop] + unit;\n });\n}\n\n/**\n * Set the attributes to the given popper\n * @method\n * @memberof Popper.Utils\n * @argument {Element} element - Element to apply the attributes to\n * @argument {Object} styles\n * Object with a list of properties and values which will be applied to the element\n */\nfunction setAttributes(element, attributes) {\n Object.keys(attributes).forEach(function (prop) {\n   var value = attributes[prop];\n   if (value !== false) {\n   element.setAttribute(prop, attributes[prop]);\n   } else {\n   element.removeAttribute(prop);\n   }\n });\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} data.styles - List of style properties - values to apply to popper element\n * @argument {Object} data.attributes - List of attribute properties - values to apply to popper element\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The same data object\n */\nfunction applyStyle(data) {\n // any property present in `data.styles` will be applied to the popper,\n // in this way we can make the 3rd party modifiers add custom styles to it\n // Be aware, modifiers could override the properties defined in the previous\n // lines of this modifier!\n setStyles(data.instance.popper, data.styles);\n\n // any property present in `data.attributes` will be applied to the popper,\n // they will be set as HTML attributes of the element\n setAttributes(data.instance.popper, data.attributes);\n\n // if arrowElement is defined and arrowStyles has some properties\n if (data.arrowElement && Object.keys(data.arrowStyles).length) {\n   setStyles(data.arrowElement, data.arrowStyles);\n }\n\n return data;\n}\n\n/**\n * Set the x-placement attribute before everything else because it could be used\n * to add margins to the popper margins needs to be calculated to get the\n * correct popper offsets.\n * @method\n * @memberof Popper.modifiers\n * @param {HTMLElement} reference - The reference element used to position the popper\n * @param {HTMLElement} popper - The HTML element used as popper\n * @param {Object} options - Popper.js options\n */\nfunction applyStyleOnLoad(reference, popper, options, modifierOptions, state) {\n // compute reference element offsets\n var referenceOffsets = getReferenceOffsets(state, popper, reference, options.positionFixed);\n\n // compute auto placement, store placement inside the data object,\n // modifiers will be able to edit `placement` if needed\n // and refer to originalPlacement to know the original value\n var placement = computeAutoPlacement(options.placement, referenceOffsets, popper, reference, options.modifiers.flip.boundariesElement, options.modifiers.flip.padding);\n\n popper.setAttribute('x-placement', placement);\n\n // Apply `position` to popper before anything else because\n // without the position applied we

can't guarantee correct computations\n setStyles(popper, { position: options.positionFixed ? 'fixed' : 'absolute' });\n\n return options;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction computeStyle(data, options) {\n var x = options.x,\n   y = options.y;\n var popper = data.offsets.popper;\n\n // Remove this legacy support in Popper.js v2\n\n var legacyGpuAccelerationOption = find(data.instance.modifiers, function (modifier) {\n   return modifier.name === 'applyStyle';\n }).gpuAcceleration;\n if (legacyGpuAccelerationOption !== undefined) {\n console.warn('WARNING: `gpuAcceleration` option moved to `computeStyle` modifier and will not be supported in future versions of Popper.js!');\n }\n var gpuAcceleration = legacyGpuAccelerationOption !== undefined ? legacyGpuAccelerationOption : options.gpuAcceleration;\n\n var offsetParent = getOffsetParent(data.instance.popper);\n var offsetParentRect = getBoundingClientRect(offsetParent);\n\n // Styles\n var styles = {\n   position: popper.position\n };\n\n // Avoid blurry text by using full pixel integers.\n // For pixel-perfect positioning, top/bottom prefers rounded\n // values, while left/right prefers floored values.\n var offsets = {\n   left: Math.floor(popper.left),\n   top: Math.round(popper.top),\n   bottom: Math.round(popper.bottom),\n   right: Math.floor(popper.right)\n };\n\n var sideA = x === 'bottom' ? 'top' : 'bottom';\n var sideB = y === 'right' ? 'left' : 'right';\n\n // if gpuAcceleration is set to `true` and transform is supported,\n // we use `translate3d` to apply the position to the popper we\n // automatically use the supported prefixed version if needed\n var prefixedProperty = getSupportedPropertyName('transform');\n\n // now, let's make a step back and look at this code closely (wtf?)\n // If the content of the popper grows once it's been positioned, it\n // may happen that the popper gets misplaced because of the new content\n // overflowing its reference element\n // To avoid this problem, we provide two options (x and y), which allow\n // the consumer to define the offset origin.\n // If we position a popper on top of a reference element, we can set\n // `x` to `top` to make the popper grow towards its top instead of\n // its bottom.\n var left = void 0,\n   top = void 0;\n if (sideA === 'bottom') {\n // when offsetParent is <html> the positioning is relative to the bottom of the screen (excluding the scrollbar)\n   // and not the bottom of the html element\n   if (offsetParent.nodeName === 'HTML') {\n   top = -offsetParent.clientHeight + offsets.bottom;\n   } else {\n   top = -offsetParentRect.height + offsets.bottom;\n   }\n } else {\n   top = offsets.top;\n }\n if (sideB === 'right') {\n   if (offsetParent.nodeName === 'HTML') {\n   left = -offsetParent.clientWidth + offsets.right;\n   } else {\n   left = -offsetParentRect.width + offsets.right;\n   }\n } else {\n   left = offsets.left;\n }\n if (gpuAcceleration && prefixedProperty) {\n   styles[prefixedProperty] = 'translate3d(' + left + 'px, ' + top + 'px, 0)';\n   styles[sideA] = 0;\n   styles[sideB] = 0;\n   styles.willChange = 'transform';\n } else {\n   // othwerise, we use the standard `top`, `left`, `bottom` and `right` properties\n   var invertTop = sideA === 'bottom' ? -1 : 1;\n   var invertLeft = sideB === 'right' ? -1 : 1;\n   styles[sideA] = top * invertTop;\n   styles[sideB] = left * invertLeft;\n   styles.willChange = sideA + ', ' + sideB;\n }\n\n // Attributes\n var attributes = {\n   'x-placement': data.placement\n };\n\n // Update `data` attributes, styles and arrowStyles\n data.attributes = _extends({}, attributes, data.attributes);\n data.styles = _extends({}, styles, data.styles);\n data.arrowStyles = _extends({}, data.offsets.arrow, data.arrowStyles);\n\n return data;\n}\n\n/**\n * Helper used to know if the given modifier depends from another one.
\n * It checks if the needed modifier is listed and enabled.\n * @method\n * @memberof Popper.Utils\n * @param {Array} modifiers - list of modifiers\n * @param {String} requestingName - name of requesting modifier\n * @param {String} requestedName - name of requested modifier\n * @returns {Boolean}\n */\nfunction isModifierRequired(modifiers, requestingName, requestedName) {\n var requesting = find(modifiers, function (_ref) {\n   var name = _ref.name;\n   return name === requestingName;\n });\n\n var isRequired = !!requesting && modifiers.some(function (modifier) {\n   return modifier.name === requestedName && modifier.enabled && modifier.order < requesting.order;\n });\n\n if (!isRequired) {\n   var _requesting = '`' + requestingName + '`';\n   var requested = '`' + requestedName + '`';\n console.warn(requested + ' modifier is required by ' + _requesting + ' modifier in order to work, be sure to include it before ' + _requesting + '!');\n }\n return isRequired;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction

arrow(data, options) {\n var _data$offsets$arrow;\n\n // arrow depends on keepTogether in order to work\n if (!isModifierRequired(data.instance.modifiers, 'arrow', 'keepTogether')) {\n   return data;\n }\n\n var arrowElement = options.element;\n\n // if arrowElement is a string, suppose it's a CSS selector\n if (typeof arrowElement === 'string') {\n   arrowElement = data.instance.popper.querySelector(arrowElement);\n\n   // if arrowElement is not found, don't run the modifier\n   if (!arrowElement) {\n   return data;\n   }\n } else {\n   // if the arrowElement isn't a query selector we must check that the\n   // provided DOM node is child of its popper node\n   if (!data.instance.popper.contains(arrowElement)) {\n   console.warn('WARNING: `arrow.element` must be child of its popper element!');\n   return data;\n   }\n }\n\n var placement = data.placement.split('-')[0];\n var _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var isVertical = ['left', 'right'].indexOf(placement) !== -1;\n\n var len = isVertical ? 'height' : 'width';\n var sideCapitalized = isVertical ? 'Top' : 'Left';\n var side = sideCapitalized.toLowerCase();\n var altSide = isVertical ? 'left' : 'top';\n var opSide = isVertical ? 'bottom' : 'right';\n var arrowElementSize = getOuterSizes(arrowElement)[len];\n\n //\n // extends keepTogether behavior making sure the popper and its\n // reference have enough pixels in conjunction\n //\n\n // top/left side\n if (reference[opSide] - arrowElementSize < popper[side]) {\n   data.offsets.popper[side] -= popper[side] - (reference[opSide] - arrowElementSize);\n }\n // bottom/right side\n if (reference[side] + arrowElementSize > popper[opSide]) {\n   data.offsets.popper[side] += reference[side] + arrowElementSize - popper[opSide];\n }\n data.offsets.popper = getClientRect(data.offsets.popper);\n\n // compute center of the popper\n var center = reference[side] + reference[len] / 2 - arrowElementSize / 2;\n\n // Compute the sideValue using the updated popper offsets\n // take popper margin in account because we don't have this info available\n var css = getStyleComputedProperty(data.instance.popper);\n var popperMarginSide = parseFloat(css['margin' + sideCapitalized], 10);\n var popperBorderSide = parseFloat(css['border' + sideCapitalized + 'Width'], 10);\n var sideValue = center - data.offsets.popper[side] - popperMarginSide - popperBorderSide;\n\n // prevent arrowElement from being placed not contiguously to its popper\n sideValue = Math.max(Math.min(popper[len] - arrowElementSize, sideValue), 0);\n\n data.arrowElement = arrowElement;\n data.offsets.arrow = (_data$offsets$arrow = {}, defineProperty(_data$offsets$arrow, side, Math.round(sideValue)), defineProperty(_data$offsets$arrow, altSide, ''), _data$offsets$arrow);\n\n return data;\n}\n\n\n/**\n * Get the opposite placement variation of the given one\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement variation\n * @returns {String} flipped placement variation\n */\nfunction getOppositeVariation(variation) {\n if (variation === 'end') {\n   return 'start';\n } else if (variation === 'start') {\n   return 'end';\n }\n return variation;\n}\n\n\n/**\n * List of accepted placements to use as values of the `placement`\n * option.
\n * Valid placements are:\n * - `auto`\n * - `top`\n * - `right`\n * - `bottom`\n * - `left`\n *\n * Each placement can have a variation from this list:\n * - `-start`\n * - `-end`\n *\n * Variations are interpreted easily if you think of them as the left to right\n * written languages. Horizontally (`top` and `bottom`), `start` is left and `end`\n * is right.
\n * Vertically (`left` and `right`), `start` is top and `end` is bottom.\n *\n * Some valid examples are:\n * - `top-end` (on top of reference, right aligned)\n * - `right-start` (on right of reference, top aligned)\n * - `bottom` (on bottom, centered)\n * - `auto-end` (on the side with more space available, alignment depends by placement)\n *\n * @static\n * @type {Array}\n * @enum {String}\n * @readonly\n * @method placements\n * @memberof Popper\n */\nvar placements = ['auto-start', 'auto', 'auto-end', 'top-start', 'top', 'top-end', 'right-start', 'right', 'right-end', 'bottom-end', 'bottom', 'bottom-start', 'left-end', 'left', 'left-start'];\n\n// Get rid of `auto` `auto-start` and `auto-end`\nvar validPlacements = placements.slice(3);\n\n/**\n * Given an initial placement, returns all the subsequent placements\n * clockwise (or counter-clockwise).\n *\n * @method\n * @memberof Popper.Utils\n * @argument {String} placement - A valid placement (it accepts variations)\n * @argument {Boolean} counter - Set to true to walk the placements counterclockwise\n * @returns {Array} placements including their variations\n */\nfunction clockwise(placement) {\n var counter = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : false;\n\n var index = validPlacements.indexOf(placement);\n var arr = validPlacements.slice(index + 1).concat(validPlacements.slice(0, index));\n return counter ? arr.reverse() : arr;\n}\n\nvar BEHAVIORS = {\n FLIP: 'flip',\n CLOCKWISE: 'clockwise',\n COUNTERCLOCKWISE: 'counterclockwise'\n};\n\n/**\n *

@function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction flip(data, options) {\n // if `inner` modifier is enabled, we can't use the `flip` modifier\n if (isModifierEnabled(data.instance.modifiers, 'inner')) {\n   return data;\n }\n\n if (data.flipped && data.placement === data.originalPlacement) {\n   // seems like flip is trying to loop, probably there's not enough space on any of the flippable sides\n   return data;\n }\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, options.boundariesElement, data.positionFixed);\n\n var placement = data.placement.split('-')[0];\n var placementOpposite = getOppositePlacement(placement);\n var variation = data.placement.split('-')[1] || '';\n\n var flipOrder = [];\n\n switch (options.behavior) {\n   case BEHAVIORS.FLIP:\n   flipOrder = [placement, placementOpposite];\n   break;\n   case BEHAVIORS.CLOCKWISE:\n   flipOrder = clockwise(placement);\n   break;\n   case BEHAVIORS.COUNTERCLOCKWISE:\n   flipOrder = clockwise(placement, true);\n   break;\n   default:\n   flipOrder = options.behavior;\n }\n\n flipOrder.forEach(function (step, index) {\n   if (placement !== step || flipOrder.length === index + 1) {\n   return data;\n   }\n\n   placement = data.placement.split('-')[0];\n   placementOpposite = getOppositePlacement(placement);\n\n   var popperOffsets = data.offsets.popper;\n   var refOffsets = data.offsets.reference;\n\n   // using floor because the reference offsets may contain decimals we are not going to consider here\n   var floor = Math.floor;\n   var overlapsRef = placement === 'left' && floor(popperOffsets.right) > floor(refOffsets.left) || placement === 'right' && floor(popperOffsets.left) < floor(refOffsets.right) || placement === 'top' && floor(popperOffsets.bottom) > floor(refOffsets.top) || placement === 'bottom' && floor(popperOffsets.top) < floor(refOffsets.bottom);\n\n   var overflowsLeft = floor(popperOffsets.left) < floor(boundaries.left);\n   var overflowsRight = floor(popperOffsets.right) > floor(boundaries.right);\n   var overflowsTop = floor(popperOffsets.top) < floor(boundaries.top);\n   var overflowsBottom = floor(popperOffsets.bottom) > floor(boundaries.bottom);\n\n   var overflowsBoundaries = placement === 'left' && overflowsLeft || placement === 'right' && overflowsRight || placement === 'top' && overflowsTop || placement === 'bottom' && overflowsBottom;\n\n   // flip the variation if required\n   var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n   var flippedVariation = !!options.flipVariations && (isVertical && variation === 'start' && overflowsLeft || isVertical && variation === 'end' && overflowsRight || !isVertical && variation === 'start' && overflowsTop || !isVertical && variation === 'end' && overflowsBottom);\n\n   if (overlapsRef || overflowsBoundaries || flippedVariation) {\n   // this boolean to detect any flip loop\n   data.flipped = true;\n\n   if (overlapsRef || overflowsBoundaries) {\n   placement = flipOrder[index + 1];\n   }\n\n   if (flippedVariation) {\n   variation = getOppositeVariation(variation);\n   }\n\n   data.placement = placement + (variation ? '-' + variation : '');\n\n   // this object contains `position`, we want to preserve it along with\n   // any additional property we may add in the future\n   data.offsets.popper = _extends({}, data.offsets.popper, getPopperOffsets(data.instance.popper, data.offsets.reference, data.placement));\n\n   data = runModifiers(data.instance.modifiers, data, 'flip');\n   }\n });\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction keepTogether(data) {\n var _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference = _data$offsets.reference;\n\n var placement = data.placement.split('-')[0];\n var floor = Math.floor;\n var isVertical = ['top', 'bottom'].indexOf(placement) !== -1;\n var side = isVertical ? 'right' : 'bottom';\n var opSide = isVertical ? 'left' : 'top';\n var measurement = isVertical ? 'width' : 'height';\n\n if (popper[side] < floor(reference[opSide])) {\n   data.offsets.popper[opSide] = floor(reference[opSide]) - popper[measurement];\n }\n if (popper[opSide] > floor(reference[side])) {\n   data.offsets.popper[opSide] = floor(reference[side]);\n }\n\n return data;\n}\n\n/**\n * Converts a string containing value + unit into a px value number\n * @function\n * @memberof {modifiers~offset}\n * @private\n * @argument {String} str - Value + unit string\n * @argument {String} measurement - `height` or `width`\n * @argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @returns {Number|String}\n * Value in pixels, or original string if no values were extracted\n */\nfunction toValue(str, measurement,

popperOffsets, referenceOffsets) {\n // separate value from unit\n var split = str.match(/((?:\\-\|\\+)?\\d*\\.?\\d*)(.*)/);\n var value = +split[1];\n var unit = split[2];\n\n // If it's not a number it's an operator, I guess\n if (!value) {\n return str;\n }\n\n if (unit.indexOf('%') === 0) {\n var element = void 0;\n switch (unit) {\n case '%p':\n element = popperOffsets;\n break;\n case '%':\n case '%r':\n default:\n element = referenceOffsets;\n }\n\n var rect = getClientRect(element);\n return rect[measurement] / 100 * value;\n } else if (unit === 'vh' || unit === 'vw') {\n // if is a vh or vw, we calculate the size based on the viewport\n var size = void 0;\n if (unit === 'vh') {\n size = Math.max(document.documentElement.clientHeight, window.innerHeight || 0);\n } else {\n size = Math.max(document.documentElement.clientWidth, window.innerWidth || 0);\n }\n return size / 100 * value;\n } else {\n // if is an explicit pixel unit, we get rid of the unit and keep the value\n // if is an implicit unit, it's px, and we return just the value\n return value;\n }\n}\n\n/**\n * Parse an `offset` string to extrapolate `x` and `y` numeric offsets.\n * @function\n * @memberof {modifiers~offset}\n * @private\n * @argument {String} offset\n * @argument {Object} popperOffsets\n * @argument {Object} referenceOffsets\n * @argument {String} basePlacement\n * @returns {Array} a two cells array with x and y offsets in numbers\n */\nfunction parseOffset(offset, popperOffsets, referenceOffsets, basePlacement) {\n var offsets = [0, 0];\n\n // Use height if placement is left or right and index is 0 otherwise use width\n // in this way the first offset will use an axis and the second one\n // will use the other one\n var useHeight = ['right', 'left'].indexOf(basePlacement) !== -1;\n\n // Split the offset string to obtain a list of values and operands\n // The regex addresses values with the plus or minus sign in front (+10, -20, etc)\n var fragments = offset.split(/(\\+|\\-)/).map(function (frag) {\n return frag.trim();\n });\n\n // Detect if the offset string contains a pair of values or a single one\n // they could be separated by comma or space\n var divider = fragments.indexOf(find(fragments, function (frag) {\n return frag.search(/,|\\s/) !== -1;\n }));\n\n if (fragments[divider] && fragments[divider].indexOf(',') === -1) {\n console.warn('Offsets separated by white space(s) are deprecated, use a comma (,) instead.');\n }\n\n // If divider is found, we divide the list of values and operands to divide\n // them by ofset X and Y.\n var splitRegex = /\\s*,\\s*|\\s+/;\n var ops = divider !== -1 ? [fragments.slice(0, divider).concat([fragments[divider].split(splitRegex)[0]]), [fragments[divider].split(splitRegex)[1]].concat(fragments.slice(divider + 1))] : [fragments];\n\n // Convert the values with units to absolute pixels to allow our computations\n ops = ops.map(function (op, index) {\n // Most of the units rely on the orientation of the popper\n var measurement = (index === 1 ? !useHeight : useHeight) ? 'height' : 'width';\n var mergeWithPrevious = false;\n return op\n // This aggregates any `+` or `-` sign that aren't considered operators\n // e.g.: 10 + +5 => [10, +, +5]\n .reduce(function (a, b) {\n if (a[a.length - 1] === '' && ['+', '-'].indexOf(b) !== -1) {\n a[a.length - 1] = b;\n mergeWithPrevious = true;\n return a;\n } else if (mergeWithPrevious) {\n a[a.length - 1] += b;\n mergeWithPrevious = false;\n return a;\n } else {\n return a.concat(b);\n }\n }, [])\n // Here we convert the string values into number values (in px)\n .map(function (str) {\n return toValue(str, measurement, popperOffsets, referenceOffsets);\n });\n });\n\n // Loop trough the offsets arrays and execute the operations\n ops.forEach(function (op, index) {\n op.forEach(function (frag, index2) {\n if (isNumeric(frag)) {\n offsets[index] += frag * (op[index2 - 1] === '-' ? -1 : 1);\n }\n });\n });\n return offsets;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @argument {Number|String} options.offset=0\n * The offset value as described in the modifier description\n * @returns {Object} The data object, properly modified\n */\nfunction offset(data, _ref) {\n var offset = _ref.offset;\n var placement = data.placement,\n _data$offsets = data.offsets,\n popper = _data$offsets.popper,\n reference = _data$offsets.reference;\n\n var basePlacement = placement.split('-')[0];\n\n var offsets = void 0;\n if (isNumeric(+offset)) {\n offsets = [+offset, 0];\n } else {\n offsets = parseOffset(offset, popper, reference, basePlacement);\n }\n\n if (basePlacement === 'left') {\n popper.top += offsets[0];\n popper.left -= offsets[1];\n } else if (basePlacement === 'right') {\n popper.top += offsets[0];\n popper.left += offsets[1];\n } else if (basePlacement === 'top') {\n popper.left += offsets[0];\n popper.top -= offsets[1];\n } else if (basePlacement === 'bottom') {\n popper.left += offsets[0];\n popper.top += offsets[1];\n }\n\n data.popper = popper;\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n *

@argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction preventOverflow(data, options) {\n var boundariesElement = options.boundariesElement || getOffsetParent(data.instance.popper);\n\n // If offsetParent is the reference element, we really want to\n // go one step up and use the next offsetParent as reference to\n // avoid to make this modifier completely useless and look like broken\n if (data.instance.reference === boundariesElement) {\n   boundariesElement = getOffsetParent(boundariesElement);\n }\n\n // NOTE: DOM access here\n // resets the popper's position so that the document size can be calculated excluding\n // the size of the popper element itself\n var transformProp = getSupportedPropertyName('transform');\n var popperStyles = data.instance.popper.style; // assignment to help minification\n var top = popperStyles.top,\n   left = popperStyles.left,\n   transform = popperStyles[transformProp];\n\n popperStyles.top = '';\n popperStyles.left = '';\n popperStyles[transformProp] = '';\n\n var boundaries = getBoundaries(data.instance.popper, data.instance.reference, options.padding, boundariesElement, data.positionFixed);\n\n // NOTE: DOM access here\n // restores the original style properties after the offsets have been computed\n popperStyles.top = top;\n popperStyles.left = left;\n popperStyles[transformProp] = transform;\n\n options.boundaries = boundaries;\n\n var order = options.priority;\n var popper = data.offsets.popper;\n\n var check = {\n   primary: function primary(placement) {\n   var value = popper[placement];\n   if (popper[placement] < boundaries[placement] && !options.escapeWithReference) {\n   value = Math.max(popper[placement], boundaries[placement]);\n   }\n   return defineProperty({}, placement, value);\n   },\n   secondary: function secondary(placement) {\n   var mainSide = placement === 'right' ? 'left' : 'top';\n   var value = popper[mainSide];\n   if (popper[placement] > boundaries[placement] && !options.escapeWithReference) {\n   value = Math.min(popper[mainSide], boundaries[placement] - (placement === 'right' ? popper.width : popper.height));\n   }\n   return defineProperty({}, mainSide, value);\n   }\n };\n\n order.forEach(function (placement) {\n   var side = ['left', 'top'].indexOf(placement) !== -1 ? 'primary' : 'secondary';\n   popper = _extends({}, popper, check[side](placement));\n });\n\n data.offsets.popper = popper;\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction shift(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var shiftvariation = placement.split('-')[1];\n\n // if shift shiftvariation is specified, run the modifier\n if (shiftvariation) {\n   var _data$offsets = data.offsets,\n   reference = _data$offsets.reference,\n   popper = _data$offsets.popper;\n\n   var isVertical = ['bottom', 'top'].indexOf(basePlacement) !== -1;\n   var side = isVertical ? 'left' : 'top';\n   var measurement = isVertical ? 'width' : 'height';\n\n   var shiftOffsets = {\n   start: defineProperty({}, side, reference[side]),\n   end: defineProperty({}, side, reference[side] + reference[measurement] - popper[measurement])\n   };\n\n   data.offsets.popper = _extends({}, popper, shiftOffsets[shiftvariation]);\n }\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by update method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction hide(data) {\n if (!isModifierRequired(data.instance.modifiers, 'hide', 'preventOverflow')) {\n   return data;\n }\n\n var refRect = data.offsets.reference;\n var bound = find(data.instance.modifiers, function (modifier) {\n   return modifier.name === 'preventOverflow';\n }).boundaries;\n\n if (refRect.bottom < bound.top || refRect.left > bound.right || refRect.top > bound.bottom || refRect.right < bound.left) {\n   // Avoid unnecessary DOM access if visibility hasn't changed\n   if (data.hide === true) {\n   return data;\n   }\n\n   data.hide = true;\n   data.attributes['x-out-of-boundaries'] = '';\n } else {\n   // Avoid unnecessary DOM access if visibility hasn't changed\n   if (data.hide === false) {\n   return data;\n   }\n\n   data.hide = false;\n   data.attributes['x-out-of-boundaries'] = false;\n }\n\n return data;\n}\n\n/**\n * @function\n * @memberof Modifiers\n * @argument {Object} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {Object} The data object, properly modified\n */\nfunction inner(data) {\n var placement = data.placement;\n var basePlacement = placement.split('-')[0];\n var _data$offsets = data.offsets,\n   popper = _data$offsets.popper,\n   reference =

_data$offsets.reference;\n\n var isHoriz = ['left', 'right'].indexOf(basePlacement) !== -1;\n\n var subtractLength = ['top', 'left'].indexOf(basePlacement) === -1;\n\n popper[isHoriz ? 'left' : 'top'] = reference[basePlacement] - (subtractLength ? popper[isHoriz ? 'width' : 'height'] : 0);\n\n data.placement = getOppositePlacement(placement);\n data.offsets.popper = getClientRect(popper);\n\n return data;\n}\n\n/**\n * Modifier function, each modifier can have a function of this type assigned\n * to its `fn` property.
\n * These functions will be called on each update, this means that you must\n * make sure they are performant enough to avoid performance bottlenecks.\n *\n * @function ModifierFn\n * @argument {dataObject} data - The data object generated by `update` method\n * @argument {Object} options - Modifiers configuration and options\n * @returns {dataObject} The data object, properly modified\n */\n\n/**\n * Modifiers are plugins used to alter the behavior of your poppers.
\n * Popper.js uses a set of 9 modifiers to provide all the basic functionalities\n * needed by the library.\n *\n * Usually you don't want to override the `order`, `fn` and `onLoad` props.\n * All the other properties are configurations that could be tweaked.\n * @namespace modifiers\n */\nvar modifiers = {\n /**\n   * Modifier used to shift the popper on the start or end of its reference\n   * element.
\n   * It will read the variation of the `placement` property.
\n   * It can be one either `-end` or `-start`.\n   * @memberof modifiers\n   * @inner\n   */\n shift: {\n   /** @prop {number} order=100 - Index used to define the order of execution */\n   order: 100,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: shift\n },\n\n /**\n   * The `offset` modifier can shift your popper on both its axis.\n   *\n   * It accepts the following units:\n   * - `px` or unit-less, interpreted as pixels\n   * - `%` or `%r`, percentage relative to the length of the reference element\n   * - `%p`, percentage relative to the length of the popper element\n   * - `vw`, CSS viewport width unit\n   * - `vh`, CSS viewport height unit\n   *\n   * For length is intended the main axis relative to the placement of the popper.
\n   * This means that if the placement is `top` or `bottom`, the length will be the\n   * `width`. In case of `left` or `right`, it will be the `height`.\n   *\n   * You can provide a single value (as `Number` or `String`), or a pair of values\n   * as `String` divided by a comma or one (or more) white spaces.
\n   * The latter is a deprecated method because it leads to confusion and will be\n   * removed in v2.
\n   * Additionally, it accepts additions and subtractions between different units.\n   * Note that multiplications and divisions aren't supported.\n   *\n   * Valid examples are:\n   * ```\n   * 10\n   * '10%'\n   * '10, 10'\n   * '10%, 10'\n   * '10 + 10%'\n   * '10 - 5vh + 3%'\n   * '-10px + 5vh, 5px - 6%'\n   * ```\n   * > **NB**: If you desire to apply offsets to your poppers in a way that may make them overlap\n   * > with their reference element, unfortunately, you will have to disable the `flip` modifier.\n   * > You can read more on this at this [issue](https://github.com/FezVrasta/popper.js/issues/373).\n   *\n   * @memberof modifiers\n   * @inner\n   */\n offset: {\n   /** @prop {number} order=200 - Index used to define the order of execution */\n   order: 200,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: offset,\n   /** @prop {Number|String} offset=0\n   * The offset value as described in the modifier description\n   */\n   offset: 0\n },\n\n /**\n   * Modifier used to prevent the popper from being positioned outside the boundary.\n   *\n   * A scenario exists where the reference itself is not within the boundaries.
\n   * We can say it has \"escaped the boundaries\" — or just \"escaped\".
\n   * In this case we need to decide whether the popper should either:\n   *\n   * - detach from the reference and remain \"trapped\" in the boundaries, or\n   * - if it should ignore the boundary and \"escape with its reference\"\n   *\n   * When `escapeWithReference` is set to`true` and reference is completely\n   * outside its boundaries, the popper will overflow (or completely leave)\n   * the boundaries in order to remain attached to the edge of the reference.\n   *\n   * @memberof modifiers\n   * @inner\n   */\n preventOverflow: {\n   /** @prop {number} order=300 - Index used to define the order of execution */\n   order: 300,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: preventOverflow,\n   /**\n   * @prop {Array} [priority=['left','right','top','bottom']]\n   * Popper will try to prevent overflow following these priorities by default,\n   * then, it could overflow on the left and on top of the `boundariesElement`\n   */\n   priority: ['left', 'right', 'top', 'bottom'],\n   /**\n   * @prop {number} padding=5\n   * Amount of pixel used to define a minimum distance between the boundaries\n   * and the popper. This makes sure the popper always has a little padding\n   * between the edges of its container\n   */\n   padding: 5,\n   /**\n   * @prop {String|HTMLElement}

boundariesElement='scrollParent'\n   * Boundaries used by the modifier. Can be `scrollParent`, `window`,\n   * `viewport` or any DOM element.\n   */\n   boundariesElement: 'scrollParent'\n },\n\n /**\n * Modifier used to make sure the reference and its popper stay near each other\n * without leaving any gap between the two. Especially useful when the arrow is\n * enabled and you want to ensure that it points to its reference element.\n * It cares only about the first axis. You can still have poppers with margin\n * between the popper and its reference element.\n * @memberof modifiers\n * @inner\n */\n keepTogether: {\n   /** @prop {number} order=400 - Index used to define the order of execution */\n   order: 400,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: keepTogether\n },\n\n /**\n * This modifier is used to move the `arrowElement` of the popper to make\n * sure it is positioned between the reference element and its popper element.\n * It will read the outer size of the `arrowElement` node to detect how many\n * pixels of conjunction are needed.\n *\n * It has no effect if no `arrowElement` is provided.\n * @memberof modifiers\n * @inner\n */\n arrow: {\n   /** @prop {number} order=500 - Index used to define the order of execution */\n   order: 500,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: arrow,\n   /** @prop {String|HTMLElement} element='[x-arrow]' - Selector or node used as arrow */\n   element: '[x-arrow]'\n },\n\n /**\n * Modifier used to flip the popper's placement when it starts to overlap its\n * reference element.\n *\n * Requires the `preventOverflow` modifier before it in order to work.\n *\n * **NOTE:** this modifier will interrupt the current update cycle and will\n * restart it if it detects the need to flip the placement.\n * @memberof modifiers\n * @inner\n */\n flip: {\n   /** @prop {number} order=600 - Index used to define the order of execution */\n   order: 600,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: flip,\n   /**\n   * @prop {String|Array} behavior='flip'\n   * The behavior used to change the popper's placement. It can be one of\n   * `flip`, `clockwise`, `counterclockwise` or an array with a list of valid\n   * placements (with optional variations)\n   */\n   behavior: 'flip',\n   /**\n   * @prop {number} padding=5\n   * The popper will flip if it hits the edges of the `boundariesElement`\n   */\n   padding: 5,\n   /**\n   * @prop {String|HTMLElement} boundariesElement='viewport'\n   * The element which will define the boundaries of the popper position.\n   * The popper will never be placed outside of the defined boundaries\n   * (except if `keepTogether` is enabled)\n   */\n   boundariesElement: 'viewport'\n },\n\n /**\n * Modifier used to make the popper flow toward the inner of the reference element.\n * By default, when this modifier is disabled, the popper will be placed outside\n * the reference element.\n * @memberof modifiers\n * @inner\n */\n inner: {\n   /** @prop {number} order=700 - Index used to define the order of execution */\n   order: 700,\n   /** @prop {Boolean} enabled=false - Whether the modifier is enabled or not */\n   enabled: false,\n   /** @prop {ModifierFn} */\n   fn: inner\n },\n\n /**\n * Modifier used to hide the popper when its reference element is outside of the\n * popper boundaries. It will set a `x-out-of-boundaries` attribute which can\n * be used to hide with a CSS selector the popper when its reference is\n * out of boundaries.\n *\n * Requires the `preventOverflow` modifier before it in order to work.\n * @memberof modifiers\n * @inner\n */\n hide: {\n   /** @prop {number} order=800 - Index used to define the order of execution */\n   order: 800,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: hide\n },\n\n /**\n * Computes the style that will be applied to the popper element to gets\n * properly positioned.\n *\n * Note that this modifier will not touch the DOM, it just prepares the styles\n * so that `applyStyle` modifier can apply it. This separation is useful\n * in case you need to replace `applyStyle` with a custom implementation.\n *\n * This modifier has `850` as `order` value to maintain backward compatibility\n * with previous versions of Popper.js. Expect the modifiers ordering method\n * to change in future major versions of the library.\n *\n * @memberof modifiers\n * @inner\n */\n computeStyle: {\n   /** @prop {number} order=850 - Index used to define the order of execution */\n   order: 850,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: computeStyle,\n   /**\n   * @prop {Boolean} gpuAcceleration=true\n   * If true, it uses the CSS 3D transformation to position the popper.\n   * Otherwise, it will use the `top` and `left` properties\n   */\n   gpuAcceleration: true,\n   /**\n   * @prop {string} [x='bottom']\n   * Where to anchor the X axis (`bottom` or `top`). AKA X offset origin.\n   *

Change this if your popper should grow in a direction different from `bottom`\n   */\n   x: 'bottom',\n   /**\n   * @prop {string} [x='left']\n   * Where to anchor the Y axis (`left` or `right`). AKA Y offset origin.\n   * Change this if your popper should grow in a direction different from `right`\n   */\n   y: 'right'\n },\n\n /**\n * Applies the computed styles to the popper element.\n *\n * All the DOM manipulations are limited to this modifier. This is useful in case\n * you want to integrate Popper.js inside a framework or view library and you\n * want to delegate all the DOM manipulations to it.\n *\n * Note that if you disable this modifier, you must make sure the popper element\n * has its position set to `absolute` before Popper.js can do its work!\n *\n * Just disable this modifier and define your own to achieve the desired effect.\n *\n * @memberof modifiers\n * @inner\n */\n applyStyle: {\n   /** @prop {number} order=900 - Index used to define the order of execution */\n   order: 900,\n   /** @prop {Boolean} enabled=true - Whether the modifier is enabled or not */\n   enabled: true,\n   /** @prop {ModifierFn} */\n   fn: applyStyle,\n   /** @prop {Function} */\n   onLoad: applyStyleOnLoad,\n   /**\n   * @deprecated since version 1.10.0, the property moved to `computeStyle` modifier\n   * @prop {Boolean} gpuAcceleration=true\n   * If true, it uses the CSS 3D transformation to position the popper.\n   * Otherwise, it will use the `top` and `left` properties\n   */\n   gpuAcceleration: undefined\n }\n};\n\n/**\n * The `dataObject` is an object containing all the information used by Popper.js.\n * This object is passed to modifiers and to the `onCreate` and `onUpdate` callbacks.\n * @name dataObject\n * @property {Object} data.instance The Popper.js instance\n * @property {String} data.placement Placement applied to popper\n * @property {String} data.originalPlacement Placement originally defined on init\n * @property {Boolean} data.flipped True if popper has been flipped by flip modifier\n * @property {Boolean} data.hide True if the reference element is out of boundaries, useful to know when to hide the popper\n * @property {HTMLElement} data.arrowElement Node used as arrow by arrow modifier\n * @property {Object} data.styles Any CSS property defined here will be applied to the popper. It expects the JavaScript nomenclature (eg. `marginBottom`)\n * @property {Object} data.arrowStyles Any CSS property defined here will be applied to the popper arrow. It expects the JavaScript nomenclature (eg. `marginBottom`)\n * @property {Object} data.boundaries Offsets of the popper boundaries\n * @property {Object} data.offsets The measurements of popper, reference and arrow elements\n * @property {Object} data.offsets.popper `top`, `left`, `width`, `height` values\n * @property {Object} data.offsets.reference `top`, `left`, `width`, `height` values\n * @property {Object} data.offsets.arrow] `top` and `left` offsets, only one of them will be different from 0\n */\n\n/**\n * Default options provided to Popper.js constructor.
\n * These can be overridden using the `options` argument of Popper.js.
\n * To override an option, simply pass an object with the same\n * structure of the `options` object, as the 3rd argument. For example:\n * ```\n * new Popper(ref, pop, {\n *   modifiers: {\n *   preventOverflow: { enabled: false }\n *   }\n * })\n * ```\n * @type {Object}\n * @static\n * @memberof Popper\n */\nvar Defaults = {\n /**\n * Popper's placement.\n * @prop {Popper.placements} placement='bottom'\n */\n placement: 'bottom',\n\n /**\n * Set this to true if you want popper to position it self in 'fixed' mode\n * @prop {Boolean} positionFixed=false\n */\n positionFixed: false,\n\n /**\n * Whether events (resize, scroll) are initially enabled.\n * @prop {Boolean} eventsEnabled=true\n */\n eventsEnabled: true,\n\n /**\n * Set to true if you want to automatically remove the popper when\n * you call the `destroy` method.\n * @prop {Boolean} removeOnDestroy=false\n */\n removeOnDestroy: false,\n\n /**\n * Callback called when the popper is created.
\n * By default, it is set to no-op.
\n * Access Popper.js instance with `data.instance`.\n * @prop {onCreate}\n */\n onCreate: function onCreate() {},\n\n /**\n * Callback called when the popper is updated. This callback is not called\n * on the initialization/creation of the popper, but only on subsequent\n * updates.
\n * By default, it is set to no-op.
\n * Access Popper.js instance with `data.instance`.\n * @prop {onUpdate}\n */\n onUpdate: function onUpdate() {},\n\n /**\n * List of modifiers used to modify the offsets before they are applied to the popper.\n * They provide most of the functionalities of Popper.js.\n * @prop {modifiers}\n */\n modifiers: modifiers\n};\n\n/**\n * @callback onCreate\n * @param {dataObject} data\n */\n\n/**\n * @callback onUpdate\n * @param {dataObject} data\n */\n\n// Utils\n// Methods\nvar Popper = function () {\n /**\n * Creates a new Popper.js instance.\n * @class Popper\n * @param {HTMLElement|referenceObject} reference - The reference element used to position the popper\n * @param {HTMLElement} popper - The HTML element used as the popper\n * @param {Object} options - Your custom

options to override the ones defined in [Defaults](#defaults)\n * @return {Object} instance - The generated Popper.js instance\n */\n function Popper(reference, popper) {\n   var _this = this;\n\n   var options = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : {};\n   classCallCheck(this, Popper);\n\n   this.scheduleUpdate = function () {\n   return requestAnimationFrame(_this.update);\n   };\n\n   // make update() debounced, so that it only runs at most once-per-tick\n   this.update = debounce(this.update.bind(this));\n\n   // with {} we create a new object with the options inside it\n   this.options = _extends({}, Popper.Defaults, options);\n\n   // init state\n   this.state = {\n   isDestroyed: false,\n   isCreated: false,\n   scrollParents: []\n   };\n\n   // get reference and popper elements (allow jQuery wrappers)\n   this.reference = reference && reference.jquery ? reference[0] : reference;\n   this.popper = popper && popper.jquery ? popper[0] : popper;\n\n   // Deep merge modifiers options\n   this.options.modifiers = {};\n   Object.keys(_extends({}, Popper.Defaults.modifiers, options.modifiers)).forEach(function (name) {\n   _this.options.modifiers[name] = _extends({}, Popper.Defaults.modifiers[name] || {}, options.modifiers ? options.modifiers[name] : {});\n   });\n\n   // Refactoring modifiers' list (Object => Array)\n   this.modifiers = Object.keys(this.options.modifiers).map(function (name) {\n   return _extends({\n   name: name\n   }, _this.options.modifiers[name]);\n   })\n   // sort the modifiers by order\n   .sort(function (a, b) {\n   return a.order - b.order;\n   });\n\n   // modifiers have the ability to execute arbitrary code when Popper.js get inited\n   // such code is executed in the same order of its modifier\n   // they could add new properties to their options configuration\n   // BE AWARE: don't add options to `options.modifiers.name` but to `modifierOptions`!\n   this.modifiers.forEach(function (modifierOptions) {\n   if (modifierOptions.enabled && isFunction(modifierOptions.onLoad)) {\n   modifierOptions.onLoad(_this.reference, _this.popper, _this.options, modifierOptions, _this.state);\n   }\n   });\n\n   // fire the first update to position the popper in the right place\n   this.update();\n\n   var eventsEnabled = this.options.eventsEnabled;\n   if (eventsEnabled) {\n   // setup event listeners, they will take care of update the position in specific situations\n   this.enableEventListeners();\n   }\n\n   this.state.eventsEnabled = eventsEnabled;\n }\n\n // We can't use class properties because they don't get listed in the\n // class prototype and break stuff like Sinon stubs\n\n\n createClass(Popper, [{\n   key: 'update',\n   value: function update$$1() {\n   return update.call(this);\n   }\n }, {\n   key: 'destroy',\n   value: function destroy$$1() {\n   return destroy.call(this);\n   }\n }, {\n   key: 'enableEventListeners',\n   value: function enableEventListeners$$1() {\n   return enableEventListeners.call(this);\n   }\n }, {\n   key: 'disableEventListeners',\n   value: function disableEventListeners$$1() {\n   return disableEventListeners.call(this);\n   }\n\n   /**\n   * Schedules an update. It will run on the next UI update available.\n   * @method scheduleUpdate\n   * @memberof Popper\n   */\n\n\n   /**\n   * Collection of utilities useful when writing custom modifiers.\n   * Starting from version 1.7, this method is available only if you\n   * include `popper-utils.js` before `popper.js`.\n   *\n   * **DEPRECATION**: This way to access PopperUtils is deprecated\n   * and will be removed in v2! Use the PopperUtils module directly instead.\n   * Due to the high instability of the methods contained in Utils, we can't\n   * guarantee them to follow semver. Use them at your own risk!\n   * @static\n   * @private\n   * @type {Object}\n   * @deprecated since version 1.8\n   * @member Utils\n   * @memberof Popper\n   */\n\n }]);\n return Popper;\n}();\n\n/**\n * The `referenceObject` is an object that provides an interface compatible with Popper.js\n * and lets you use it as replacement of a real DOM node.
\n * You can use this method to position a popper relatively to a set of coordinates\n * in case you don't have a DOM node to use as reference.\n *\n * ```\n * new Popper(referenceObject, popperNode);\n * ```\n *\n * NB: This feature isn't supported in Internet Explorer 10.\n * @name referenceObject\n * @property {Function} data.getBoundingClientRect\n * A function that returns a set of coordinates compatible with the native `getBoundingClientRect` method.\n * @property {number} data.clientWidth\n * An ES6 getter that will return the width of the virtual reference element.\n * @property {number} data.clientHeight\n * An ES6 getter that will return the height of the virtual reference element.\n */\n\n\nPopper.Utils = (typeof window !== 'undefined' ? window : global).PopperUtils;\nPopper.placements = placements;\nPopper.Defaults = Defaults;\n\nexport default Popper;\n//# sourceMappingURL=popper.js.map\n","\"use strict\";\n\nvar isValue = require(\"./is-value\");\n\nvar forEach = Array.prototype.forEach, create = Object.create;\n\nvar process = function (src, obj) {\n\tvar key;\n\tfor (key in src)

obj[key] = src[key];\n};\n\n// eslint-disable-next-line no-unused-vars\nmodule.exports = function (opts1 /*, …options*/) {\n\tvar result = create(null);\n\tforEach.call(arguments, function (options) {\n\t\tif (!isValue(options)) return;\n\t\tprocess(Object(options), result);\n\t});\n\treturn result;\n};\n","/** Used to detect hot functions by number of calls within a span of milliseconds. */\nvar HOT_COUNT = 800,\n   HOT_SPAN = 16;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeNow = Date.now;\n\n/**\n * Creates a function that'll short out and invoke `identity` instead\n * of `func` when it's called `HOT_COUNT` or more times in `HOT_SPAN`\n * milliseconds.\n *\n * @private\n * @param {Function} func The function to restrict.\n * @returns {Function} Returns the new shortable function.\n */\nfunction shortOut(func) {\n var count = 0,\n   lastCalled = 0;\n\n return function() {\n   var stamp = nativeNow(),\n   remaining = HOT_SPAN - (stamp - lastCalled);\n\n   lastCalled = stamp;\n   if (remaining > 0) {\n   if (++count >= HOT_COUNT) {\n   return arguments[0];\n   }\n   } else {\n   count = 0;\n   }\n   return func.apply(undefined, arguments);\n };\n}\n\nmodule.exports = shortOut;\n","var isSymbol = require('./isSymbol');\n\n/** Used as references for various `Number` constants. */\nvar INFINITY = 1 / 0;\n\n/**\n * Converts `value` to a string key if it's not a string or symbol.\n *\n * @private\n * @param {*} value The value to inspect.\n * @returns {string|symbol} Returns the key.\n */\nfunction toKey(value) {\n if (typeof value == 'string' || isSymbol(value)) {\n   return value;\n }\n var result = (value + '');\n return (result == '0' && (1 / value) == -INFINITY) ? '-0' : result;\n}\n\nmodule.exports = toKey;\n","'use strict';\n\nvar assign   = require('es5-ext/object/assign')\n , normalizeOpts = require('es5-ext/object/normalize-options')\n , isCallable = require('es5-ext/object/is-callable')\n , contains   = require('es5-ext/string/#/contains')\n\n , d;\n\nd = module.exports = function (dscr, value/*, options*/) {\n\tvar c, e, w, options, desc;\n\tif ((arguments.length < 2) || (typeof dscr !== 'string')) {\n\t\toptions = value;\n\t\tvalue = dscr;\n\t\tdscr = null;\n\t} else {\n\t\toptions = arguments[2];\n\t}\n\tif (dscr == null) {\n\t\tc = w = true;\n\t\te = false;\n\t} else {\n\t\tc = contains.call(dscr, 'c');\n\t\te = contains.call(dscr, 'e');\n\t\tw = contains.call(dscr, 'w');\n\t}\n\n\tdesc = { value: value, configurable: c, enumerable: e, writable: w };\n\treturn !options ? desc : assign(normalizeOpts(options), desc);\n};\n\nd.gs = function (dscr, get, set/*, options*/) {\n\tvar c, e, options, desc;\n\tif (typeof dscr !== 'string') {\n\t\toptions = set;\n\t\tset = get;\n\t\tget = dscr;\n\t\tdscr = null;\n\t} else {\n\t\toptions = arguments[3];\n\t}\n\tif (get == null) {\n\t\tget = undefined;\n\t} else if (!isCallable(get)) {\n\t\toptions = get;\n\t\tget = set = undefined;\n\t} else if (set == null) {\n\t\tset = undefined;\n\t} else if (!isCallable(set)) {\n\t\toptions = set;\n\t\tset = undefined;\n\t}\n\tif (dscr == null) {\n\t\tc = true;\n\t\te = false;\n\t} else {\n\t\tc = contains.call(dscr, 'c');\n\t\te = contains.call(dscr, 'e');\n\t}\n\n\tdesc = { get: get, set: set, configurable: c, enumerable: e };\n\treturn !options ? desc : assign(normalizeOpts(options), desc);\n};\n","module.exports = function (it, Constructor, name, forbiddenField) {\n if (!(it instanceof Constructor) || (forbiddenField !== undefined && forbiddenField in it)) {\n   throw TypeError(name + ': incorrect invocation!');\n } return it;\n};\n","var isArray = require('./isArray'),\n   isSymbol = require('./isSymbol');\n\n/** Used to match property names within property paths. */\nvar reIsDeepProp = /\\.|\\[(?:[^[\\]]*|([\"'])(?:(?!\\1)[^\\\\]|\\\\.)*?\\1)\\]/,\n   reIsPlainProp = /^\\w*$/;\n\n/**\n * Checks if `value` is a property name and not a property path.\n *\n * @private\n * @param {*} value The value to check.\n * @param {Object} [object] The object to query keys on.\n * @returns {boolean} Returns `true` if `value` is a property name, else `false`.\n */\nfunction isKey(value, object) {\n if (isArray(value)) {\n   return false;\n }\n var type = typeof value;\n if (type == 'number' || type == 'symbol' || type == 'boolean' ||\n   value == null || isSymbol(value)) {\n   return true;\n }\n return reIsPlainProp.test(value) || !reIsDeepProp.test(value) ||\n   (object != null && value in Object(object));\n}\n\nmodule.exports = isKey;\n","\"use strict\";\n\nvar keys = require(\"../keys\")\n , value = require(\"../valid-value\")\n , max   = Math.max;\n\nmodule.exports = function (dest, src /*, …srcn*/) {\n\tvar error, i, length = max(arguments.length, 2), assign;\n\tdest = Object(value(dest));\n\tassign = function (key) {\n\t\ttry {\n\t\t\tdest[key] = src[key];\n\t\t} catch (e) {\n\t\t\tif (!error) error = e;\n\t\t}\n\t};\n\tfor (i = 1; i < length; ++i) {\n\t\tsrc = arguments[i];\n\t\tkeys(src).forEach(assign);\n\t}\n\tif (error !== undefined) throw error;\n\treturn dest;\n};\n","// 19.1.3.1 Object.assign(target, source)\nvar $export = require('./_export');\n\n$export($export.S + $export.F, 'Object', { assign: require('./_object-assign') });\n","\"use strict\";\n\nvar indexOf = String.prototype.indexOf;\n\nmodule.exports = function (searchString/*, position*/) {\n\treturn indexOf.call(this,

searchString, arguments[1]) > -1;\n};\n",\"\"use strict\";\n\nmodule.exports = require(\"./is-implemented\")()\n\t? String.prototype.contains\n\t: require(\"./shim\");\n","var baseProperty = require('./_baseProperty'),\n basePropertyDeep = require('./_basePropertyDeep'),\n isKey = require('./_isKey'),\n toKey = require('./_toKey');\n\n/**\n * Creates a function that returns the value at `path` of a given object.\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Util\n * @param {Array|string} path The path of the property to get.\n * @returns {Function} Returns the new accessor function.\n * @example\n *\n * var objects = [\n *   { 'a': { 'b': 2 } },\n *   { 'a': { 'b': 1 } }\n *];\n *\n * _.map(objects, _.property('a.b'));\n * // => [2, 1]\n *\n * _.map(_.sortBy(objects, _.property(['a', 'b'])), 'a.b');\n * // => [1, 2]\n */\nfunction property(path) {\n return isKey(path) ? baseProperty(toKey(path)) : basePropertyDeep(path);\n}\n\nmodule.exports = property;\n","var document = require('./_global').document;\nmodule.exports = document && document.documentElement;\n","// This file is imported into lib/wc client bundles.\n\nif (typeof window !== 'undefined') {\n var i\n if ((i = window.document.currentScript) && (i = i.src.match(/(.+\\/)[^/]+\\.js(\\?.*)?$/))) {\n   __webpack_public_path__ = i[1] // eslint-disable-line\n }\n}\n\n\n// Indicate to webpack that this file can be concatenated\nexport default null\n","/*!\n * vue-i18n v8.4.0 \n * (c) 2018 kazuya kawaguchi\n * Released under the MIT License.\n */\n\n/* */\n\n/**\n * utilities\n */\n\nfunction warn (msg, err) {\n if (typeof console !== 'undefined') {\n   console.warn('[vue-i18n] ' + msg);\n   /* istanbul ignore if */\n   if (err) {\n   console.warn(err.stack);\n   }\n }\n}\n\nfunction isObject (obj) {\n return obj !== null && typeof obj === 'object'\n}\n\nvar toString = Object.prototype.toString;\nvar OBJECT_STRING = '[object Object]';\nfunction isPlainObject (obj) {\n return toString.call(obj) === OBJECT_STRING\n}\n\nfunction isNull (val) {\n return val === null || val === undefined\n}\n\nfunction parseArgs () {\n var args = [], len = arguments.length;\n while (len--) args[len] = arguments[len];\n\n var locale = null;\n var params = null;\n if (args.length === 1) {\n   if (isObject(args[0]) || Array.isArray(args[0])) {\n   params = args[0];\n   } else if (typeof args[0] === 'string') {\n   locale = args[0];\n   }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   locale = args[0];\n   }\n   /* istanbul ignore if */\n   if (isObject(args[1]) || Array.isArray(args[1])) {\n   params = args[1];\n   }\n }\n\n return { locale: locale, params: params }\n}\n\nfunction looseClone (obj) {\n return JSON.parse(JSON.stringify(obj))\n}\n\nfunction remove (arr, item) {\n if (arr.length) {\n   var index = arr.indexOf(item);\n   if (index > -1) {\n   return arr.splice(index, 1)\n   }\n }\n}\n\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nfunction hasOwn (obj, key) {\n return hasOwnProperty.call(obj, key)\n}\n\nfunction merge (target) {\n var arguments$1 = arguments;\n\n var output = Object(target);\n for (var i = 1; i < arguments.length; i++) {\n   var source = arguments$1[i];\n   if (source !== undefined && source !== null) {\n   var key = (void 0);\n   for (key in source) {\n   if (hasOwn(source, key)) {\n   if (isObject(source[key])) {\n   output[key] = merge(output[key], source[key]);\n   } else {\n   output[key] = source[key];\n   }\n   }\n   }\n   }\n }\n return output\n}\n\nfunction looseEqual (a, b) {\n if (a === b) { return true }\n var isObjectA = isObject(a);\n var isObjectB = isObject(b);\n if (isObjectA && isObjectB) {\n   try {\n   var isArrayA = Array.isArray(a);\n   var isArrayB = Array.isArray(b);\n   if (isArrayA && isArrayB) {\n   return a.length === b.length && a.every(function (e, i) {\n   return looseEqual(e, b[i])\n   })\n   } else if (!isArrayA && !isArrayB) {\n   var keysA = Object.keys(a);\n   var keysB = Object.keys(b);\n   return keysA.length === keysB.length && keysA.every(function (key) {\n   return looseEqual(a[key], b[key])\n   })\n   } else {\n   /* istanbul ignore next */\n   return false\n   }\n   } catch (e) {\n   /* istanbul ignore next */\n   return false\n   }\n } else if (!isObjectA && !isObjectB) {\n   return String(a) === String(b)\n } else {\n   return false\n }\n}\n\nvar canUseDateTimeFormat =\n typeof Intl !== 'undefined' && typeof Intl.DateTimeFormat !== 'undefined';\n\nvar canUseNumberFormat =\n typeof Intl !== 'undefined' && typeof Intl.NumberFormat !== 'undefined';\n\n/* */\nfunction extend (Vue) {\n if (!Vue.prototype.hasOwnProperty('$i18n')) {\n   // $FlowFixMe\n   Object.defineProperty(Vue.prototype, '$i18n', {\n   get: function get () { return this._i18n }\n   });\n }\n\n Vue.prototype.$t = function (key) {\n   var values = [], len = arguments.length - 1;\n   while (len-- > 0) values[len] = arguments[len + 1];\n\n   var i18n = this.$i18n;\n   return i18n._t.apply(i18n, [key, i18n.locale, i18n._getMessages(), this].concat(values))\n };\n\n Vue.prototype.$tc = function (key, choice) {\n   var values = [], len = arguments.length - 2;\n   while (len-- > 0)

values[len] = arguments[len + 2];\n\n   var i18n = this.$i18n;\n   return i18n._tc.apply(i18n, [key, i18n.locale, i18n._getMessages(), this, choice].concat(values))\n };\n\n Vue.prototype.$te = function (key, locale) {\n   var i18n = this.$i18n;\n   return i18n._te(key, i18n.locale, i18n._getMessages(), locale)\n };\n\n Vue.prototype.$d = function (value) {\n   var ref;\n\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n   return (ref = this.$i18n).d.apply(ref, [value].concat(args))\n };\n\n Vue.prototype.$n = function (value) {\n   var ref;\n\n   var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n   return (ref = this.$i18n).n.apply(ref, [value].concat(args))\n };\n}\n\n/* */\n\nvar mixin = {\n beforeCreate: function beforeCreate () {\n   var options = this.$options;\n   options.i18n = options.i18n || (options.__i18n ? {} : null);\n\n   if (options.i18n) {\n   if (options.i18n instanceof VueI18n) {\n   // init locale messages via custom blocks\n   if (options.__i18n) {\n   try {\n   var localeMessages = {};\n   options.__i18n.forEach(function (resource) {\n   localeMessages = merge(localeMessages, JSON.parse(resource));\n   });\n   Object.keys(localeMessages).forEach(function (locale) {\n   options.i18n.mergeLocaleMessage(locale, localeMessages[locale]);\n   });\n   } catch (e) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot parse locale messages via custom blocks.\", e);\n   }\n   }\n   }\n   this._i18n = options.i18n;\n   this._i18nWatcher = this._i18n.watchI18nData();\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   } else if (isPlainObject(options.i18n)) {\n   // component local i18n\n   if (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n   options.i18n.root = this.$root;\n   options.i18n.formatter = this.$root.$i18n.formatter;\n   options.i18n.fallbackLocale = this.$root.$i18n.fallbackLocale;\n   options.i18n.silentTranslationWarn = this.$root.$i18n.silentTranslationWarn;\n   }\n\n   // init locale messages via custom blocks\n   if (options.__i18n) {\n   try {\n   var localeMessages$1 = {};\n   options.__i18n.forEach(function (resource) {\n   localeMessages$1 = merge(localeMessages$1, JSON.parse(resource));\n   });\n   options.i18n.messages = localeMessages$1;\n   } catch (e) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot parse locale messages via custom blocks.\", e);\n   }\n   }\n   }\n\n   this._i18n = new VueI18n(options.i18n);\n   this._i18nWatcher = this._i18n.watchI18nData();\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n\n   if (options.i18n.sync === undefined || !!options.i18n.sync) {\n   this._localeWatcher = this.$i18n.watchLocale();\n   }\n   } else {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(\"Cannot be interpreted 'i18n' option.\");\n   }\n   }\n   } else if (this.$root && this.$root.$i18n && this.$root.$i18n instanceof VueI18n) {\n   // root i18n\n   this._i18n = this.$root.$i18n;\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   } else if (options.parent && options.parent.$i18n && options.parent.$i18n instanceof VueI18n) {\n   // parent i18n\n   this._i18n = options.parent.$i18n;\n   this._i18n.subscribeDataChanging(this);\n   this._subscribing = true;\n   }\n },\n\n beforeDestroy: function beforeDestroy () {\n   if (!this._i18n) { return }\n\n   if (this._subscribing) {\n   this._i18n.unsubscribeDataChanging(this);\n   delete this._subscribing;\n   }\n\n   if (this._i18nWatcher) {\n   this._i18nWatcher();\n   delete this._i18nWatcher;\n   }\n\n   if (this._localeWatcher) {\n   this._localeWatcher();\n   delete this._localeWatcher;\n   }\n\n   this._i18n = null;\n }\n};\n\n/* */\n\nvar component = {\n name: 'i18n',\n functional: true,\n props: {\n   tag: {\n   type: String,\n   default: 'span'\n   },\n   path: {\n   type: String,\n   required: true\n   },\n   locale: {\n   type: String\n   },\n   places: {\n   type: [Array, Object]\n   }\n },\n render: function render (h, ref) {\n   var props = ref.props;\n   var data = ref.data;\n   var children = ref.children;\n   var parent = ref.parent;\n\n   var i18n = parent.$i18n;\n\n   children = (children || []).filter(function (child) {\n   return child.tag || (child.text = child.text.trim())\n   });\n\n   if (!i18n) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn('Cannot find VueI18n instance!');\n   }\n   return children\n   }\n\n   var path = props.path;\n   var locale = props.locale;\n\n   var params = {};\n   var places = props.places || {};\n\n   var hasPlaces = Array.isArray(places)\n   ? places.length > 0\n   : Object.keys(places).length > 0;\n\n   var everyPlace = children.every(function (child) {\n   if (child.data && child.data.attrs) {\n   var place = child.data.attrs.place;\n   return (typeof place !== 'undefined') && place !== ''\n   }\n   });\n\n   if (process.env.NODE_ENV !== 'production' && hasPlaces && children.length > 0 &&

!everyPlace) {\n   warn('If places prop is set, all child elements must have place prop set.');\n   }\n\n   if (Array.isArray(places)) {\n   places.forEach(function (el, i) {\n   params[i] = el;\n   });\n   } else {\n   Object.keys(places).forEach(function (key) {\n   params[key] = places[key];\n   });\n   }\n\n   children.forEach(function (child, i) {\n   var key = everyPlace\n   ? (\"\" + (child.data.attrs.place))\n   : (\"\" + i);\n   params[key] = child;\n   });\n\n   return h(props.tag, data, i18n.i(path, locale, params))\n   }\n};\n\n/* */\n\nfunction bind (el, binding, vnode) {\n   if (!assert(el, vnode)) { return }\n\n   t(el, binding, vnode);\n}\n\nfunction update (el, binding, vnode, oldVNode) {\n   if (!assert(el, vnode)) { return }\n\n   var i18n = vnode.context.$i18n;\n   if (localeEqual(el, vnode) &&\n   (looseEqual(binding.value, binding.oldValue) &&\n   looseEqual(el._localeMessage, i18n.getLocaleMessage(i18n.locale)))) { return }\n\n   t(el, binding, vnode);\n}\n\nfunction unbind (el, binding, vnode, oldVNode) {\n   var vm = vnode.context;\n   if (!vm) {\n   warn('Vue instance does not exists in VNode context');\n   return\n   }\n\n   el.textContent = '';\n   el._vt = undefined;\n   delete el['_vt'];\n   el._locale = undefined;\n   delete el['_locale'];\n   el._localeMessage = undefined;\n   delete el['_localeMessage'];\n}\n\nfunction assert (el, vnode) {\n   var vm = vnode.context;\n   if (!vm) {\n   warn('Vue instance doest not exists in VNode context');\n   return false\n   }\n\n   if (!vm.$i18n) {\n   warn('VueI18n instance does not exists in Vue instance');\n   return false\n   }\n\n   return true\n}\n\nfunction localeEqual (el, vnode) {\n   var vm = vnode.context;\n   return el._locale === vm.$i18n.locale\n}\n\nfunction t (el, binding, vnode) {\n   var ref$1, ref$2;\n\n   var value = binding.value;\n\n   var ref = parseValue(value);\n   var path = ref.path;\n   var locale = ref.locale;\n   var args = ref.args;\n   var choice = ref.choice;\n   if (!path && !locale && !args) {\n   warn('value type not supported');\n   return\n   }\n\n   if (!path) {\n   warn('`path` is required in v-t directive');\n   return\n   }\n\n   var vm = vnode.context;\n   if (choice) {\n   el._vt = el.textContent = (ref$1 = vm.$i18n).tc.apply(ref$1, [path, choice].concat(makeParams(locale, args)));\n   } else {\n   el._vt = el.textContent = (ref$2 = vm.$i18n).t.apply(ref$2, [path].concat(makeParams(locale, args)));\n   }\n   el._locale = vm.$i18n.locale;\n   el._localeMessage = vm.$i18n.getLocaleMessage(vm.$i18n.locale);\n}\n\nfunction parseValue (value) {\n   var path;\n   var locale;\n   var args;\n   var choice;\n\n   if (typeof value === 'string') {\n   path = value;\n   } else if (isPlainObject(value)) {\n   path = value.path;\n   locale = value.locale;\n   args = value.args;\n   choice = value.choice;\n   }\n\n   return { path: path, locale: locale, args: args, choice: choice }\n}\n\nfunction makeParams (locale, args) {\n   var params = [];\n\n   locale && params.push(locale);\n   if (args && (Array.isArray(args) || isPlainObject(args))) {\n   params.push(args);\n   }\n\n   return params\n}\n\nvar Vue;\n\nfunction install (_Vue) {\n   /* istanbul ignore if */\n   if (process.env.NODE_ENV !== 'production' && install.installed && _Vue === Vue) {\n   warn('already installed.');\n   return\n   }\n   install.installed = true;\n\n   Vue = _Vue;\n\n   var version = (Vue.version && Number(Vue.version.split('.')[0])) || -1;\n   /* istanbul ignore if */\n   if (process.env.NODE_ENV !== 'production' && version < 2) {\n   warn((\"vue-i18n (\" + (install.version) + \") need to use Vue 2.0 or later (Vue: \" + (Vue.version) + \").\"));\n   return\n   }\n\n   extend(Vue);\n   Vue.mixin(mixin);\n   Vue.directive('t', { bind: bind, update: update, unbind: unbind });\n   Vue.component(component.name, component);\n\n   // use simple mergeStrategies to prevent i18n instance lose '__proto__'\n   var strats = Vue.config.optionMergeStrategies;\n   strats.i18n = function (parentVal, childVal) {\n   return childVal === undefined\n   ? parentVal\n   : childVal\n   };\n}\n\n/* */\n\nvar BaseFormatter = function BaseFormatter () {\n   this._caches = Object.create(null);\n};\n\nBaseFormatter.prototype.interpolate = function interpolate (message, values) {\n   if (!values) {\n   return [message]\n   }\n   var tokens = this._caches[message];\n   if (!tokens) {\n   tokens = parse(message);\n   this._caches[message] = tokens;\n   }\n   return compile(tokens, values)\n};\n\n\nvar RE_TOKEN_LIST_VALUE = /^(?:\\d)+/;\nvar RE_TOKEN_NAMED_VALUE = /^(?:\\w)+/;\nfunction parse (format) {\n   var tokens = [];\n   var position = 0;\n\n   var text = '';\n   while (position < format.length) {\n   var char = format[position++];\n   if (char === '{') {\n   if (text) {\n   tokens.push({ type: 'text', value: text });\n   }\n\n   text = '';\n   var sub = '';\n   char = format[position++];\n   while (char !== undefined && char !== '}') {\n   sub += char;\n   char = format[position++];\n   }\n   var isClosed = char === '}';\n\n   var type = RE_TOKEN_LIST_VALUE.test(sub)\n   ? 'list'\n   : isClosed && RE_TOKEN_NAMED_VALUE.test(sub)\n   ? 'named'\n   : 'unknown';\n   tokens.push({ value: sub, type: type });\n   } else if (char === '%') {\n   // when found rails i18n syntax, skip text capture\n   if

(format[(position)] !== '{') {\n   text += char;\n   }\n   } else {\n   text += char;\n   }\n   }\n\n   text &&
tokens.push({ type: 'text', value: text });\n\n   return tokens\n}\n\nfunction compile (tokens, values) {\n   var compiled
= [];\n   var index = 0;\n\n   var mode = Array.isArray(values)\n   ? 'list'\n   : isObject(values)\n   ? 'named'\n   :
'unknown';\n   if (mode === 'unknown') { return compiled }\n\n   while (index < tokens.length) {\n   var token =
tokens[index];\n   switch (token.type) {\n   case 'text':\n   compiled.push(token.value);\n   break\n   case
'list':\n   compiled.push(values[parseInt(token.value, 10)]);\n   break\n   case 'named':\n   if (mode ===
'named') {\n   compiled.push((values)[token.value]);\n   } else {\n   if (process.env.NODE_ENV !==
'production') {\n   warn((\"Type of token \" + (token.type) + \"' and format of value \" + mode + \"' don't
match!\"));\n   }\n   }\n   break\n   case 'unknown':\n   if (process.env.NODE_ENV !== 'production')
{\n   warn(\"Detect 'unknown' type of token!\");\n   }\n   break\n   }\n   index++;\n   }\n\n   return
compiled\n}\n\n/* */\n\n/**\n * Path parser\n * - Inspired:\n *   Vue.js Path parser\n */\n\n// actions\nvar
APPEND = 0;\nvar PUSH = 1;\nvar INC_SUB_PATH_DEPTH = 2;\nvar PUSH_SUB_PATH = 3;\n\n// states\nvar
BEFORE_PATH = 0;\nvar IN_PATH = 1;\nvar BEFORE_IDENT = 2;\nvar IN_IDENT = 3;\nvar IN_SUB_PATH
= 4;\nvar IN_SINGLE_QUOTE = 5;\nvar IN_DOUBLE_QUOTE = 6;\nvar AFTER_PATH = 7;\nvar ERROR =
8;\n\nvar pathStateMachine = [];\n\npathStateMachine[BEFORE_PATH] = {\n 'ws': [BEFORE_PATH],\n 'ident':
[IN_IDENT, APPEND],\n '[': [IN_SUB_PATH],\n 'eof': [AFTER_PATH]\n};\n\npathStateMachine[IN_PATH] =
{\n 'ws': [IN_PATH],\n '.': [BEFORE_IDENT],\n '[': [IN_SUB_PATH],\n 'eof':
[AFTER_PATH]\n};\n\npathStateMachine[BEFORE_IDENT] = {\n 'ws': [BEFORE_IDENT],\n 'ident':
[IN_IDENT, APPEND],\n '0': [IN_IDENT, APPEND],\n 'number': [IN_IDENT,
APPEND]\n};\n\npathStateMachine[IN_IDENT] = {\n 'ident': [IN_IDENT, APPEND],\n '0': [IN_IDENT,
APPEND],\n 'number': [IN_IDENT, APPEND],\n 'ws': [IN_PATH, PUSH],\n '.': [BEFORE_IDENT, PUSH],\n
'[': [IN_SUB_PATH, PUSH],\n 'eof': [AFTER_PATH, PUSH]\n};\n\npathStateMachine[IN_SUB_PATH] = {\n
\"'\": [IN_SINGLE_QUOTE, APPEND],\n '\"': [IN_DOUBLE_QUOTE, APPEND],\n '[': [IN_SUB_PATH,
INC_SUB_PATH_DEPTH],\n ']': [IN_PATH, PUSH_SUB_PATH],\n 'eof': ERROR,\n 'else': [IN_SUB_PATH,
APPEND]\n};\n\npathStateMachine[IN_SINGLE_QUOTE] = {\n \"'\": [IN_SUB_PATH, APPEND],\n 'eof':
ERROR,\n 'else': [IN_SINGLE_QUOTE, APPEND]\n};\n\npathStateMachine[IN_DOUBLE_QUOTE] = {\n '\"':
[IN_SUB_PATH, APPEND],\n 'eof': ERROR,\n 'else': [IN_DOUBLE_QUOTE, APPEND]\n};\n\n/**\n * Check if
an expression is a literal value.\n */\n\nvar literalValueRE = /^\\s?(?:true|false|-
?[\\d.]+|'[^']*'|\"[^\"]*\")\\s?$/;\nfunction isLiteral (exp) {\n   return literalValueRE.test(exp)\n}\n\n/**\n * Strip
quotes from a string\n */\n\nfunction stripQuotes (str) {\n   var a = str.charCodeAt(0);\n   var b =
str.charCodeAt(str.length - 1);\n   return a === b && (a === 0x22 || a === 0x27)\n   ? str.slice(1, -1)\n   :
str\n}\n\n/**\n * Determine the type of a character in a keypath.\n */\n\nfunction getPathCharType (ch) {\n   if (ch
=== undefined || ch === null) { return 'eof' }\n\n   var code = ch.charCodeAt(0);\n\n   switch (code) {\n   case 0x5B:
// [\n   case 0x5D: //]\n   case 0x2E: // .\n   case 0x22: // \"\n   case 0x27: // '\n   return ch\n\n   case 0x5F: // _\n
  case 0x24: // $\n   case 0x2D: // -\n   return 'ident'\n\n   case 0x20: // Space\n   case 0x09: // Tab\n   case 0x0A:
// Newline\n   case 0x0D: // Return\n   case 0xA0: // No-break space\n   case 0xFEFF: // Byte Order Mark\n
case 0x2028: // Line Separator\n   case 0x2029: // Paragraph Separator\n   return 'ws'\n   }\n\n   return
'ident'\n}\n\n/**\n * Format a subPath, return its plain form if it is\n * a literal string or number. Otherwise prepend
the\n * dynamic indicator (*).\n */\n\nfunction formatSubPath (path) {\n   var trimmed = path.trim();\n   // invalid
leading 0\n   if (path.charAt(0) === '0' && isNaN(path)) { return false }\n\n   return isLiteral(trimmed) ?
stripQuotes(trimmed) : '*' + trimmed\n}\n\n/**\n * Parse a string path into an array of segments\n */\n\nfunction
parse$1 (path) {\n   var keys = [];\n   var index = -1;\n   var mode = BEFORE_PATH;\n   var subPathDepth = 0;\n   var
c;\n   var key;\n   var newChar;\n   var type;\n   var transition;\n   var action;\n   var typeMap;\n   var actions = [];\n\n
actions[PUSH] = function () {\n   if (key !== undefined) {\n   keys.push(key);\n   key = undefined;\n   }\n
};\n\n   actions[APPEND] = function () {\n   if (key === undefined) {\n   key = newChar;\n   } else {\n   key +=
newChar;\n   }\n   };\n\n   actions[INC_SUB_PATH_DEPTH] = function () {\n   actions[APPEND]();\n
subPathDepth++;\n   };\n\n   actions[PUSH_SUB_PATH] = function () {\n   if (subPathDepth > 0) {\n
subPathDepth--;\n   mode = IN_SUB_PATH;\n   actions[APPEND]();\n   } else {\n   subPathDepth = 0;\n

key = formatSubPath(key);\n   if (key === false) {\n   return false\n   } else {\n   actions[PUSH]();\n   }\n }\n };\n\n function maybeUnescapeQuote () {\n   var nextChar = path[index + 1];\n   if ((mode === IN_SINGLE_QUOTE && nextChar === \"'\") ||\n   (mode === IN_DOUBLE_QUOTE && nextChar === \'"')) {\n   index++;\n   newChar = '\\\\' + nextChar;\n   actions[APPEND]();\n   return true\n   }\n }\n\n while (mode !== null) {\n   index++;\n   c = path[index];\n\n   if (c === '\\\\' && maybeUnescapeQuote()) {\n   continue\n   }\n\n   type = getPathCharType(c);\n   typeMap = pathStateMachine[mode];\n   transition = typeMap[type] || typeMap['else'] || ERROR;\n\n   if (transition === ERROR) {\n   return // parse error\n   }\n\n   mode = transition[0];\n   action = actions[transition[1]];\n   if (action) {\n   newChar = transition[2];\n   newChar = newChar === undefined\n   ? c\n   : newChar;\n   if (action() === false) {\n   return\n   }\n   }\n\n   if (mode === AFTER_PATH) {\n   return keys\n   }\n }\n}\n\n\n\n\nvar I18nPath = function I18nPath () {\n this._cache = Object.create(null);\n};\n\n/**\n * External parse that check for a cache hit first\n */\nI18nPath.prototype.parsePath = function parsePath (path) {\n var hit = this._cache[path];\n if (!hit) {\n   hit = parse$1(path);\n   if (hit) {\n   this._cache[path] = hit;\n   }\n }\n return hit || []\n};\n\n/**\n * Get path value from path string\n */\nI18nPath.prototype.getPathValue = function getPathValue (obj, path) {\n if (!isObject(obj)) { return null }\n\n var paths = this.parsePath(path);\n if (paths.length === 0) {\n   return null\n } else {\n   var length = paths.length;\n   var last = obj;\n   var i = 0;\n   while (i < length) {\n   var value = last[paths[i]];\n   if (value === undefined) {\n   return null\n   }\n   last = value;\n   i++;\n   }\n\n   return last\n }\n};\n\n/* */\n\n\n\nvar numberFormatKeys = [\n 'style',\n 'currency',\n 'currencyDisplay',\n 'useGrouping',\n 'minimumIntegerDigits',\n 'minimumFractionDigits',\n 'maximumFractionDigits',\n 'minimumSignificantDigits',\n 'maximumSignificantDigits',\n 'localeMatcher',\n 'formatMatcher'\n];\nvar linkKeyMatcher = /(?:@(?:\\.[a-z]+)?:(?:[\\w\\-_|.]+|\\(([\\w\\-_|.]+|\\))))/g;\nvar linkKeyPrefixMatcher = /^@(?:\\.([a-z]+))?:/;\nvar bracketsMatcher = /[()]/g;\nvar formatters = {\n 'upper': function (str) { return str.toLocaleUpperCase(); },\n 'lower': function (str) { return str.toLocaleLowerCase(); }\n};\n\nvar VueI18n = function VueI18n (options) {\n var this$1 = this;\n if (options === void 0) options = {};\n\n // Auto install if it is not done yet and `window` has `Vue`.\n // To allow users to avoid auto-installation in some cases,\n // this code should be placed here. See #290\n /* istanbul ignore if */\n if (!Vue && typeof window !== 'undefined' && window.Vue) {\n   install(window.Vue);\n }\n\n var locale = options.locale || 'en-US';\n var fallbackLocale = options.fallbackLocale || 'en-US';\n var messages = options.messages || {};\n var dateTimeFormats = options.dateTimeFormats || {};\n var numberFormats = options.numberFormats || {};\n\n this._vm = null;\n this._formatter = options.formatter || new BaseFormatter();\n this._missing = options.missing || null;\n this._root = options.root || null;\n this._sync = options.sync === undefined ? true : !!options.sync;\n this._fallbackRoot = options.fallbackRoot === undefined\n   ? true\n   : !!options.fallbackRoot;\n this._silentTranslationWarn = options.silentTranslationWarn === undefined\n   ? false\n   : !!options.silentTranslationWarn;\n this._dateTimeFormatters = {};\n this._numberFormatters = {};\n this._path = new I18nPath();\n this._dataListeners = [];\n\n this._exist = function (message, key) {\n   if (!message || !key) { return false }\n   return !isNull(this$1._path.getPathValue(message, key))\n };\n\n this._initVM({\n   locale: locale,\n   fallbackLocale: fallbackLocale,\n   messages: messages,\n   dateTimeFormats: dateTimeFormats,\n   numberFormats: numberFormats\n });\n};\n\nvar prototypeAccessors = { vm: { configurable: true },messages: { configurable: true },dateTimeFormats: { configurable: true },numberFormats: { configurable: true },locale: { configurable: true },fallbackLocale: { configurable: true },missing: { configurable: true },formatter: { configurable: true },silentTranslationWarn: { configurable: true } };\n\nVueI18n.prototype._initVM = function _initVM (data) {\n var silent = Vue.config.silent;\n Vue.config.silent = true;\n this._vm = new Vue({ data: data });\n Vue.config.silent = silent;\n};\n\nVueI18n.prototype.subscribeDataChanging = function subscribeDataChanging (vm) {\n this._dataListeners.push(vm);\n};\n\nVueI18n.prototype.unsubscribeDataChanging = function unsubscribeDataChanging (vm) {\n remove(this._dataListeners, vm);\n};\n\nVueI18n.prototype.watchI18nData = function watchI18nData () {\n var self = this;\n return this._vm.$watch('$data', function () {\n   var i = self._dataListeners.length;\n   while (i--) {\n   Vue.nextTick(function () {\n   self._dataListeners[i] && self._dataListeners[i].$forceUpdate();\n   });\n   }\n }, { deep: true })\n};\n\nVueI18n.prototype.watchLocale = function watchLocale () {\n /* istanbul ignore if */\n if (!this._sync || !this._root) { return null }\n var target =

this._vm;\n return this._root.$i18n.vm.$watch('locale', function (val) {\n target.$set(target, 'locale', val);\n target.$forceUpdate();\n }, { immediate: true })\n};\n\nprototypeAccessors.vm.get = function () { return this._vm };\n\nprototypeAccessors.messages.get = function () { return looseClone(this._getMessages()) };\nprototypeAccessors.dateTimeFormats.get = function () { return looseClone(this._getDateTimeFormats()) };\nprototypeAccessors.numberFormats.get = function () { return looseClone(this._getNumberFormats()) };\nprototypeAccessors.locale.get = function () { return this._vm.locale };\nprototypeAccessors.locale.set = function (locale) {\n this._vm.$set(this._vm, 'locale', locale);\n};\n\nprototypeAccessors.fallbackLocale.get = function () { return this._vm.fallbackLocale };\nprototypeAccessors.fallbackLocale.set = function (locale) {\n this._vm.$set(this._vm, 'fallbackLocale', locale);\n};\n\nprototypeAccessors.missing.get = function () { return this._missing };\nprototypeAccessors.missing.set = function (handler) { this._missing = handler; };\n\nprototypeAccessors.formatter.get = function () { return this._formatter };\nprototypeAccessors.formatter.set = function (formatter) { this._formatter = formatter; };\n\nprototypeAccessors.silentTranslationWarn.get = function () { return this._silentTranslationWarn };\nprototypeAccessors.silentTranslationWarn.set = function (silent) { this._silentTranslationWarn = silent; };\n\nVueI18n.prototype._getMessages = function _getMessages () { return this._vm.messages };\nVueI18n.prototype._getDateTimeFormats = function _getDateTimeFormats () { return this._vm.dateTimeFormats };\nVueI18n.prototype._getNumberFormats = function _getNumberFormats () { return this._vm.numberFormats };\n\nVueI18n.prototype._warnDefault = function _warnDefault (locale, key, result, vm, values) {\n if (!isNull(result)) { return result }\n if (this._missing) {\n var missingRet = this._missing.apply(null, [locale, key, vm, values]);\n if (typeof missingRet === 'string') {\n return missingRet\n }\n } else {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn(\n \"Cannot translate the value of keypath '\" + key + \"'. \" +\n 'Use the value of keypath as default.'\n);\n }\n }\n return key\n};\n\nVueI18n.prototype._isFallbackRoot = function _isFallbackRoot (val) {\n return !val && !isNull(this._root) && this._fallbackRoot\n};\n\nVueI18n.prototype._interpolate = function _interpolate (\n locale,\n message,\n key,\n host,\n interpolateMode,\n values,\n visitedLinkStack) {\n if (!message) { return null }\n\n var pathRet = this._path.getPathValue(message, key);\n if (Array.isArray(pathRet) || isPlainObject(pathRet)) { return pathRet }\n\n var ret;\n if (isNull(pathRet)) {\n /* istanbul ignore else */\n if (isPlainObject(message)) {\n ret = message[key];\n if (typeof ret !== 'string') {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn((\"Value of key '\" + key + \"' is not a string!\"));\n }\n return null\n }\n } else {\n return null\n }\n } else {\n /* istanbul ignore else */\n if (typeof pathRet === 'string') {\n ret = pathRet;\n } else {\n if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n warn((\"Value of key '\" + key + \"' is not a string!\"));\n }\n return null\n }\n }\n\n // Check for the existence of links within the translated string\n if (ret.indexOf('@:') >= 0 || ret.indexOf('@.') >= 0) {\n ret = this._link(locale, message, ret, host, interpolateMode, values, visitedLinkStack);\n }\n\n return this._render(ret, interpolateMode, values)\n};\n\nVueI18n.prototype._link = function _link (\n locale,\n message,\n str,\n host,\n interpolateMode,\n values,\n visitedLinkStack) {\n var this$1 = this;\n\n var ret = str;\n\n // Match all the links within the local\n // We are going to replace each of\n // them with its translation\n var matches = ret.match(linkKeyMatcher);\n for (var idx in matches) {\n // ie compatible: filter custom array\n // prototype method\n if (!matches.hasOwnProperty(idx)) {\n continue\n }\n var link = matches[idx];\n var linkKeyPrefixMatches = link.match(linkKeyPrefixMatcher);\n var linkPrefix = linkKeyPrefixMatches[0];\n var formatterName = linkKeyPrefixMatches[1];\n\n // Remove the leading @:, @.case: and the brackets\n var linkPlaceholder = link.replace(linkPrefix, '').replace(bracketsMatcher, '');\n if (visitedLinkStack.includes(linkPlaceholder)) {\n if (process.env.NODE_ENV !== 'production') {\n warn((\"Circular reference found. \\\"\" + link + \"\\\" is already visited in the chain of \" + (visitedLinkStack.reverse().join(' <- '))));\n }\n return ret\n }\n visitedLinkStack.push(linkPlaceholder);\n\n // Translate the link\n var translated = this$1._interpolate(\n locale, message, linkPlaceholder, host,\n interpolateMode === 'raw' ? 'string' : interpolateMode,\n interpolateMode === 'raw' ? undefined : values,\n visitedLinkStack\n);\n\n if (this$1._isFallbackRoot(translated)) {\n if (process.env.NODE_ENV !== 'production' &&

!this$1._silentTranslationWarn) {\n   warn((\"Fall back to translate the link placeholder '\" + linkPlaceholder + \"'
with root locale.\"));\n   }\n   /* istanbul ignore if */\n   if (!this$1._root) { throw Error('unexpected error') }\n
 var root = this$1._root.$i18n;\n   translated = root._translate(\n   root._getMessages(), root.locale,\n
root.fallbackLocale,\n   linkPlaceholder, host, interpolateMode, values\n   );\n   }\n   translated =
this$1._warnDefault(\n   locale, linkPlaceholder, translated, host,\n   Array.isArray(values) ? values : [values]\n
);\n   if (formatters.hasOwnProperty(formatterName)) {\n   translated = formatters[formatterName](translated);\n
}\n\n   visitedLinkStack.pop();\n\n   // Replace the link with the translated\n   ret = !translated ? ret :
ret.replace(link, translated);\n   }\n\n   return ret\n};\n\nVueI18n.prototype._render = function _render (message,
interpolateMode, values) {\n var ret = this._formatter.interpolate(message, values);\n // if interpolateMode is
not 'string' ('row'),\n // return the compiled data (e.g. ['foo', VNode, 'bar']) with formatter\n return
interpolateMode === 'string' ? ret.join('') : ret\n};\n\nVueI18n.prototype._translate = function _translate (\n
messages,\n locale,\n fallback,\n key,\n host,\n interpolateMode,\n args\n) {\n var res =\n
this._interpolate(locale, messages[locale], key, host, interpolateMode, args, [key]);\n if (!isNull(res)) { return res
}\n\n res = this._interpolate(fallback, messages[fallback], key, host, interpolateMode, args, [key]);\n if
(!isNull(res)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n
warn((\"Fall back to translate the keypath '\" + key + \"' with '\" + fallback + \"' locale.\"));\n   }\n   return res\n }
else {\n   return null\n }\n};\n\nVueI18n.prototype._t = function _t (key, _locale, messages, host) {\n   var ref;\n\n
 var values = [], len = arguments.length - 4;\n   while (len-- > 0) values[len] = arguments[len + 4];\n if (!key) {
return '' }\n\n var parsedArgs = parseArgs.apply(void 0, values);\n var locale = parsedArgs.locale || _locale;\n\n
var ret = this._translate(\n   messages, locale, this.fallbackLocale, key,\n   host, 'string', parsedArgs.params\n);\n
if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn)
{\n   warn((\"Fall back to translate the keypath '\" + key + \"' with root locale.\"));\n   }\n   /* istanbul ignore if
*/\n   if (!this._root) { throw Error('unexpected error') }\n   return (ref = this._root).$t.apply(ref, [key].concat(
values))\n } else {\n   return this._warnDefault(locale, key, ret, host, values)\n }\n};\n\nVueI18n.prototype.t =
function t (key) {\n   var ref;\n\n   var values = [], len = arguments.length - 1;\n   while (len-- > 0) values[len] =
arguments[len + 1];\n return (ref = this)._t.apply(ref, [key, this.locale, this._getMessages(), null].concat(values
))\n};\n\nVueI18n.prototype._i = function _i (key, locale, messages, host, values) {\n var ret =\n
this._translate(messages, locale, this.fallbackLocale, key, host, 'raw', values);\n if (this._isFallbackRoot(ret)) {\n   if
(process.env.NODE_ENV !== 'production' && !this._silentTranslationWarn) {\n   warn((\"Fall back to interpolate
the keypath '\" + key + \"' with root locale.\"));\n   }\n   if (!this._root) { throw Error('unexpected error') }\n   return
this._root.$i18n.i(key, locale, values)\n } else {\n   return this._warnDefault(locale, key, ret, host, [values])\n
}\n};\n\nVueI18n.prototype.i = function i (key, locale, values) {\n /* istanbul ignore if */\n if (!key) { return '' }\n\n
if (typeof locale !== 'string') {\n   locale = this.locale;\n }\n\n return this._i(key, locale, this._getMessages(), null,
values)\n};\n\nVueI18n.prototype._tc = function _tc (\n key,\n _locale,\n messages,\n host,\n choice\n) {\n   var
ref;\n\n   var values = [], len = arguments.length - 5;\n   while (len-- > 0) values[len] = arguments[len + 5];\n if
(!key) { return '' }\n if (choice === undefined) {\n   choice = 1;\n }\n\n var predefined = { 'count': choice, 'n':
choice };\n var parsedArgs = parseArgs.apply(void 0, values);\n parsedArgs.params = Object.assign(predefined,
parsedArgs.params);\n values = parsedArgs.locale === null ? [parsedArgs.params] : [parsedArgs.locale,
parsedArgs.params];\n return this.fetchChoice((ref = this)._t.apply(ref, [key, _locale, messages, host].concat(
values)), choice)\n};\n\nVueI18n.prototype.fetchChoice = function fetchChoice (message, choice) {\n /* istanbul
ignore if */\n if (!message && typeof message !== 'string') { return null }\n var choices = message.split('|');\n\n
choice = this.getChoiceIndex(choice, choices.length);\n if (!choices[choice]) { return message }\n return
choices[choice].trim()\n};\n\n/**\n * @param choice {number} a choice index given by the input to $tc:
`$tc('path.to.rule', choiceIndex)`\n * @param choicesLength {number} an overall amount of available choices\n *
@returns a final choice index\n*/\nVueI18n.prototype.getChoiceIndex = function getChoiceIndex (choice,
choicesLength) {\n choice = Math.abs(choice);\n\n if (choicesLength === 2) {\n   return choice\n   ? choice >
1\n   ? 1\n   : 0\n   : 1\n }\n\n return choice ? Math.min(choice, 2) : 0\n};\n\nVueI18n.prototype.tc =
function tc (key, choice) {\n   var ref;\n\n   var values = [], len = arguments.length - 2;\n   while (len-- > 0)

values[len] = arguments[len + 2];\n return (ref = this)._tc.apply(ref, [key, this.locale, this._getMessages(), null, choice].concat(values))\n};\n\nVueI18n.prototype._te = function _te (key, locale, messages) {\n var args = [], len = arguments.length - 3;\n while (len-- > 0) args[len] = arguments[len + 3];\n\n var _locale = parseArgs.apply(void 0, args).locale || locale;\n return this._exist(messages[_locale], key)\n};\n\nVueI18n.prototype.te = function te (key, locale) {\n return this._te(key, this.locale, this._getMessages(), locale)\n};\n\nVueI18n.prototype.getLocaleMessage = function getLocaleMessage (locale) {\n return looseClone(this._vm.messages[locale] || {})\n};\n\nVueI18n.prototype.setLocaleMessage = function setLocaleMessage (locale, message) {\n this._vm.$set(this._vm.messages, locale, message);\n};\n\nVueI18n.prototype.mergeLocaleMessage = function mergeLocaleMessage (locale, message) {\n this._vm.$set(this._vm.messages, locale, merge(this._vm.messages[locale] || {}, message));\n};\n\nVueI18n.prototype.getDateTimeFormat = function getDateTimeFormat (locale) {\n return looseClone(this._vm.dateTimeFormats[locale] || {})\n};\n\nVueI18n.prototype.setDateTimeFormat = function setDateTimeFormat (locale, format) {\n this._vm.$set(this._vm.dateTimeFormats, locale, format);\n};\n\nVueI18n.prototype.mergeDateTimeFormat = function mergeDateTimeFormat (locale, format) {\n this._vm.$set(this._vm.dateTimeFormats, locale, merge(this._vm.dateTimeFormats[locale] || {}, format));\n};\n\nVueI18n.prototype._localizeDateTime = function _localizeDateTime (\n value,\n locale,\n fallback,\n dateTimeFormats,\n key\n) {\n var _locale = locale;\n var formats = dateTimeFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n if (process.env.NODE_ENV !== 'production') {\n warn((\"Fall back to '\" + fallback + \"' datetime formats from '\" + locale + \"' datetime formats.\"));\n }\n _locale = fallback;\n formats = dateTimeFormats[_locale];\n }\n\n if (isNull(formats) || isNull(formats[key])) {\n return null\n } else {\n var format = formats[key];\n var id = _locale + \"__\" + key;\n var formatter = this._dateTimeFormatters[id];\n if (!formatter) {\n formatter = this._dateTimeFormatters[id] = new Intl.DateTimeFormat(_locale, format);\n }\n return formatter.format(value)\n }\n};\n\nVueI18n.prototype._d = function _d (value, locale, key) {\n /* istanbul ignore if */\n if (process.env.NODE_ENV !== 'production' && !VueI18n.availabilities.dateTimeFormat) {\n warn('Cannot format a Date value due to not supported Intl.DateTimeFormat.');\n return ''\n }\n\n if (!key) {\n return new Intl.DateTimeFormat(locale).format(value)\n }\n\n var ret =\n this._localizeDateTime(value, locale, this.fallbackLocale, this._getDateTimeFormats(), key);\n if (this._isFallbackRoot(ret)) {\n if (process.env.NODE_ENV !== 'production') {\n warn((\"Fall back to datetime localization of root: key '\" + key + \"' .\"));\n }\n /* istanbul ignore if */\n if (!this._root) { throw Error('unexpected error') }\n return this._root.$i18n.d(value, key, locale)\n } else {\n return ret || ''\n }\n};\n\nVueI18n.prototype.d = function d (value) {\n var args = [], len = arguments.length - 1;\n while (len-- > 0) args[len] = arguments[len + 1];\n\n var locale = this.locale;\n var key = null;\n\n if (args.length === 1) {\n if (typeof args[0] === 'string') {\n key = args[0];\n } else if (isObject(args[0])) {\n if (args[0].locale) {\n locale = args[0].locale;\n }\n if (args[0].key) {\n key = args[0].key;\n }\n }\n } else if (args.length === 2) {\n if (typeof args[0] === 'string') {\n key = args[0];\n }\n if (typeof args[1] === 'string') {\n locale = args[1];\n }\n }\n\n return this._d(value, locale, key)\n};\n\nVueI18n.prototype.getNumberFormat = function getNumberFormat (locale) {\n return looseClone(this._vm.numberFormats[locale] || {})\n};\n\nVueI18n.prototype.setNumberFormat = function setNumberFormat (locale, format) {\n this._vm.$set(this._vm.numberFormats, locale, format);\n};\n\nVueI18n.prototype.mergeNumberFormat = function mergeNumberFormat (locale, format) {\n this._vm.$set(this._vm.numberFormats, locale, merge(this._vm.numberFormats[locale] || {}, format));\n};\n\nVueI18n.prototype._localizeNumber = function _localizeNumber (\n value,\n locale,\n fallback,\n numberFormats,\n key,\n options\n) {\n var _locale = locale;\n var formats = numberFormats[_locale];\n\n // fallback locale\n if (isNull(formats) || isNull(formats[key])) {\n if (process.env.NODE_ENV !== 'production') {\n warn((\"Fall back to '\" + fallback + \"' number formats from '\" + locale + \"' number formats.\"));\n }\n _locale = fallback;\n formats = numberFormats[_locale];\n }\n\n if (isNull(formats) || isNull(formats[key])) {\n return null\n } else {\n var format = formats[key];\n\n var formatter;\n if (options) {\n // If options specified - create one time number formatter\n formatter = new Intl.NumberFormat(_locale, Object.assign({}, format, options));\n } else {\n var id = _locale + \"__\" + key;\n

formatter = this._numberFormatters[id];\n   if (!formatter) {\n   formatter = this._numberFormatters[id] = new Intl.NumberFormat(_locale, format);\n   }\n }\n return formatter.format(value)\n }\n};\n\nVueI18n.prototype._n = function _n (value, locale, key, options) {\n /* istanbul ignore if */\n if (!VueI18n.availabilities.numberFormat) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn('Cannot format a Number value due to not supported Intl.NumberFormat.');\n   }\n   return "\n }\n\n if (!key) {\n   var nf = !options ? new Intl.NumberFormat(locale) : new Intl.NumberFormat(locale, options);\n   return nf.format(value)\n }\n\n var ret =\n   this._localizeNumber(value, locale, this.fallbackLocale, this._getNumberFormats(), key, options);\n if (this._isFallbackRoot(ret)) {\n   if (process.env.NODE_ENV !== 'production') {\n   warn(("Fall back to number localization of root: key '" + key + "' ."));\n   }\n   /* istanbul ignore if */\n   if (!this._root) { throw Error('unexpected error') }\n   return this._root.$i18n.n(value, Object.assign({}, { key: key, locale: locale }, options))\n } else {\n   return ret || "\n }\n};\n\nVueI18n.prototype.n = function n (value) {\n var args = [], len = arguments.length - 1;\n   while (len-- > 0) args[len] = arguments[len + 1];\n\n var locale = this.locale;\n var key = null;\n var options = null;\n\n if (args.length === 1) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   } else if (isObject(args[0])) {\n   if (args[0].locale) {\n   locale = args[0].locale;\n   }\n   if (args[0].key) {\n   key = args[0].key;\n   }\n\n   // Filter out number format options only\n   options = Object.keys(args[0]).reduce(function (acc, key) {\n   var obj;\n\n   if (numberFormatKeys.includes(key)) {\n   return Object.assign({}, acc, (obj = {}, obj[key] = args[0][key], obj))\n   }\n   return acc\n   }, null);\n   }\n } else if (args.length === 2) {\n   if (typeof args[0] === 'string') {\n   key = args[0];\n   }\n   if (typeof args[1] === 'string') {\n   locale = args[1];\n   }\n }\n\n return this._n(value, locale, key, options)\n};\n\nObject.defineProperties(VueI18n.prototype, prototypeAccessors);\n\nVueI18n.availabilities = {\n dateTimeFormat: canUseDateTimeFormat,\n numberFormat: canUseNumberFormat\n};\nVueI18n.install = install;\nVueI18n.version = '8.4.0';\n\nexport default VueI18n;\n","import Vue from 'vue'\nimport VueI18n from 'vue-i18n'\n\nVue.use(VueI18n)\n\nfunction loadLocaleMessages () {\n const locales = require.context('./locales', true, /[A-Za-z0-9-_,\\s]+\\.json$/i)\n const messages = {}\n locales.keys().forEach(key => {\n   const matched = key.match(/([A-Za-z0-9-_]+)\\./i)\n   if (matched && matched.length > 1) {\n   const locale = matched[1]\n   messages[locale] = locales(key)\n   }\n })\n return messages\n}\n\nexport default new VueI18n({\n locale: process.env.VUE_APP_I18N_LOCALE || 'en',\n fallbackLocale: process.env.VUE_APP_I18N_FALLBACK_LOCALE || 'en',\n messages: loadLocaleMessages()\n})\n","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _vm._m(0)}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:"content-placeholder"},[_c('div',{staticClass:"content-placeholder__wrapper",style:({ backgroundSize: _vm.size })},_vm._l((_vm.formattedRows),function(row,r){return _c('div',{key:r,staticClass:"content-placeholder__wrapper__row",style:({height: row.height})},_vm._l((row.boxes),function(box,b){return _c('div',{key:b,style:(box.style)},[(box.subClass)?_c('div',{class:box.subClass}):_vm._e()])})})}))])}]\n\nexport { render, staticRenderFns }","const DEFAULT_ROWS = [\n {\n   height: '1em',\n   boxes: [[0, '50%'], ['5%', '30%'], ['5%', '10%']]\n }\n]\n\nexport function isFlexBasis (str) {\n return Number(str).toString() === str.toString()\n}\n\nexport function isWidth (str) {\n const cssSuffix = ['px', '%', 'em', 'rem']\n let checkState = false\n cssSuffix.forEach(suffix => {\n   if (Number(str.split(suffix)[0]) &&\n   str.split(suffix)[1] === " &&\n   str.split(suffix).length === 2) {\n   checkState = true\n   }\n })\n return checkState\n}\n\nexport function getBoxStyle (left, width, isLast, subClass = 'box') {\n const arr = []\n if (left !== 0) {\n   if (isFlexBasis(left)) {\n   arr.push({style: `flex-grow: ${left}; flex-shrink: 0; flex-basis: 0;`, subClass})\n   } else if (isWidth(left)) {\n   arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${left};`, subClass})\n   }\n }\n if (isFlexBasis(width)) {\n   arr.push({style: `flex-grow: ${width}; flex-shrink: 0; flex-basis: 0;`})\n } else if (isWidth(width)) {\n   arr.push({style: `flex-grow: 0; flex-shrink: 0; flex-basis: ${width};`})\n }\n if (isLast) {\n   arr.push({style: 'flex-grow: 1; flex-shrink: 0; flex-basis: 0;', subClass})\n }\n return arr\n}\n\nexport function formatRows (rows = DEFAULT_ROWS, subClass = 'box') {\n const rowArr = []\n rows.forEach(row => {\n   let boxArr = []\n   const rowObj = {}\n   // Add height\n   rowObj.height = row.height\n   // Add style\n   row.boxes.forEach((box, index)

=> {\n   const isLast = index === row.boxes.length - 1\n   boxArr = boxArr.concat(getBoxStyle(box[0], box[1], isLast, subClass))\n   })\n   rowObj.boxes = boxArr\n   rowArr.push(rowObj)\n   })\n\n   return rowArr\n}\n\nexport default {\n   isFlexBasis,\n   isWidth,\n   getBoxStyle,\n   formatRows\n}\n","<template>\n   <div class=\"content-placeholder\" v-once>\n   <div class=\"content-placeholder__wrapper\" :style=\"{ backgroundSize: size }\">\n   <div class=\"content-placeholder__wrapper__row\" :style=\"{height: row.height}\" v-for=\"(row, r) in formattedRows\" :key=\"r\">\n   <div :style=\"box.style\" v-for=\"(box, b) in row.boxes\" :key=\"b\">\n   <div v-if=\"box.subClass\" :class=\"box.subClass\"></div>\n   </div>\n   </div>\n   </div>\n</div>\n</template>\n\n<script>\nimport { formatRows } from '../utils/placeholder.js'\n\n/**\n * A component to fill empty spaces with animated placeholders until content is loaded.\n */\nexport default {\n   name: 'ContentPlaceholder',\n   props: {\n   /**\n   * An array of lines describing a series of cell sizes and margin sizes.\n   */\n   rows: {\n   type: Array\n   },\n   /**\n   * The size of the background gradient with the elapsing effect.\n   */\n   size: {\n   type: String,\n   default: '250%'\n   }\n   },\n   computed: {\n   formattedRows () {\n   return formatRows(this.rows, 'content-placeholder__wrapper__row__box')\n   }\n   }\n}\n</script>\n\n<style scoped lang=\"scss\">\n@import '../styles/lib';\n\n@keyframes placeHolderShimmer{\n   0%{\n   background-position: 100% 0\n   }\n   100%{\n   background-position: -100% 0\n   }\n}\n\n.content-placeholder {\n   overflow: hidden;\n\n   &__wrapper {\n   animation-duration: 1s;\n   animation-fill-mode: forwards;\n   animation-iteration-count: infinite;\n   animation-name: placeHolderShimmer;\n   animation-timing-function: linear;\n   background: #f6f7f8;\n   background: linear-gradient(to right, #eeeeee 8%, #dddddd 18%, #eeeeee 33%);\n   position: relative;\n\n   &__row {\n   width: 100%;\n   box-sizing: border-box;\n   display: flex;\n   flex: 0 1 auto;\n   flex-direction: row;\n   flex-wrap: wrap;\n\n   &__box {\n   box-sizing: border-box;\n   position: relative;\n   height: 100%;\n   margin-bottom: 0;\n   background-color: white;\n   overflow: hidden;\n   }\n   }\n   }\n}\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ContentPlaceholder.vue?vue&type=script&lang=js&\"","/* globals __VUE_SSR_CONTEXT__ */\n\n// IMPORTANT: Do NOT use ES2015 features in this file (except for modules).\n// This module is a runtime utility for cleaner component module output and will\n// be included in the final webpack user bundle.\n\nexport default function normalizeComponent (\n   scriptExports,\n   render,\n   staticRenderFns,\n   functionalTemplate,\n   injectStyles,\n   scopeId,\n   moduleIdentifier, /* server only */\n   shadowMode /* vue-cli only */) {\n   // Vue.extend constructor export interop\n   var options = typeof scriptExports === 'function'\n   ? scriptExports.options\n   : scriptExports\n\n   // render functions\n   if (render) {\n   options.render = render\n   options.staticRenderFns = staticRenderFns\n   options._compiled = true\n   }\n\n   // functional template\n   if (functionalTemplate) {\n   options.functional = true\n   }\n\n   // scopedId\n   if (scopeId) {\n   options._scopeId = 'data-v-' + scopeId\n   }\n\n   var hook\n   if (moduleIdentifier) { // server build\n   hook = function (context) {\n   // 2.3 injection\n   context =\n   context || // cached call\n   (this.$vnode && this.$vnode.ssrContext) || // stateful\n   (this.parent && this.parent.$vnode && this.parent.$vnode.ssrContext) // functional\n   // 2.2 with runInNewContext: true\n   if (!context && typeof __VUE_SSR_CONTEXT__ !== 'undefined') {\n   context = __VUE_SSR_CONTEXT__\n   }\n   // inject component styles\n   if (injectStyles) {\n   injectStyles.call(this, context)\n   }\n   // register component module identifier for async chunk inferrence\n   if (context && context._registeredComponents) {\n   context._registeredComponents.add(moduleIdentifier)\n   }\n   }\n   // used by ssr in case component is cached and beforeCreate\n   // never gets called\n   options._ssrRegister = hook\n   } else if (injectStyles) {\n   hook = shadowMode\n   ? function () { injectStyles.call(this, this.$root.$options.shadowRoot) }\n   : injectStyles\n   }\n\n   if (hook) {\n   if (options.functional) {\n   // for template-only hot-reload because in that case the render fn doesn't\n   // go

through the normalizer\n   options._injectStyles = hook\n   // register for functioal component in vue file\n   var originalRender = options.render\n   options.render = function renderWithStyleInjection (h, context) {\n   hook.call(context)\n   return originalRender(h, context)\n   }\n   } else {\n   // inject component registration as beforeCreate hook\n   var existing = options.beforeCreate\n   options.beforeCreate = existing\n   ? [].concat(existing, hook)\n   : [hook]\n   }\n }\n\n return {\n   exports: scriptExports,\n   options: options\n }\n}\n","import { render, staticRenderFns } from \"./ContentPlaceholder.vue?vue&type=template&id=40e3a912&scoped=true&\"\nimport script from \"./ContentPlaceholder.vue?vue&type=script&lang=js&\"\nexport * from \"./ContentPlaceholder.vue?vue&type=script&lang=js&\"\nimport style0 from \"./ContentPlaceholder.vue?vue&type=style&index=0&id=40e3a912&scoped=true&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"40e3a912\",\n null\n \n)\n\ncomponent.options.__file = \"ContentPlaceholder.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"donate-form container-fluid py-2\"},[(!_vm.noTitle)?_c('h2',{staticClass:\"text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.support'))+\"\\n \")]):_vm._e(),_vm._t(\"introduction\",[_c('p',{domProps:{\"innerHTML\":_vm._s(_vm.$t('donate-form.introduction'))}})]),_c('div',{staticClass:\"donate-form__payment mb-4\"},[_c('form',{staticClass:\"donate-form__payment__form bg-light p-4\",attrs:{\"action\":\"//checkout.fundjournalism.org/memberform\",\"method\":\"get\",\"target\":\"_blank\"}},[_c('h3',{staticClass:\"donate-form__payment__title h5 mb-4\"},[_c('strong',[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.join-heading'))+\"\\n \")])]),_c('div',[_c('span',[_vm._v(_vm._s(_vm.$t('donate-form.label'))+\" \")]),_c('label',{staticClass:\"donate-form__payment__unit input-group input-group-sm d-inline-flex\"},[_vm._m(0),_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.amount),expression:\"amount\"}],staticClass:\"donate-form__payment__input form-control\",attrs:{\"name\":\"amount\",\"type\":\"number\",\"min\":\"0\"},domProps:{\"value\":(_vm.amount)},on:{\"change\":function($event){_vm.amountIsPristine = false},\"input\":function($event){if($event.target.composing){return; }_vm.amount=$event.target.value}}})]),_c('span',{staticClass:\"donate-form__payment__buttons\"},[_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === 'monthly' },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = 'monthly'}}},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.frequency.monthly'))+\"\\n \")]),_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === 'yearly' },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = 'yearly'}}},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.frequency.yearly'))+\"\\n \")]),_c('button',{staticClass:\"btn btn-sm\",class:{ 'btn-primary': _vm.installmentPeriod === null },attrs:{\"type\":\"button\"},on:{\"click\":function($event){_vm.installmentPeriod = null}}},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.frequency.onetime'))+\"\\n \")])])]),(_vm.changeThe)?_c('p',{staticClass:\"mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.$t('donate-form.result.sentence', { target: _vm.changeThe }))}}):_vm._e(),_c('div',{staticClass:\"mt-4\"},[_c('input',{attrs:{\"name\":\"org_id\",\"value\":\"icij\",\"type\":\"hidden\"}}),_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.installmentPeriod),expression:\"installmentPeriod\"}],attrs:{\"name\":\"installmentPeriod\",\"type\":\"hidden\"},domProps:{\"value\":(_vm.installmentPeriod)},on:{\"input\":function($event){if($event.target.composing){return; }_vm.installmentPeriod=$event.target.value}}}),_c('button',{staticClass:\"btn btn-primary rounded-pill text-uppercase font-weight-bold\",attrs:{\"type\":\"submit\"}},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.submit'))+\"\\n \")]),_c('a',{staticClass:\"donate-form__payment__image\",attrs:{\"target\":\"_blank\",\"href\":\"https://icij.org/donate\"}})])])]),_c('div',{staticClass:\

"donate-form__insider\"},[_c('h2',{staticClass:\"donate-form__insider__title\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.heading'))+\"\\n \")]),_c('p',[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.introduction'))+\"\\n \")]),_c('div',{staticClass:\"donate-form__insider__modal__container row\"},[_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.heading'))+\"\\n \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.impacts.conversation.highlight'))+\"\\n \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.conversation.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n \"+_vm._s(t)+\"\\n \")])})]])]])]),_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.heading'))+\"\\n \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.impacts.rules.highlight'))+\"\\n \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.rules.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n \"+_vm._s(t)+\"\\n \")])})]])]])]),_c('div',{staticClass:\"col\"},[_c('h3',{staticClass:\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.heading'))+\"\\n \")]),_c('div',{staticClass:\"Article\"},[_c('div',[_c('p',{staticClass:\"donate-form__insider__highlight text-icij font-weight-bold\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.impacts.world.highlight'))+\"\\n \")]),_c('ul',{staticClass:\"donate-form__insider__list\"},_vm._l((_vm.$t('donate-form.benefits.impacts.world.list')),function(t){return _c('li',{staticClass:\"donate-form__insider__list-item\"},[_vm._v(\"\\n \"+_vm._s(t)+\"\\n \")])})]])]])]),_c('hr',{staticClass:\"donate-form__insider__separator\"}),_c('div',{staticClass:\"donate-form__insider__more text-center\"},[_c('a',{staticClass:\"btn btn-primary rounded-pill text-uppercase font-weight-bold py-2\",attrs:{\"target\":\"_blank\",\"href\":\"https://icij.org/donate\"}},[_vm._v(\"\\n \"+_vm._s(_vm.$t('donate-form.benefits.more'))+\"\\n \")])])])],2)}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('span',{staticClass:\"input-group-prepend\"},[_c('span',{staticClass:\"input-group-text\"},[_vm._v(\"$\")])])}]\n\nexport { render, staticRenderFns }","<template>\n <div class=\"donate-form container-fluid py-2\">\n   <h2 class=\"text-uppercase font-weight-bold text-primary h5\" v-if=\"!noTitle\">\n   {{ $t('donate-form.support') }}\n   </h2>\n   <!-- @slot Description of the form (bellow the title). -->\n   <slot name=\"introduction\">\n   <p v-html=\"$t('donate-form.introduction')\"></p>\n   </slot>\n   <div class=\"donate-form__payment mb-4\">\n   <form action=\"//checkout.fundjournalism.org/memberform\" method=\"get\" target=\"_blank\" class=\"donate-form__payment__form bg-light p-4\">\n   <h3 class=\"donate-form__payment__title h5 mb-4\">\n   \n   {{ $t('donate-form.join-heading') }}\n   \n   </h3>\n   <div>\n   {{ $t('donate-form.label') }} \n   <label class=\"donate-form__payment__unit input-group input-group-sm d-inline-flex\">\n   \n $\n   \n   <input class=\"donate-form__payment__input form-control\" name=\"amount\" v-model=\"amount\" @change=\"amountIsPristine = false\" type=\"number\" min=\"0\">\n   </label>\n   \n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod === 'monthly' }\" @click=\"installmentPeriod = 'monthly'\">\n   {{ $t('donate-form.frequency.monthly') }}\n   </button>\n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod ===

'yearly' }\" @click=\"installmentPeriod = 'yearly'\">\n   {{ $t('donate-form.frequency.yearly') }}\n
</button>\n   <button type=\"button\" class=\"btn btn-sm\" :class=\"{ 'btn-primary': installmentPeriod ===
null }\" @click=\"installmentPeriod = null\">\n   {{ $t('donate-form.frequency.onetime') }}\n
</button>\n   \n   </div>\n   <p v-if=\"changeThe\" class=\"mt-2\" v-html=\"$t('donate-
form.result.sentence', { target: changeThe })\"></p>\n   <div class=\"mt-4\">\n   <input name=\"org_id\"
value=\"icij\" type=\"hidden\">\n   <input name=\"installmentPeriod\" v-model=\"installmentPeriod\"
type=\"hidden\">\n   <button type=\"submit\" class=\"btn btn-primary rounded-pill text-uppercase font-weight-
bold\">\n   {{ $t('donate-form.submit') }}\n   </button>\n   <a target=\"_blank\"
href=\"https://icij.org/donate\" class=\"donate-form__payment__image\">\n   </div>\n   </form>\n
</div>\n   <div class=\"donate-form__insider\">\n   <h2 class=\"donate-form__insider__title\">\n   {{
$t('donate-form.benefits.heading') }}\n   </h2>\n   <p>\n   {{ $t('donate-form.benefits.introduction') }}\n
</p>\n   <div class=\"donate-form__insider__modal__container row\">\n   <div class=\"col\">\n   <h3
class=\"donate-form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{
$t('donate-form.benefits.impacts.conversation.heading') }}\n   </h3>\n   <div class=\"Article\">\n
<div>\n   <p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n
{{ $t('donate-form.benefits.impacts.conversation.highlight') }}\n   </p>\n   <ul
class=\"donate-form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in
$t('donate-form.benefits.impacts.conversation.list')\">\n   {{ t }}\n   \n
\n   </div>\n   </div>\n   </div>\n   <div class=\"col\">\n   <h3 class=\"donate-
form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-
form.benefits.impacts.rules.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n
<p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n   {{ $t('donate-
form.benefits.impacts.rules.highlight') }}\n   </p>\n   <ul class=\"donate-
form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-
form.benefits.impacts.rules.list')\">\n   {{ t }}\n   \n   \n
</div>\n   </div>\n   </div>\n   <div class=\"col\">\n   <h3 class=\"donate-
form__insider__subtitle text-uppercase font-weight-bold text-primary h5\">\n   {{ $t('donate-
form.benefits.impacts.world.heading') }}\n   </h3>\n   <div class=\"Article\">\n   <div>\n
<p class=\"donate-form__insider__highlight text-icij font-weight-bold\">\n   {{ $t('donate-
form.benefits.impacts.world.highlight') }}\n   </p>\n   <ul class=\"donate-
form__insider__list\">\n   <li class=\"donate-form__insider__list-item\" v-for=\"t in $t('donate-
form.benefits.impacts.world.list')\">\n   {{ t }}\n   \n   \n
</div>\n   </div>\n   </div>\n   </div>\n   <hr class=\"donate-form__insider__separator\">\n   <div
class=\"donate-form__insider__more text-center\">\n   <a target=\"_blank\" href=\"https://icij.org/donate\"
class=\"btn btn-primary rounded-pill text-uppercase font-weight-bold py-2\">\n   {{ $t('donate-
form.benefits.more') }}\n   \n   </div>\n   </div>\n </div>\n</template>\n\n<script>\n import i18n from
'@/i18n'\n import keys from 'lodash/keys'\n import map from 'lodash/map'\n import sortBy from 'lodash/sortBy'\n
import forEach from 'lodash/forEach'\n import config from '../config'\n\n /**\n   * A form to encourage donations.
We usualy put this form inside a modal\n   */\n export default {\n   i18n,\n   name: 'DonateForm',\n   props: {\n
/**\n   * Title of the form.\n   */\n   noTitle: {\n   type: Boolean\n   },\n   /**\n   * Description of the
form (bellow the title).\n   */\n   introduction: {\n   type: String,\n   default: () => config.get('donate-
form.introduction')\n   }\n   },\n   data() {\n   return {\n   amount: 15,\n   // True if the amount wasn't
changed by the user yet\n   amountIsPristine: true,\n   installmentPeriod: 'monthly',\n   labelForChange: {\n
'monthly': {\n   3: this.$t('donate-form.result.conversation'),\n   15: this.$t('donate-
form.result.rules'),\n   50: this.$t('donate-form.result.world')\n   },\n   'yearly': {\n   35:
this.$t('donate-form.result.conversation'),\n   180: this.$t('donate-form.result.rules'),\n   600:
this.$t('donate-form.result.world')\n   }\n   }\n   },\n   watch: {\n   installmentPeriod
(installmentPeriod) {\n   if (!this.amountIsPristine) {\n   return\n   }\n   if (installmentPeriod ===

'monthly') {\n   this.$set(this, 'amount', 15)\n   } else {\n   this.$set(this, 'amount', 100)\n   }\n   }\n },\n   computed: {\n   changeThe () {\n   const ranges = this.labelForChange[this.installmentPeriod || 'yearly'];\n   // Final label\n   let label = null;\n   forEach(sortBy(map(keys(ranges), Number)), amount => {\n   label = this.amount >= amount ? ranges[amount] : label;\n   });\n   return label;\n   }\n   }\n }\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib.scss';\n\n .donate-form {\n   font-size: 0.9rem;\n\n   &__payment {\n\n   & &__unit {\n   width: 120px;\n   margin-right: $spacer;\n\n   @media screen and (max-width: $modal-lg) {\n   width: 100%;\n   flex: 0 0 100%;\n   }\n   }\n   }\n\n   &__insider {\n\n   &__list {\n   padding-left: 20px;\n\n   &-item {\n   position: relative;\n   margin: 3px 0;\n   list-style: none;\n\n   &:before {\n   content: \"\\2713\";\n   position: absolute;\n   left: -16px;\n   font-size: 14px;\n   font-weight: 700;\n   color: #333;\n   font-family: $font-family-sans-serif;\n   }\n   }\n   }\n\n   &__modal__container .col {\n   @media screen and (max-width: $modal-lg) {\n   width: 100%;\n   flex: 0 0 100%;\n   }\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./DonateForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./DonateForm.vue?vue&type=template&id=4fe5468d&\"\nimport script from \"./DonateForm.vue?vue&type=script&lang=js&\"\nexport * from \"./DonateForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./DonateForm.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n)\n\ncomponent.options.__file = \"DonateForm.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"embeddable-footer p-2 text-nowrap\"},[_c('a',{staticClass:\"text-white embeddable-footer__brand\",attrs:{\"href\":_vm.homeUrl,\"target\":\"_blank\"}},[_c('img',{staticClass:\"mr-2\",attrs:{\"src\":require(\"../assets/images/icij-white@2x.png\"),\"height\":\"20\"}}),_vm._v(\"\\n \"+_vm._s(_vm.title)+\"\\n \")]),_c('div',{staticClass:\"embeddable-footer__lead small text-truncate\",domProps:{\"innerHTML\":_vm._s(_vm.lead)}}),_c('button',{staticClass:\"btn btn-link text-white btn-sm py-0 embeddable-footer__share-btn\",class:{ active: _vm.showShareOptions },on:{\"click\":function($event){_vm.showShareOptions = !_vm.showShareOptions}}},[_c('fa',{attrs:{\"icon\":\"share-alt\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(_vm._s(_vm.$t('embeddable-footer.share')))])]),1),(_vm.showShareOptions)?_c('sharing-options',{attrs:{\"values\":_vm.sharingOptionsValues,\"direction\":\"column-reverse\",\"iframe-min-height\":_vm.iframeMinHeight,\"iframe-min-width\":_vm.iframeMinWidth}}):_vm._e()],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","/**\n * @this {Promise}\n */\nfunction finallyConstructor(callback) {\n var constructor = this.constructor;\n return this.then(\n   function(value) {\n   return constructor.resolve(callback()).then(function() {\n   return value;\n   });\n   },\n   function(reason) {\n   return constructor.resolve(callback()).then(function() {\n   return constructor.reject(reason);\n   });\n   }\n);\n}\n\nexport default finallyConstructor;\n","import promiseFinally from './finally';\n\n// Store setTimeout reference so promise-polyfill will be unaffected by\n// other code modifying setTimeout (like sinon.useFakeTimers())\nvar setTimeoutFunc = setTimeout;\n\nfunction noop() {}\n\n// Polyfill for Function.prototype.bind\nfunction bind(fn, thisArg) {\n return function() {\n   fn.apply(thisArg, arguments);\n };\n}\n\n/**\n * @constructor\n * @param {Function} fn\n */\nfunction Promise(fn) {\n if (!(this instanceof Promise))\n   throw new TypeError('Promises must be constructed via new');\n if (typeof fn !== 'function') throw

new TypeError('not a function');\n /** @type {!number} */\n this._state = 0;\n /** @type {!boolean} */\n this._handled = false;\n /** @type {Promise|undefined} */\n this._value = undefined;\n /** @type {!Array<!Function>} */\n this._deferreds = [];\n\n doResolve(fn, this);\n}\n\nfunction handle(self, deferred) {\n while (self._state === 3) {\n self = self._value;\n }\n if (self._state === 0) {\n self._deferreds.push(deferred);\n return;\n }\n self._handled = true;\n Promise._immediateFn(function() {\n var cb = self._state === 1 ? deferred.onFulfilled : deferred.onRejected;\n if (cb === null) {\n (self._state === 1 ? resolve : reject)(deferred.promise, self._value);\n return;\n }\n var ret;\n try {\n ret = cb(self._value);\n } catch (e) {\n reject(deferred.promise, e);\n return;\n }\n resolve(deferred.promise, ret);\n });\n}\n\nfunction resolve(self, newValue) {\n try {\n // Promise Resolution Procedure: https://github.com/promises-aplus/promises-spec#the-promise-resolution-procedure\n if (newValue === self)\n throw new TypeError('A promise cannot be resolved with itself.');\n if (\n newValue &&\n (typeof newValue === 'object' || typeof newValue === 'function')\n) {\n var then = newValue.then;\n if (newValue instanceof Promise) {\n self._state = 3;\n self._value = newValue;\n finale(self);\n return;\n } else if (typeof then === 'function') {\n doResolve(bind(then, newValue), self);\n return;\n }\n }\n self._state = 1;\n self._value = newValue;\n finale(self);\n } catch (e) {\n reject(self, e);\n }\n}\n\nfunction reject(self, newValue) {\n self._state = 2;\n self._value = newValue;\n finale(self);\n}\n\nfunction finale(self) {\n if (self._state === 2 && self._deferreds.length === 0) {\n Promise._immediateFn(function() {\n if (!self._handled) {\n Promise._unhandledRejectionFn(self._value);\n }\n });\n }\n\n for (var i = 0, len = self._deferreds.length; i < len; i++) {\n handle(self, self._deferreds[i]);\n }\n self._deferreds = null;\n}\n\n/**\n * @constructor\n */\nfunction Handler(onFulfilled, onRejected, promise) {\n this.onFulfilled = typeof onFulfilled === 'function' ? onFulfilled : null;\n this.onRejected = typeof onRejected === 'function' ? onRejected : null;\n this.promise = promise;\n}\n\n/**\n * Take a potentially misbehaving resolver function and make sure\n * onFulfilled and onRejected are only called once.\n *\n * Makes no guarantees about asynchrony.\n */\nfunction doResolve(fn, self) {\n var done = false;\n try {\n fn(\n function(value) {\n if (done) return;\n done = true;\n resolve(self, value);\n },\n function(reason) {\n if (done) return;\n done = true;\n reject(self, reason);\n }\n);\n } catch (ex) {\n if (done) return;\n done = true;\n reject(self, ex);\n }\n}\n\nPromise.prototype['catch'] = function(onRejected) {\n return this.then(null, onRejected);\n};\n\nPromise.prototype.then = function(onFulfilled, onRejected) {\n // @ts-ignore\n var prom = new this.constructor(noop);\n\n handle(this, new Handler(onFulfilled, onRejected, prom));\n return prom;\n};\n\nPromise.prototype['finally'] = promiseFinally;\nPromise.all = function(arr) {\n return new Promise(function(resolve, reject) {\n if (!arr || typeof arr.length === 'undefined')\n throw new TypeError('Promise.all accepts an array');\n var args = Array.prototype.slice.call(arr);\n if (args.length === 0) return resolve([]);\n var remaining = args.length;\n\n function res(i, val) {\n try {\n if (val && (typeof val === 'object' || typeof val === 'function')) {\n var then = val.then;\n if (typeof then === 'function') {\n then.call(\n val,\n function(val) {\n res(i, val);\n },\n reject\n);\n return;\n }\n }\n args[i] = val;\n if (--remaining === 0) {\n resolve(args);\n }\n } catch (ex) {\n reject(ex);\n }\n }\n\n for (var i = 0; i < args.length; i++) {\n res(i, args[i]);\n }\n });\n};\n\nPromise.resolve = function(value) {\n if (value && typeof value === 'object' && value.constructor === Promise) {\n return value;\n }\n\n return new Promise(function(resolve) {\n resolve(value);\n });\n};\n\nPromise.reject = function(value) {\n return new Promise(function(resolve, reject) {\n reject(value);\n });\n};\n\nPromise.race = function(values) {\n return new Promise(function(resolve, reject) {\n for (var i = 0, len = values.length; i < len; i++) {\n values[i].then(resolve, reject);\n }\n });\n};\n\n// Use polyfill for setImmediate for performance gains\nPromise._immediateFn =\n (typeof setImmediate === 'function' &&\n function(fn) {\n setImmediate(fn);\n }) ||\n function(fn) {\n setTimeoutFunc(fn, 0);\n };\n\nPromise._unhandledRejectionFn = function _unhandledRejectionFn(err) {\n if (typeof console !== 'undefined' && console) {\n console.warn('Possible Unhandled Promise Rejection:', err); // eslint-disable-line no-console\n }\n};\n\nexport default Promise;\n","import memoize from 'lodash/memoize'\nimport flatten from 'lodash/flatten'\nimport Promise from 'promise-polyfill';\n\nexport const injectAsset = memoize(function(file) {\n

return new Promise(resolve => {\n   const parent = document.querySelector(\"body\") || document.querySelector(\"head\");\n   const parts = file.split(\".\");\n   const ext = parts[parts.length-1].toLowerCase();\n   switch(ext) {\n   case \"js\":\n   var script = document.createElement('script');\n   script.setAttribute(\"type\", \"text/javascript\");\n   script.onload = resolve\n   parent.appendChild(script);\n   script.setAttribute(\"src\", file);\n   break;\n   case \"css\":\n   var css = document.createElement('link');\n   css.setAttribute(\"rel\", \"stylesheet\");\n   css.setAttribute(\"type\", \"text/css\");\n   css.onload = resolve\n   parent.appendChild(css);\n   css.setAttribute(\"href\", file);\n   break;\n   }\n   })\n})\n\nexport const injectAssets = function() {\n   const files = flatten(arguments)\n   return new Promise(resolve => {\n   var filesLoaded = 0;\n   var allFilesLoaded = function() {\n   if(++filesLoaded == files.length) {\n   resolve();\n   }\n   }\n   for(var i=0; i < files.length ; i++) {\n   injectAsset(files[i]).then(allFilesLoaded)\n   }\n   })\n}\n","import every from 'lodash/every'\nimport { injectAssets } from './assets'\n\n// Will hold the pym instance once\nvar pymChild = null\n// URL parameters generated by Pym\nconst pymParams = ['initialWidth', 'childId', 'parentUrl', 'parentTitle']\n\nexport default class IframeResizer {\n   constructor () {\n   this.initializer = injectAssets('//pym.nprapps.org/pym.v1.min.js').then(() => {\n   pymChild = pymChild || new window.pym.Child({ polling: 300 })\n   return pymChild\n   })\n   return this.initializer\n   }\n   sendHeight () {\n   this.initializer.then(pymChild => pymChild.sendHeight())\n   }\n   static create () {\n   return new IframeResizer()\n   }\n   static template(url, id = 'icij-' + Date.now().toString(32)) {\n   return [\n   `<script type=\"text/javascript\" src=\"https://pym.nprapps.org/pym.v1.min.js\"></script>`,\n   `<div id=\"${id}\"></div>`,\n   `<script>`,\n   `var icijIframe = new pym.Parent(\"${id}\", \"${IframeResizer.deletePymParams(url)}\", {})`,\n   `</script>`,\n   ].join('\\n')\n   }\n   static deletePymParams(href = window.location.href) {\n   const url = new URL(href);\n   // Remove all unwanted param\n   for (let param of pymParams) url.searchParams.delete(param);\n   // Rebuild the URL\n   return url.href\n   }\n   static isEmbedded (href = window.location.href) {\n   const url = new URL(href);\n   return every(pymParams, param => url.searchParams.has(param))\n   }\n}\n","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"sharing-options\",style:(_vm.style)},[_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"twitter\"}},[_c('fa',{attrs:{\"icon\":['fab', 'twitter']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Twitter\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('twitter'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"facebook\"}},[_c('fa',{attrs:{\"icon\":['fab', 'facebook']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Facebook\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('facebook'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"linkedin\"}},[_c('fa',{attrs:{\"icon\":['fab', 'linkedin']}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share on Linkedin\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('linkedin'),false)),_c('social-sharing',_vm._b({inlineTemplate:{render:function(){var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('network',{staticClass:\"sharing-options__link\",attrs:{\"network\":\"email\"}},[_c('fa',{attrs:{\"icon\":\"envelope\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Share by email\")])],1)},staticRenderFns:[]}},'social-sharing',_vm.valuesFor('email'),false)),_c('div',{directives:[{name:\"show\",rawName:\"v-show\",value:(!_vm.noEmbed),expression:\"!noEmbed\"}],staticClass:\"sharing-options__link\"},[_c('a',{on:{\"click\":_vm.showEmbedForm}},[_c('fa',{attrs:{\"icon\":\"code\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Embed\")])],1)]),_c('b-modal',{ref:\"embedForm\",staticClass:\"text-dark\",attrs:{\"hide-footer\":\"\",\"title\":\"Embed on your website\"}},[_c('embed-form',{attrs:{\"no-title\":\"\",\"no-preview\":\"\",\"min-height\":_vm.iframeMinHeight,\"min-width\":_vm.iframeMinWidth}})],1)],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","var

__assign=function(){return(__assign=Object.assign||function(e){for(var a,s=1,t=arguments.length;s<t;s++)for(var r in a=arguments[s])Object.prototype.hasOwnProperty.call(a,r)&&(e[r]=a[r]);return e}).apply(this,arguments)};function mergeData(){for(var e,a,s={},t=arguments.length;t--;)for(var r=0,c=Object.keys(arguments[t]);r<c.length;r++)switch(e=c[r]){case\"class\":case\"style\":case\"directives\":Array.isArray(s[e])||(s[e]=[]),s[e]=s[e].concat(arguments[t][e]);break;case\"staticClass\":if(!arguments[t][e])break;void 0===s[e]&&(s[e]=\"\"),s[e]&&(s[e]+=\" \"),s[e]+=arguments[t][e].trim();break;case\"on\":case\"nativeOn\":s[e]||(s[e]={});for(var n=0,o=Object.keys(arguments[t][e]||{});n<o.length;n++)a=o[n],s[e][a]?s[e][a]=[].concat(s[e][a],arguments[t][e][a]):s[e][a]=arguments[t][e][a];break;case\"attrs\":case\"props\":case\"domProps\":case\"scopedSlots\":case\"staticStyle\":case\"hook\":case\"transition\":s[e]||(s[e]={}),s[e]=__assign({},arguments[t][e],s[e]);break;case\"slot\":case\"key\":case\"ref\":case\"tag\":case\"show\":case\"keepAlive\":default:s[e]||(s[e]=arguments[t][e])}return s}export{mergeData};\n//# sourceMappingURL=lib.esm.js.map\n","/**\n * Aliasing Object[method] allows the minifier to shorten methods to a single character variable,\n * as well as giving BV a chance to inject polyfills.\n * As long as we avoid\n * - import * as Object from \"utils/object\"\n * all unused exports should be removed by tree-shaking.\n */\n\n// @link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/assign\nif (typeof Object.assign !== 'function') {\n Object.assign = function (target, varArgs) {\n   // .length of function is 2\n\n   if (target == null) {\n   // TypeError if undefined or null\n   throw new TypeError('Cannot convert undefined or null to object');\n   }\n\n   var to = Object(target);\n\n   for (var index = 1; index < arguments.length; index++) {\n   var nextSource = arguments[index];\n\n   if (nextSource != null) {\n   // Skip over if undefined or null\n   for (var nextKey in nextSource) {\n   // Avoid bugs when hasOwnProperty is shadowed\n   if (Object.prototype.hasOwnProperty.call(nextSource, nextKey)) {\n   to[nextKey] = nextSource[nextKey];\n   }\n   }\n   }\n   }\n   return to;\n };\n}\n\n// @link https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is#Polyfill\nif (!Object.is) {\n Object.is = function (x, y) {\n   // SameValue algorithm\n   if (x === y) {\n   // Steps 1-5, 7-10\n   // Steps 6.b-6.e: +0 != -0\n   return x !== 0 || 1 / x === 1 / y;\n   } else {\n   // Step 6.a: NaN == NaN\n   // eslint-disable-next-line no-self-compare\n   return x !== x && y !== y;\n   }\n };\n}\n\nexport var assign = Object.assign;\nexport var getOwnPropertyNames = Object.getOwnPropertyNames;\nexport var keys = Object.keys;\nexport var defineProperties = Object.defineProperties;\nexport var defineProperty = Object.defineProperty;\nexport var freeze = Object.freeze;\nexport var getOwnPropertyDescriptor = Object.getOwnPropertyDescriptor;\nexport var getOwnPropertySymbols = Object.getOwnPropertySymbols;\nexport var getPrototypeOf = Object.getPrototypeOf;\nexport var create = Object.create;\nexport var isFrozen = Object.isFrozen;\nexport var is = Object.is;\n\nexport function readonlyDescriptor() {\n return { enumerable: true, configurable: false, writable: false };\n}","// Production steps of ECMA-262, Edition 6, 22.1.2.1\n// es6-ified by @alexsasharegan\nif (!Array.from) {\n Array.from = function () {\n   var toStr = Object.prototype.toString;\n   var isCallable = function isCallable(fn) {\n   return typeof fn === 'function' || toStr.call(fn) === '[object Function]';\n   };\n   var toInteger = function toInteger(value) {\n   var number = Number(value);\n   if (isNaN(number)) {\n   return 0;\n   }\n   if (number === 0 || !isFinite(number)) {\n   return number;\n   }\n   return (number > 0 ? 1 : -1) * Math.floor(Math.abs(number));\n   };\n   var maxSafeInteger = Math.pow(2, 53) - 1;\n   var toLength = function toLength(value) {\n   return Math.min(Math.max(toInteger(value), 0), maxSafeInteger);\n   };\n\n   // The length property of the from method is 1.\n   return function from(arrayLike /*, mapFn, thisArg */) {\n   // 1. Let C be the this value.\n   var C = this;\n\n   // 2. Let items be ToObject(arrayLike).\n   var items = Object(arrayLike);\n\n   // 3. ReturnIfAbrupt(items).\n   if (arrayLike == null) {\n   throw new TypeError('Array.from requires an array-like object - not null or undefined');\n   }\n\n   // 4. If mapfn is undefined, then let mapping be false.\n   var mapFn = arguments.length > 1 ? arguments[1] : void undefined;\n   var T = void 0;\n   if (typeof mapFn !== 'undefined') {\n   // 5. else\n   // 5. a If IsCallable(mapfn) is false, throw a TypeError exception.\n   if (!isCallable(mapFn)) {\n   throw new TypeError('Array.from: when provided, the second argument must be a function');\n   }\n\n   // 5. b. If thisArg was supplied, let T be thisArg; else let T be undefined.\n   if

(arguments.length > 2) {\n   T = arguments[2];\n   }\n   }\n\n   // 10. Let lenValue be Get(items, \"length\").\n   // 11. Let len be ToLength(lenValue).\n   var len = toLength(items.length);\n\n   // 13. If IsConstructor(C) is true, then\n   // 13. a. Let A be the result of calling the [[Construct]] internal method\n   // of C with an argument list containing the single item len.\n   // 14. a. Else, Let A be ArrayCreate(len).\n   var A = isCallable(C) ? Object(new C(len)) : new Array(len);\n\n   // 16. Let k be 0.\n   var k = 0;\n   // 17. Repeat, while k < len… (also steps a - h)\n   var kValue = void 0;\n   while (k < len) {\n   kValue = items[k];\n   if (mapFn) {\n   A[k] = typeof T === 'undefined' ? mapFn(kValue, k) : mapFn.call(T, kValue, k);\n   } else {\n   A[k] = kValue;\n   }\n   k += 1;\n   }\n   // 18. Let putStatus be Put(A, \"length\", len, true).\n   A.length = len;\n   // 20. Return A.\n   return A;\n };\n}();\n}\n\n// https://tc39.github.io/ecma262/#sec-array.prototype.find\n// Needed for IE support\nif (!Array.prototype.find) {\n // eslint-disable-next-line no-extend-native\n Object.defineProperty(Array.prototype, 'find', {\n   value: function value(predicate) {\n   // 1. Let O be ? ToObject(this value).\n   if (this == null) {\n   throw new TypeError('\"this\" is null or not defined');\n   }\n\n   var o = Object(this);\n\n   // 2. Let len be ? ToLength(? Get(O, \"length\")).\n   var len = o.length >>> 0;\n\n   // 3. If IsCallable(predicate) is false, throw a TypeError exception.\n   if (typeof predicate !== 'function') {\n   throw new TypeError('predicate must be a function');\n   }\n\n   // 4. If thisArg was supplied, let T be thisArg; else let T be undefined.\n   var thisArg = arguments[1];\n\n   // 5. Let k be 0.\n   var k = 0;\n\n   // 6. Repeat, while k < len\n   while (k < len) {\n   // a. Let Pk be ! ToString(k).\n   // b. Let kValue be ? Get(O, Pk).\n   // c. Let testResult be ToBoolean(? Call(predicate, T, « kValue, k, O »)).\n   // d. If testResult is true, return kValue.\n   var kValue = o[k];\n   if (predicate.call(thisArg, kValue, k, o)) {\n   return kValue;\n   }\n   // e. Increase k by 1.\n   k++;\n   }\n\n   // 7. Return undefined.\n   return undefined;\n   }\n });\n}\n\nif (!Array.isArray) {\n Array.isArray = function (arg) {\n   return Object.prototype.toString.call(arg) === '[object Array]';\n };\n}\n\n// Static\nexport var from = Array.from;\nexport var isArray = Array.isArray;\n\n// Instance\nexport var arrayIncludes = function arrayIncludes(array, value) {\n return array.indexOf(value) !== -1;\n};\nexport var arrayFind = function arrayFind(array, fn, thisArg) {\n return array.find(fn, thisArg);\n};\nexport function concat() {\n return Array.prototype.concat.apply([], arguments);\n}","export default function identity(x) {\n return x;\n}","import { keys } from './object';\nimport { isArray } from './array';\nimport identity from './identity';\n\n/**\n * Given an array of properties or an object of property keys,\n * plucks all the values off the target object.\n * @param {{}|string[]} keysToPluck\n * @param {{}} objToPluck\n * @param {Function} transformFn\n * @return {{}}\n */\nexport default function pluckProps(keysToPluck, objToPluck) {\n var transformFn = arguments.length > 2 && arguments[2] !== undefined ? arguments[2] : identity;\n\n return (isArray(keysToPluck) ? keysToPluck.slice() : keys(keysToPluck)).reduce(function (memo, prop) {\n   // eslint-disable-next-line no-sequences\n   return memo[transformFn(prop)] = objToPluck[prop], memo;\n }, {});\n}","import { from as arrayFrom } from './array';\n\n// Determine if an element is an HTML Element\nexport var isElement = function isElement(el) {\n return el && el.nodeType === Node.ELEMENT_NODE;\n};\n\n// Determine if an HTML element is visible - Faster than CSS check\nexport var isVisible = function isVisible(el) {\n return isElement(el) && document.body.contains(el) && el.getBoundingClientRect().height > 0 && el.getBoundingClientRect().width > 0;\n};\n\n// Determine if an element is disabled\nexport var isDisabled = function isDisabled(el) {\n return !isElement(el) || el.disabled || el.classList.contains('disabled') || Boolean(el.getAttribute('disabled'));\n};\n\n// Cause/wait-for an element to reflow it's content (adjusting it's height/width)\nexport var reflow = function reflow(el) {\n // requsting an elements offsetHight will trigger a reflow of the element content\n return isElement(el) && el.offsetHeight;\n};\n\n// Select all elements matching selector. Returns [] if none found\nexport var selectAll = function selectAll(selector, root) {\n if (!isElement(root)) {\n   root = document;\n }\n return arrayFrom(root.querySelectorAll(selector));\n};\n\n// Select a single element, returns null if not found\nexport var select = function select(selector, root) {\n if (!isElement(root)) {\n   root = document;\n }\n return root.querySelector(selector) || null;\n};\n\n// Determine if an element matches a selector\nexport var matches = function matches(el, selector) {\n if (!isElement(el)) {\n   return false;\n }\n\n // https://developer.mozilla.org/en-US/docs/Web/API/Element/matches#Polyfill\n // Prefer native implementations over polyfill function\n var proto = Element.prototype;\n var Matches = proto.matches || proto.matchesSelector ||

proto.mozMatchesSelector || proto.msMatchesSelector || proto.oMatchesSelector || proto.webkitMatchesSelector ||\n /* istanbul ignore next */\n function (sel) {\n   var element = this;\n   var m = selectAll(sel, element.document || element.ownerDocument);\n   var i = m.length;\n   // eslint-disable-next-line no-empty\n   while (--i >= 0 && m.item(i) !== element) {}\n   return i > -1;\n };\n\n return Matches.call(el, selector);\n};\n\n// Finds closest element matching selector. Returns null if not found\nexport var closest = function closest(selector, root) {\n if (!isElement(root)) {\n   return null;\n }\n\n // https://developer.mozilla.org/en-US/docs/Web/API/Element/closest\n // Since we dont support IE < 10, we can use the \"Matches\" version of the polyfill for speed\n // Prefer native implementation over polyfill function\n var Closest = Element.prototype.closest ||\n /* istanbul ignore next */\n function (sel) {\n   var element = this;\n   if (!document.documentElement.contains(element)) {\n   return null;\n   }\n   do {\n   // Use our \"patched\" matches function\n   if (matches(element, sel)) {\n   return element;\n   }\n   element = element.parentElement;\n   } while (element !== null);\n   return null;\n };\n\n var el = Closest.call(root, selector);\n // Emulate jQuery closest and return null if match is the passed in element (root)\n return el === root ? null : el;\n};\n\n// Get an element given an ID\nexport var getById = function getById(id) {\n return document.getElementById(/^#/.test(id) ? id.slice(1) : id) || null;\n};\n\n// Add a class to an element\nexport var addClass = function addClass(el, className) {\n if (className && isElement(el)) {\n   el.classList.add(className);\n }\n};\n\n// Remove a class from an element\nexport var removeClass = function removeClass(el, className) {\n if (className && isElement(el)) {\n   el.classList.remove(className);\n }\n};\n\n// Test if an element has a class\nexport var hasClass = function hasClass(el, className) {\n if (className && isElement(el)) {\n   return el.classList.contains(className);\n }\n return false;\n};\n\n// Set an attribute on an element\nexport var setAttr = function setAttr(el, attr, value) {\n if (attr && isElement(el)) {\n   el.setAttribute(attr, value);\n }\n};\n\n// Remove an attribute from an element\nexport var removeAttr = function removeAttr(el, attr) {\n if (attr && isElement(el)) {\n   el.removeAttribute(attr);\n }\n};\n\n// Get an attribute value from an element (returns null if not found)\nexport var getAttr = function getAttr(el, attr) {\n if (attr && isElement(el)) {\n   return el.getAttribute(attr);\n }\n return null;\n};\n\n// Determine if an attribute exists on an element (returns true or false, or null if element not found)\nexport var hasAttr = function hasAttr(el, attr) {\n if (attr && isElement(el)) {\n   return el.hasAttribute(attr);\n }\n return null;\n};\n\n// Return the Bounding Client Rec of an element. Retruns null if not an element\nexport var getBCR = function getBCR(el) {\n return isElement(el) ? el.getBoundingClientRect() : null;\n};\n\n// Get computed style object for an element\nexport var getCS = function getCS(el) {\n return isElement(el) ? window.getComputedStyle(el) : {};\n};\n\n// Return an element's offset wrt document element\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.offset\nexport var offset = function offset(el) {\n if (isElement(el)) {\n   if (!el.getClientRects().length) {\n   return { top: 0, left: 0 };\n   }\n   var bcr = getBCR(el);\n   var win = el.ownerDocument.defaultView;\n   return {\n   top: bcr.top + win.pageYOffset,\n   left: bcr.left + win.pageXOffset\n   };\n }\n};\n\n// Return an element's offset wrt to it's offsetParent\n// https://j11y.io/jquery/#v=git&fn=jQuery.fn.position\nexport var position = function position(el) {\n if (!isElement(el)) {\n   return;\n }\n var parentOffset = { top: 0, left: 0 };\n var offsetSelf = void 0;\n var offsetParent = void 0;\n if (getCS(el).position === 'fixed') {\n   offsetSelf = getBCR(el);\n } else {\n   offsetSelf = offset(el);\n   var doc = el.ownerDocument;\n   offsetParent = el.offsetParent || doc.documentElement;\n   while (offsetParent && (offsetParent === doc.body || offsetParent === doc.documentElement) && getCS(offsetParent).position === 'static') {\n   offsetParent = offsetParent.parentNode;\n   }\n   if (offsetParent && offsetParent !== el && offsetParent.nodeType === Node.ELEMENT_NODE) {\n   parentOffset = offset(offsetParent);\n   parentOffset.top += parseFloat(getCS(offsetParent).borderTopWidth);\n   parentOffset.left += parseFloat(getCS(offsetParent).borderLeftWidth);\n   }\n }\n return {\n   top: offsetSelf.top - parentOffset.top - parseFloat(getCS(el).marginTop),\n   left: offsetSelf.left - parentOffset.left - parseFloat(getCS(el).marginLeft)\n };\n};\n\n// Attach an event listener to an element\nexport var eventOn = function eventOn(el, evtName, handler) {\n if (el && el.addEventListener) {\n   el.addEventListener(evtName, handler);\n }\n};\n\n// Remove an event listener from an element\nexport var eventOff = function eventOff(el, evtName, handler) {\n if (el && el.removeEventListener) {\n   el.removeEventListener(evtName, handler);\n

}\n};",",var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nimport { assign, keys } from '../../utils/object';\nimport { arrayIncludes, concat } from '../../utils/array';\nimport { mergeData } from 'vue-functional-data-merge';\n\n/**\n * The Link component is used in many other BV components.\n * As such, sharing its props makes supporting all its features easier.\n * However, some components need to modify the defaults for their own purpose.\n * Prefer sharing a fresh copy of the props to ensure mutations\n * do not affect other component references to the props.\n *\n * https://github.com/vuejs/vue-router/blob/dev/src/components/link.js\n * @return {{}}\n */\nexport function propsFactory() {\n return {\n href: {\n type: String,\n default: null\n },\n rel: {\n type: String,\n default: null\n },\n target: {\n type: String,\n default: '_self'\n },\n active: {\n type: Boolean,\n default: false\n },\n activeClass: {\n type: String,\n default: 'active'\n },\n append: {\n type: Boolean,\n default: false\n },\n disabled: {\n type: Boolean,\n default: false\n },\n event: {\n type: [String, Array],\n default: 'click'\n },\n exact: {\n type: Boolean,\n default: false\n },\n exactActiveClass: {\n type: String,\n default: 'active'\n },\n replace: {\n type: Boolean,\n default: false\n },\n routerTag: {\n type: String,\n default: 'a'\n },\n to: {\n type: [String, Object],\n default: null\n }\n };\n}\n\nexport var props = propsFactory();\n\nexport function pickLinkProps(propsToPick) {\n var freshLinkProps = propsFactory();\n // Normalize everything to array.\n propsToPick = concat(propsToPick);\n\n return keys(freshLinkProps).reduce(function (memo, prop) {\n if (arrayIncludes(propsToPick, prop)) {\n memo[prop] = freshLinkProps[prop];\n }\n\n return memo;\n }, {});\n}\n\nexport function omitLinkProps(propsToOmit) {\n var freshLinkProps = propsFactory();\n // Normalize everything to array.\n propsToOmit = concat(propsToOmit);\n\n return keys(props).reduce(function (memo, prop) {\n if (!arrayIncludes(propsToOmit, prop)) {\n memo[prop] = freshLinkProps[prop];\n }\n\n return memo;\n }, {});\n}\n\nexport var computed = {\n linkProps: function linkProps() {\n var linkProps = {};\n var propKeys = keys(props);\n\n for (var i = 0; i < propKeys.length; i++) {\n var prop = propKeys[i];\n // Computed Vue getters are bound to the instance.\n linkProps[prop] = this[prop];\n }\n\n return linkProps;\n }\n};\nfunction computeTag(props, parent) {\n return Boolean(parent.$router) && props.to && !props.disabled ? 'router-link' : 'a';\n}\n\nfunction computeHref(_ref, tag) {\n var disabled = _ref.disabled,\n href = _ref.href,\n to = _ref.to;\n\n // We've already checked the parent.$router in computeTag,\n // so router-link means live router.\n // When deferring to Vue Router's router-link,\n // don't use the href attr at all.\n // Must return undefined for router-link to populate href.\n if (tag === 'router-link') return void 0;\n // If href explicitly provided\n if (href) return href;\n // Reconstruct href when `to` used, but no router\n if (to) {\n // Fallback to `to` prop (if `to` is a string)\n if (typeof to === 'string') return to;\n // Fallback to `to.path` prop (if `to` is an object)\n if ((typeof to === 'undefined' ? 'undefined' : _typeof(to)) === 'object' && typeof to.path === 'string') return to.path;\n }\n // If nothing is provided use '#'\n return '#';\n}\n\nfunction computeRel(_ref2) {\n var target = _ref2.target,\n rel = _ref2.rel;\n\n if (target === '_blank' && rel === null) {\n return 'noopener';\n }\n return rel || null;\n}\n\nfunction clickHandlerFactory(_ref3) {\n var disabled = _ref3.disabled,\n tag = _ref3.tag,\n href = _ref3.href,\n suppliedHandler = _ref3.suppliedHandler,\n parent = _ref3.parent;\n\n var isRouterLink = tag === 'router-link';\n\n return function onClick(e) {\n if (disabled && e instanceof Event) {\n // Stop event from bubbling up.\n e.stopPropagation();\n // Kill the event loop attached to this specific EventTarget.\n e.stopImmediatePropagation();\n } else {\n parent.$root.$emit('clicked::link', e);\n\n if (isRouterLink && e.target.__vue__) {\n e.target.__vue__.$emit('click', e);\n }\n if (typeof suppliedHandler === 'function') {\n suppliedHandler.apply(undefined, arguments);\n }\n }\n\n if (!isRouterLink && href === '#' || disabled) {\n // Stop scroll-to-top behavior or navigation.\n e.preventDefault();\n }\n };\n}\n\nexport default {\n functional: true,\n props: propsFactory(),\n render: function render(h, _ref4) {\n var props = _ref4.props,\n data = _ref4.data,\n parent = _ref4.parent,\n children = _ref4.children;\n\n var tag = computeTag(props, parent);\n var rel = computeRel(props);\n var href = computeHref(props, tag);\n var eventType = tag === 'router-link' ? 'nativeOn' : 'on';\n var suppliedHandler = (data[eventType] || {}).click;\n var handlers = { click: clickHandlerFactory({ tag: tag, href: href, disabled: props.disabled, suppliedHandler: suppliedHandler, parent:

parent }) };\n\n   var componentData = mergeData(data, {\n   class: [props.active ? props.exact ? props.exactActiveClass : props.activeClass : null, { disabled: props.disabled }],\n   attrs: {\n   rel: rel,\n   href: href,\n   target: props.target,\n   tabindex: props.disabled ? '-1' : data.attrs ? data.attrs.tabindex : null,\n   'aria-disabled': tag === 'a' && props.disabled ? 'true' : null\n   },\n   props: assign(props, { tag: props.routerTag })\n   });\n\n   // If href prop exists on router-link (even undefined or null) it fails working on SSR\n   if (!componentData.attrs.href) {\n   delete componentData.attrs.href;\n   }\n\n   // We want to overwrite any click handler since our callback\n   // will invoke the supplied handler if !props.disabled\n   componentData[eventType] = assign(componentData[eventType] || { }, handlers);\n\n   return h(tag, componentData, children);\n }\n};","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\nimport pluckProps from '../../utils/pluck-props';\nimport { concat } from '../../utils/array';\nimport { assign, keys } from '../../utils/object';\nimport { addClass, removeClass } from '../../utils/dom';\nimport Link, { propsFactory as linkPropsFactory } from '../link/link';\n\nvar btnProps = {\n block: {\n   type: Boolean,\n   default: false\n },\n disabled: {\n   type: Boolean,\n   default: false\n },\n size: {\n   type: String,\n   default: null\n },\n variant: {\n   type: String,\n   default: null\n },\n type: {\n   type: String,\n   default: 'button'\n },\n pressed: {\n   // tri-state prop: true, false or null\n   // => on, off, not a toggle\n   type: Boolean,\n   default: null\n }\n};\n\nvar linkProps = linkPropsFactory();\ndelete linkProps.href.default;\ndelete linkProps.to.default;\nvar linkPropKeys = keys(linkProps);\n\nexport var props = assign(linkProps, btnProps);\n\nfunction handleFocus(evt) {\n if (evt.type === 'focusin') {\n   addClass(evt.target, 'focus');\n } else if (evt.type === 'focusout') {\n   removeClass(evt.target, 'focus');\n }\n}\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n   var _ref2;\n\n   var props = _ref.props,\n   data = _ref.data,\n   listeners = _ref.listeners,\n   children = _ref.children;\n\n   var isLink = Boolean(props.href || props.to);\n   var isToggle = typeof props.pressed === 'boolean';\n   var on = {\n   click: function click(e) {\n   if (props.disabled && e instanceof Event) {\n   e.stopPropagation();\n   e.preventDefault();\n   } else if (isToggle) {\n   // Concat will normalize the value to an array\n   // without double wrapping an array value in an array.\n   concat(listeners['update:pressed']).forEach(function (fn) {\n   if (typeof fn === 'function') {\n   fn(!props.pressed);\n   }\n   });\n   }\n   }\n   };\n\n   if (isToggle) {\n   on.focusin = handleFocus;\n   on.focusout = handleFocus;\n   }\n\n   var componentData = {\n   staticClass: 'btn',\n   class: [props.variant ? 'btn-' + props.variant : 'btn-secondary', (_ref2 = {}, _defineProperty(_ref2, 'btn-' + props.size, Boolean(props.size)), _defineProperty(_ref2, 'btn-block', props.block), _defineProperty(_ref2, 'disabled', props.disabled), _defineProperty(_ref2, 'active', props.pressed), _ref2)],\n   props: isLink ? pluckProps(linkPropKeys, props) : null,\n   attrs: {\n   type: isLink ? null : props.type,\n   disabled: isLink ? null : props.disabled,\n   // Data attribute not used for js logic,\n   // but only for BS4 style selectors.\n   'data-toggle': isToggle ? 'button' : null,\n   'aria-pressed': isToggle ? String(props.pressed) : null,\n   // Tab index is used when the component becomes a link.\n   // Links are tabable, but don't allow disabled,\n   // so we mimic that functionality by disabling tabbing.\n   tabindex: props.disabled && isLink ? '-1' : data.attrs ? data.attrs['tabindex'] : null\n   },\n   on: on\n   };\n\n   return h(isLink ? Link : 'button', mergeData(data, componentData), children);\n }\n};","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport { mergeData } from 'vue-functional-data-merge';\n\nvar props = {\n disabled: {\n   type: Boolean,\n   default: false\n },\n ariaLabel: {\n   type: String,\n   default: 'Close'\n },\n textVariant: {\n   type: String,\n   default: null\n }\n};\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n   var props = _ref.props,\n   data = _ref.data,\n   listeners = _ref.listeners,\n   slots = _ref.slots;\n\n   var componentData = {\n   staticClass: 'close',\n   class: _defineProperty({}, 'text-' + props.textVariant, props.textVariant),\n   attrs: {\n   type: 'button',\n   disabled: props.disabled,\n   'aria-label': props.ariaLabel ? String(props.ariaLabel) : null\n   },\n   on: {\n   click: function click(e) {\n   // Ensure click on button HTML content is also disabled\n   if (props.disabled && e instanceof Event) {\n   e.stopPropagation();\n   e.preventDefault();\n   }\n   }\n   }\n   //

Careful not to override the slot with innerHTML\n   };if (!slots().default) {\n   componentData.domProps = { innerHTML: '×' };\n   }\n   return h('button', mergeData(data, componentData), slots().default);\n }\n};","/*\n * SSR Safe Client Side ID attribute generation\n *\n */\n\nexport default {\n props: {\n   id: {\n type: String,\n   default: null\n   }\n },\n methods: {\n   safeId: function safeId() {\n   var suffix = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : '';\n\n   var id = this.id || this.localId_ || null;\n   if (!id) {\n   return null;\n   }\n   suffix = String(suffix).replace(/\\s+/g, '_');\n   return suffix ? id + '_' + suffix : id;\n   }\n },\n computed: {\n   localId_: function localId_() {\n   if (!this.$isServer && !this.id && typeof this._uid !== 'undefined') {\n   return '__BVID__' + this._uid;\n   }\n   }\n }\n};","function _toConsumableArray(arr) { if (Array.isArray(arr)) { for (var i = 0, arr2 = Array(arr.length); i < arr.length; i++) { arr2[i] = arr[i]; } return arr2; } else { return Array.from(arr); } }\n\nimport { isArray } from '../utils/array';\n/**\n * Issue #569: collapse::toggle::state triggered too many times\n * @link https://github.com/bootstrap-vue/bootstrap-vue/issues/569\n */\n\nvar BVRL = '__BV_root_listeners__';\n\nexport default {\n methods: {\n   /**\n   * Safely register event listeners on the root Vue node.\n   * While Vue automatically removes listeners for individual components,\n   * when a component registers a listener on root and is destroyed,\n   * this orphans a callback because the node is gone,\n   * but the root does not clear the callback.\n   *\n   * This adds a non-reactive prop to a vm on the fly\n   * in order to avoid object observation and its performance costs\n   * to something that needs no reactivity.\n   * It should be highly unlikely there are any naming collisions.\n   * @param {string} event\n   * @param {function} callback\n   * @chainable\n   */\n   listenOnRoot: function listenOnRoot(event, callback) {\n   if (!this[BVRL] || !isArray(this[BVRL])) {\n   this[BVRL] = [];\n   }\n   this[BVRL].push({ event: event, callback: callback });\n   this.$root.$on(event, callback);\n   return this;\n   },\n\n\n   /**\n   * Convenience method for calling vm.$emit on vm.$root.\n   * @param {string} event\n   * @param {*} args\n   * @chainable\n   */\n   emitOnRoot: function emitOnRoot(event) {\n   var _$root;\n\n   for (var _len = arguments.length, args = Array(_len > 1 ? _len - 1 : 0), _key = 1; _key < _len; _key++) {\n   args[_key - 1] = arguments[_key];\n   }\n\n   (_$root = this.$root).$emit.apply(_$root, [event].concat(_toConsumableArray(args)));\n   return this;\n   }\n },\n\n beforeDestroy: function beforeDestroy() {\n   if (this[BVRL] && isArray(this[BVRL])) {\n   while (this[BVRL].length > 0) {\n   // shift to process in order\n   var _BVRL$shift = this[BVRL].shift(),\n   event = _BVRL$shift.event,\n   callback = _BVRL$shift.callback;\n\n   this.$root.$off(event, callback);\n   }\n   }\n }\n};","import { assign } from './object';\nimport { isElement } from '../utils/dom';\n\n/**\n * Observe a DOM element changes, falls back to eventListener mode\n * @param {Element} el The DOM element to observe\n * @param {Function} callback callback to be called on change\n * @param {object} [opts={childList: true, subtree: true}] observe options\n * @see http://stackoverflow.com/questions/3219758\n */\nexport default function observeDOM(el, callback, opts) {\n var MutationObserver = window.MutationObserver || window.WebKitMutationObserver || window.MozMutationObserver;\n var eventListenerSupported = window.addEventListener;\n\n // Handle case where we might be passed a vue instance\n el = el ? el.$el || el : null;\n /* istanbul ignore next: dificult to test in JSDOM */\n if (!isElement(el)) {\n   // We can't observe somthing that isn't an element\n   return null;\n }\n\n var obs = null;\n\n /* istanbul ignore next: dificult to test in JSDOM */\n if (MutationObserver) {\n   // Define a new observer\n   obs = new MutationObserver(function (mutations) {\n   var changed = false;\n   // A Mutation can contain several change records, so we loop through them to see what has changed.\n   // We break out of the loop early if any \"significant\" change has been detected\n   for (var i = 0; i < mutations.length && !changed; i++) {\n   // The muttion record\n   var mutation = mutations[i];\n   // Mutation Type\n   var type = mutation.type;\n   // DOM Node (could be any DOM Node type - HTMLElement, Text, comment, etc)\n   var target = mutation.target;\n   if (type === 'characterData' && target.nodeType === Node.TEXT_NODE) {\n   // We ignore nodes that are not TEXt (i.e. comments, etc) as they don't change layout\n   changed = true;\n   } else if (type === 'attributes') {\n   changed = true;\n   } else if (type === 'childList' && (mutation.addedNodes.length > 0 || mutation.removedNodes.length > 0)) {\n   // This includes HTMLElement and Text Nodes being added/removed/re-arranged\n   changed = true;\n   }\n   }\n   if (changed) {\n   // We only call the callback if a change that could affect layout/size truely happened.\n   callback();\n   }\n

});\n\n   // Have the observer observe foo for changes in children, etc\n   obs.observe(el, assign({ childList: true, subtree: true }, opts));\n } else if (eventListenerSupported) {\n   // Legacy interface. most likely not used in modern browsers\n   el.addEventListener('DOMNodeInserted', callback, false);\n   el.addEventListener('DOMNodeRemoved', callback, false);\n }\n\n // We return a reference to the observer so that obs.disconnect() can be called if necessary\n // To reduce overhead when the root element is hiiden\n return obs;\n}","/**\n * Log a warning message to the console with bootstrap-vue formatting sugar.\n * @param {string} message\n */\n/* istanbul ignore next */\nfunction warn(message) {\n console.warn(\"[Bootstrap-Vue warn]: \" + message);\n}\n\nexport default warn;","/*\n * Key Codes (events)\n */\n\nexport default {\n SPACE: 32,\n ENTER: 13,\n ESC: 27,\n LEFT: 37,\n UP: 38,\n RIGHT: 39,\n DOWN: 40,\n PAGEUP: 33,\n PAGEDOWN: 34,\n HOME: 36,\n END: 35\n};","var _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nimport { assign, defineProperty, defineProperties, readonlyDescriptor } from '../utils/object';\n\nvar BvEvent = function () {\n function BvEvent(type) {\n   var eventInit = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : {};\n\n   _classCallCheck(this, BvEvent);\n\n   // Start by emulating native Event constructor.\n   if (!type) {\n   throw new TypeError('Failed to construct \\" + this.constructor.name + '\\'. 1 argument required, ' + arguments.length + ' given.');\n   }\n\n   // Assign defaults first, the eventInit,\n   // and the type last so it can't be overwritten.\n   assign(this, BvEvent.defaults(), eventInit, { type: type });\n\n   // Freeze some props as readonly, but leave them enumerable.\n   defineProperties(this, {\n   type: readonlyDescriptor(),\n   cancelable: readonlyDescriptor(),\n   nativeEvent: readonlyDescriptor(),\n   target: readonlyDescriptor(),\n   relatedTarget: readonlyDescriptor(),\n   vueTarget: readonlyDescriptor()\n   });\n\n   // Create a private variable using closure scoping.\n   var defaultPrevented = false;\n   // Recreate preventDefault method. One way setter.\n   this.preventDefault = function preventDefault() {\n   if (this.cancelable) {\n   defaultPrevented = true;\n   }\n   };\n   // Create 'defaultPrevented' publicly accessible prop\n   // that can only be altered by the preventDefault method.\n   defineProperty(this, 'defaultPrevented', {\n   enumerable: true,\n   get: function get() {\n   return defaultPrevented;\n   }\n   });\n }\n\n _createClass(BvEvent, null, [{\n   key: 'defaults',\n   value: function defaults() {\n   return {\n   type: '',\n   cancelable: true,\n   nativeEvent: null,\n   target: null,\n   relatedTarget: null,\n   vueTarget: null\n   };\n   }\n }]);\n\n return BvEvent;\n}();\n\nexport default BvEvent;","function _defineProperty(obj, key, value) { if (key in obj) { Object.defineProperty(obj, key, { value: value, enumerable: true, configurable: true, writable: true }); } else { obj[key] = value; } return obj; }\n\nimport bBtn from '../button/button';\nimport bBtnClose from '../button/button-close';\nimport idMixin from '../../mixins/id';\nimport listenOnRootMixin from '../../mixins/listen-on-root';\nimport observeDom from '../../utils/observe-dom';\nimport warn from '../../utils/warn';\nimport KeyCodes from '../../utils/key-codes';\nimport BvEvent from '../../utils/bv-event.class';\nimport { isVisible, selectAll, select, getBCR, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, hasAttr, eventOn, eventOff } from '../../utils/dom';\n\n// Selectors for padding/margin adjustments\nvar Selector = {\n FIXED_CONTENT: '.fixed-top, .fixed-bottom, .is-fixed, .sticky-top',\n STICKY_CONTENT: '.sticky-top',\n NAVBAR_TOGGLER: '.navbar-toggler'\n\n // ObserveDom config\n};var OBSERVER_CONFIG = {\n subtree: true,\n childList: true,\n characterData: true,\n attributes: true,\n attributeFilter: ['style', 'class']\n};\n\nexport default {\n mixins: [idMixin, listenOnRootMixin],\n components: { bBtn: bBtn, bBtnClose: bBtnClose },\n render: function render(h) {\n   var _this = this;\n\n   var $slots = this.$slots;\n   // Modal Header\n   var header = h(false);\n   if (!this.hideHeader) {\n   var modalHeader = $slots['modal-header'];\n   if (!modalHeader) {\n   var closeButton = h(false);\n   if (!this.hideHeaderClose) {\n   closeButton = h('b-btn-close', {\n   props: {\n   disabled: this.is_transitioning,\n   ariaLabel: this.headerCloseLabel,\n   textVariant: this.headerTextVariant\n

},\n   on: {\n   click: function click(evt) {\n   _this.hide('header-close');\n   }\n   }\n   }, [$slots['modal-header-close']]);\n   }\n   modalHeader = [h(this.titleTag, { class: ['modal-title'] },\n[$slots['modal-title'] || this.title]), closeButton];\n   }\n   header = h('header', {\n   ref: 'header',\n   class:\nthis.headerClasses,\n   attrs: { id: this.safeId('__BV_modal_header_') }\n   }, [modalHeader]);\n   }\n   //\nModal Body\n   var body = h('div', {\n   ref: 'body',\n   class: this.bodyClasses,\n   attrs: { id:\nthis.safeId('__BV_modal_body_') }\n   }, [$slots.default]);\n   // Modal Footer\n   var footer = h(false);\n   if\n(!this.hideFooter) {\n   var modalFooter = $slots['modal-footer'];\n   if (!modalFooter) {\n   var cancelButton\n= h(false);\n   if (!this.okOnly) {\n   cancelButton = h('b-btn', {\n   props: {\n   variant:\nthis.cancelVariant,\n   size: this.buttonSize,\n   disabled: this.cancelDisabled || this.busy ||\nthis.is_transitioning\n   },\n   on: {\n   click: function click(evt) {\n   _this.hide('cancel');\n   }\n   }\n   }, [$slots['modal-cancel'] || this.cancelTitle]);\n   }\n   var okButton = h('b-btn', {\n   props: {\n   variant: this.okVariant,\n   size: this.buttonSize,\n   disabled: this.okDisabled ||\nthis.busy || this.is_transitioning\n   },\n   on: {\n   click: function click(evt) {\n_this.hide('ok');\n   }\n   }\n   }, [$slots['modal-ok'] || this.okTitle]);\n   modalFooter = [cancelButton,\nokButton];\n   }\n   footer = h('footer', {\n   ref: 'footer',\n   class: this.footerClasses,\n   attrs: { id:\nthis.safeId('__BV_modal_footer_') }\n   }, [modalFooter]);\n   }\n   // Assemble Modal Content\n   var\nmodalContent = h('div', {\n   ref: 'content',\n   class: ['modal-content'],\n   attrs: {\n   tabindex: '-1',\n   role: 'document',\n   'aria-labelledby': this.hideHeader ? null : this.safeId('__BV_modal_header_'),\n   'aria-\ndescribedby': this.safeId('__BV_modal_body_')\n   },\n   on: {\n   focusout: this.onFocusout,\n   click:\nfunction click(evt) {\n   evt.stopPropagation();\n   // https://github.com/bootstrap-vue/bootstrap-\nvue/issues/1528\n   _this.$root.$emit('bv::dropdown::shown');\n   }\n   }\n   }, [header, body, footer]);\n\n// Modal Dialog wrapper\n   var modalDialog = h('div', { class: this.dialogClasses }, [modalContent]);\n   //\nModal\n   var modal = h('div', {\n   ref: 'modal',\n   class: this.modalClasses,\n   directives: [{\n   name:\n'show',\n   rawName: 'v-show',\n   value: this.is_visible,\n   expression: 'is_visible'\n   }],\n   attrs: {\n   id: this.safeId(),\n   role: 'dialog',\n   'aria-hidden': this.is_visible ? null : 'true'\n   },\n   on: {\n   click:\nthis.onClickOut,\n   keydown: this.onEsc\n   }\n   }, [modalDialog]);\n   // Wrap modal in transition\n   modal\n= h('transition', {\n   props: {\n   enterClass: '',\n   enterToClass: '',\n   enterActiveClass: '',\n   leaveClass: '',\n   leaveActiveClass: '',\n   leaveToClass: ''\n   },\n   on: {\n   'before-enter':\nthis.onBeforeEnter,\n   enter: this.onEnter,\n   'after-enter': this.onAfterEnter,\n   'before-leave':\nthis.onBeforeLeave,\n   leave: this.onLeave,\n   'after-leave': this.onAfterLeave\n   }\n   }, [modal]);\n   //\nModal Backdrop\n   var backdrop = h(false);\n   if (!this.hideBackdrop && (this.is_visible || this.is_transitioning))\n{\n   backdrop = h('div', {\n   class: this.backdropClasses,\n   attrs: { id:\nthis.safeId('__BV_modal_backdrop_') }\n   });\n   }\n   // Assemble modal and backdrop\n   var outer =\nh(false);\n   if (!this.is_hidden) {\n   outer = h('div', { attrs: { id: this.safeId('__BV_modal_outer_') } }, [modal,\nbackdrop]);\n   }\n   // Wrap in DIV to maintain thi.$el reference for hide/show method aceess\n   return h('div', {},\n[outer]);\n },\n data: function data() {\n   return {\n   is_hidden: this.lazy || false,\n   is_visible: false,\n   is_transitioning: false,\n   is_show: false,\n   is_block: false,\n   scrollbarWidth: 0,\n   isBodyOverflowing:\nfalse,\n   return_focus: this.returnFocus || null\n   };\n },\n\n model: {\n   prop: 'visible',\n   event: 'change'\n },\n props: {\n   title: {\n   type: String,\n   default: ''\n   },\n   titleTag: {\n   type: String,\n   default: 'h5'\n },\n   size: {\n   type: String,\n   default: 'md'\n   },\n   centered: {\n   type: Boolean,\n   default: false\n },\n   buttonSize: {\n   type: String,\n   default: ''\n   },\n   noFade: {\n   type: Boolean,\n   default: false\n },\n   noCloseOnBackdrop: {\n   type: Boolean,\n   default: false\n   },\n   noCloseOnEsc: {\n   type:\nBoolean,\n   default: false\n   },\n   noEnforceFocus: {\n   type: Boolean,\n   default: false\n   },\n headerBgVariant: {\n   type: String,\n   default: null\n   },\n   headerBorderVariant: {\n   type: String,\n\ndefault: null\n   },\n   headerTextVariant: {\n   type: String,\n   default: null\n   },\n   headerClass: {\n   type:\n[String, Array],\n   default: null\n   },\n   bodyBgVariant: {\n   type: String,\n   default: null\n   },\n\nbodyTextVariant: {\n   type: String,\n   default: null\n   },\n   modalClass: {\n   type: [String, Array],\n\ndefault: null\n   },\n   bodyClass: {\n   type: [String, Array],\n   default: null\n   },\n   footerBgVariant: {\n

type: String,\n   default: null\n   },\n   footerBorderVariant: {\n   type: String,\n   default: null\n   },\n
footerTextVariant: {\n   type: String,\n   default: null\n   },\n   footerClass: {\n   type: [String, Array],\n
default: null\n   },\n   hideHeader: {\n   type: Boolean,\n   default: false\n   },\n   hideFooter: {\n   type:
Boolean,\n   default: false\n   },\n   hideHeaderClose: {\n   type: Boolean,\n   default: false\n   },\n
hideBackdrop: {\n   type: Boolean,\n   default: false\n   },\n   okOnly: {\n   type: Boolean,\n   default:
false\n   },\n   okDisabled: {\n   type: Boolean,\n   default: false\n   },\n   cancelDisabled: {\n   type:
Boolean,\n   default: false\n   },\n   visible: {\n   type: Boolean,\n   default: false\n   },\n   returnFocus: {\n
default: null\n   },\n   headerCloseLabel: {\n   type: String,\n   default: 'Close'\n   },\n   cancelTitle: {\n
type: String,\n   default: 'Cancel'\n   },\n   okTitle: {\n   type: String,\n   default: 'OK'\n   },\n   cancelVariant:
{\n   type: String,\n   default: 'secondary'\n   },\n   okVariant: {\n   type: String,\n   default: 'primary'\n   },\n
 lazy: {\n   type: Boolean,\n   default: false\n   },\n   busy: {\n   type: Boolean,\n   default: false\n   }\n   },\n
computed: {\n   modalClasses: function modalClasses() {\n   return ['modal', {\n   fade: !this.noFade,\n
show: this.is_show,\n   'd-block': this.is_block\n   }, this.modalClass];\n   },\n   dialogClasses: function
dialogClasses() {\n   var _ref;\n\n   return ['modal-dialog', (_ref = {}, _defineProperty(_ref, 'modal-' + this.size,
Boolean(this.size)), _defineProperty(_ref, 'modal-dialog-centered', this.centered), _ref)];\n   },\n   backdropClasses:
function backdropClasses() {\n   return ['modal-backdrop', {\n   fade: !this.noFade,\n   show: this.is_show ||
this.noFade\n   }];\n   },\n   headerClasses: function headerClasses() {\n   var _ref2;\n\n   return ['modal-
header', (_ref2 = {}, _defineProperty(_ref2, 'bg-' + this.headerBgVariant, Boolean(this.headerBgVariant)),
_defineProperty(_ref2, 'text-' + this.headerTextVariant, Boolean(this.headerTextVariant)), _defineProperty(_ref2,
'border-' + this.headerBorderVariant, Boolean(this.headerBorderVariant)), _ref2), this.headerClass];\n   },\n
bodyClasses: function bodyClasses() {\n   var _ref3;\n\n   return ['modal-body', (_ref3 = {},
_defineProperty(_ref3, 'bg-' + this.bodyBgVariant, Boolean(this.bodyBgVariant)), _defineProperty(_ref3, 'text-' +
this.bodyTextVariant, Boolean(this.bodyTextVariant)), _ref3), this.bodyClass];\n   },\n   footerClasses: function
footerClasses() {\n   var _ref4;\n\n   return ['modal-footer', (_ref4 = {}, _defineProperty(_ref4, 'bg-' +
this.footerBgVariant, Boolean(this.footerBgVariant)), _defineProperty(_ref4, 'text-' + this.footerTextVariant,
Boolean(this.footerTextVariant)), _defineProperty(_ref4, 'border-' + this.footerBorderVariant,
Boolean(this.footerBorderVariant)), _ref4), this.footerClass];\n   }\n   },\n   watch: {\n   visible: function
visible(newVal, oldVal) {\n   if (newVal === oldVal) {\n   return;\n   }\n   this[newVal ? 'show' : 'hide']();\n
 }\n   },\n   methods: {\n   // Public Methods\n   show: function show() {\n   if (this.is_visible) {\n   return;\n
}\n   var showEvt = new BvEvent('show', {\n   cancelable: true,\n   vueTarget: this,\n   target:
this.$refs.modal,\n   relatedTarget: null\n   });\n   this.emitEvent(showEvt);\n   if (showEvt.defaultPrevented
|| this.is_visible) {\n   // Don't show if canceled\n   return;\n   }\n   if (hasClass(document.body, 'modal-
open')) {\n   // If another modal is already open, wait for it to close\n   this.$root.$once('bv::modal::hidden',
this.doShow);\n   } else {\n   // Show the modal\n   this.doShow();\n   }\n   },\n   hide: function
hide(trigger) {\n   if (!this.is_visible) {\n   return;\n   }\n   var hideEvt = new BvEvent('hide', {\n
cancelable: true,\n   vueTarget: this,\n   target: this.$refs.modal,\n   // this could be the trigger
element/component reference\n   relatedTarget: null,\n   isOK: trigger || null,\n   trigger: trigger || null,\n
cancel: function cancel() {\n   // Backwards compatibility\n   warn('b-modal: evt.cancel() is deprecated.
Please use evt.preventDefault().');\n   this.preventDefault();\n   }\n   });\n   if (trigger === 'ok') {\n
this.$emit('ok', hideEvt);\n   } else if (trigger === 'cancel') {\n   this.$emit('cancel', hideEvt);\n   }\n
this.emitEvent(hideEvt);\n   // Hide if not canceled\n   if (hideEvt.defaultPrevented || !this.is_visible) {\n
return;\n   }\n   // stop observing for content changes\n   if (this._observer) {\n
this._observer.disconnect();\n   this._observer = null;\n   }\n   this.is_visible = false;\n   this.$emit('change',
false);\n   },\n\n   // Private method to finish showing modal\n   doShow: function doShow() {\n   var _this2 =
this;\n\n   // Plce modal in DOM if lazy\n   this.is_hidden = false;\n   this.$nextTick(function () {\n   // We
do this in nextTick to ensure the modal is in DOM first before we show it\n   _this2.is_visible = true;\n
_this2.$emit('change', true);\n   // Observe changes in modal content and adjust if necessary\n
_this2._observer = observeDom(_this2.$refs.content, _this2.adjustDialog.bind(_this2), OBSERVER_CONFIG);\n

});\n   },\n\n   // Transition Handlers\n   onBeforeEnter: function onBeforeEnter() {\n   this.is_transitioning = true;\n   this.checkScrollbar();\n   this.setScrollbar();\n   this.adjustDialog();\n   addClass(document.body, 'modal-open');\n   this.setResizeEvent(true);\n   },\n   onEnter: function onEnter() {\n   this.is_block = true;\n this.$refs.modal.scrollTop = 0;\n   },\n   onAfterEnter: function onAfterEnter() {\n   var _this3 = this;\n\n this.is_show = true;\n   this.is_transitioning = false;\n   this.$nextTick(function () {\n   _this3.focusFirst();\n var shownEvt = new BvEvent('shown', {\n   cancelable: false,\n   vueTarget: _this3,\n   target: _this3.$refs.modal,\n   relatedTarget: null\n   });\n   _this3.emitEvent(shownEvt);\n   });\n   },\n onBeforeLeave: function onBeforeLeave() {\n   this.is_transitioning = true;\n   this.setResizeEvent(false);\n },\n   onLeave: function onLeave() {\n   // Remove the 'show' class\n   this.is_show = false;\n   },\n onAfterLeave: function onAfterLeave() {\n   var _this4 = this;\n\n   this.is_block = false;\n this.resetAdjustments();\n   this.resetScrollbar();\n   this.is_transitioning = false;\n removeClass(document.body, 'modal-open');\n   this.$nextTick(function () {\n   _this4.is_hidden = _this4.lazy || false;\n   _this4.returnFocusTo();\n   var hiddenEvt = new BvEvent('hidden', {\n   cancelable: false,\n vueTarget: _this4,\n   target: _this4.lazy ? null : _this4.$refs.modal,\n   relatedTarget: null\n   });\n _this4.emitEvent(hiddenEvt);\n   });\n   },\n\n   // Event emitter\n   emitEvent: function emitEvent(bvEvt) {\n var type = bvEvt.type;\n   this.$emit(type, bvEvt);\n   this.$root.$emit('bv::modal::' + type, bvEvt);\n   },\n\n   // UI Event Handlers\n   onClickOut: function onClickOut(evt) {\n   // If backdrop clicked, hide modal\n   if (this.is_visible && !this.noCloseOnBackdrop) {\n   this.hide('backdrop');\n   }\n   },\n   onEsc: function onEsc(evt) {\n   // If ESC pressed, hide modal\n   if (evt.keyCode === KeyCodes.ESC && this.is_visible && !this.noCloseOnEsc) {\n   this.hide('esc');\n   }\n   },\n   onFocusout: function onFocusout(evt) {\n   // If focus leaves modal, bring it back\n   // 'focusout' Event Listener bound on content\n   var content = this.$refs.content;\n   if (!this.noEnforceFocus && this.is_visible && content && !content.contains(evt.relatedTarget)) {\n   content.focus();\n   }\n   },\n\n   // Resize Listener\n setResizeEvent: function setResizeEvent(on) {\n   var _this5 = this;\n\n   ;['resize', 'orientationchange'].forEach(function (evtName) {\n   if (on) {\n   eventOn(window, evtName, _this5.adjustDialog);\n   } else {\n   eventOff(window, evtName, _this5.adjustDialog);\n   }\n   });\n   },\n\n   // Root Listener handlers\n   showHandler: function showHandler(id, triggerEl) {\n   if (id === this.id) {\n   this.return_focus = triggerEl || null;\n   this.show();\n   }\n   },\n   hideHandler: function hideHandler(id) {\n   if (id === this.id) {\n   this.hide();\n   }\n   },\n   modalListener: function modalListener(bvEvt) {\n // If another modal opens, close this one\n   if (bvEvt.vueTarget !== this) {\n   this.hide();\n   }\n   },\n\n   // Focus control handlers\n   focusFirst: function focusFirst() {\n   // Don't try and focus if we are SSR\n   if (typeof document === 'undefined') {\n   return;\n   }\n   var content = this.$refs.content;\n   var modal = this.$refs.modal;\n   var activeElement = document.activeElement;\n   if (activeElement && content && content.contains(activeElement)) {\n   // If activeElement is child of content, no need to change focus\n   } else if (content) {\n   if (modal) {\n   modal.scrollTop = 0;\n   }\n   // Focus the modal content wrapper\n   content.focus();\n   }\n   },\n   returnFocusTo: function returnFocusTo() {\n   // Prefer returnFocus prop over event specified return_focus value\n   var el = this.returnFocus || this.return_focus || null;\n   if (typeof el === 'string') {\n   // CSS Selector\n   el = select(el);\n   }\n   if (el) {\n   el = el.$el || el;\n   if (isVisible(el)) {\n   el.focus();\n   }\n   }\n   },\n\n   // Utility methods\n   getScrollbarWidth: function getScrollbarWidth() {\n   var scrollDiv = document.createElement('div');\n   scrollDiv.className = 'modal-scrollbar-measure';\n   document.body.appendChild(scrollDiv);\n   this.scrollbarWidth = scrollDiv.getBoundingClientRect().width - scrollDiv.clientWidth;\n   document.body.removeChild(scrollDiv);\n   },\n   adjustDialog: function adjustDialog() {\n   if (!this.is_visible) {\n   return;\n   }\n   var modal = this.$refs.modal;\n   var isModalOverflowing = modal.scrollHeight > document.documentElement.clientHeight;\n   if (!this.isBodyOverflowing && isModalOverflowing) {\n   modal.style.paddingLeft = this.scrollbarWidth + 'px';\n   }\n   if (this.isBodyOverflowing && !isModalOverflowing) {\n   modal.style.paddingRight = this.scrollbarWidth + 'px';\n   }\n   },\n   resetAdjustments: function resetAdjustments() {\n   var modal = this.$refs.modal;\n   if (modal) {\n   modal.style.paddingLeft = '';\n   modal.style.paddingRight = '';\n   }\n

},\n   checkScrollbar: function checkScrollbar() {\n   var rect = getBCR(document.body);\n this.isBodyOverflowing = rect.left + rect.right < window.innerWidth;\n   },\n   setScrollbar: function setScrollbar() {\n   if (this.isBodyOverflowing) {\n   // Note: DOMNode.style.paddingRight returns the actual value or '' if not set\n   // while $(DOMNode).css('padding-right') returns the calculated value or 0 if not set\n   var computedStyle = window.getComputedStyle;\n   var body = document.body;\n   var scrollbarWidth = this.scrollbarWidth;\n   // Adjust fixed content padding\n selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n   var actualPadding = el.style.paddingRight;\n   var calculatedPadding = computedStyle(el).paddingRight || 0;\n   setAttr(el, 'data-padding-right', actualPadding);\n   el.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n   });\n   // Adjust sticky content margin\n   selectAll(Selector.STICKY_CONTENT).forEach(function (el) {\n   var actualMargin = el.style.marginRight;\n   var calculatedMargin = computedStyle(el).marginRight || 0;\n setAttr(el, 'data-margin-right', actualMargin);\n   el.style.marginRight = parseFloat(calculatedMargin) - scrollbarWidth + 'px';\n   });\n   // Adjust navbar-toggler margin\n selectAll(Selector.NAVBAR_TOGGLER).forEach(function (el) {\n   var actualMargin = el.style.marginRight;\n   var calculatedMargin = computedStyle(el).marginRight || 0;\n   setAttr(el, 'data-margin-right', actualMargin);\n   el.style.marginRight = parseFloat(calculatedMargin) + scrollbarWidth + 'px';\n   });\n   // Adjust body padding\n   var actualPadding = body.style.paddingRight;\n   var calculatedPadding = computedStyle(body).paddingRight;\n   setAttr(body, 'data-padding-right', actualPadding);\n   body.style.paddingRight = parseFloat(calculatedPadding) + scrollbarWidth + 'px';\n   }\n   },\n   resetScrollbar: function resetScrollbar() {\n   // Restore fixed content padding\n selectAll(Selector.FIXED_CONTENT).forEach(function (el) {\n   if (hasAttr(el, 'data-padding-right')) {\n el.style.paddingRight = getAttr(el, 'data-padding-right') || '';\n   removeAttr(el, 'data-padding-right');\n   }\n });\n   // Restore sticky content and navbar-toggler margin\n   selectAll(Selector.STICKY_CONTENT + ', ' + Selector.NAVBAR_TOGGLER).forEach(function (el) {\n   if (hasAttr(el, 'data-margin-right')) {\n el.style.marginRight = getAttr(el, 'data-margin-right') || '';\n   removeAttr(el, 'data-margin-right');\n   }\n });\n   // Restore body padding\n   var body = document.body;\n   if (hasAttr(body, 'data-padding-right')) {\n body.style.paddingRight = getAttr(body, 'data-padding-right') || '';\n   removeAttr(body, 'data-padding-right');\n   }\n   }\n },\n created: function created() {\n   // create non-reactive property\n   this._observer = null;\n },\n mounted: function mounted() {\n   // Measure scrollbar\n   this.getScrollbarWidth();\n   // Listen for events from others to either open or close ourselves\n   this.listenOnRoot('bv::show::modal', this.showHandler);\n this.listenOnRoot('bv::hide::modal', this.hideHandler);\n   // Listen for bv:modal::show events, and close ourselves if the opening modal not us\n   this.listenOnRoot('bv::modal::show', this.modalListener);\n   // Initially show modal?\n   if (this.visible === true) {\n   this.show();\n   }\n },\n beforeDestroy: function beforeDestroy() {\n   // Ensure everything is back to normal\n   if (this._observer) {\n   this._observer.disconnect();\n   this._observer = null;\n   }\n   this.setResizeEvent(false);\n   // Re-adjust body/navbar/fixed padding/margins (if needed)\n removeClass(document.body, 'modal-open');\n   this.resetAdjustments();\n   this.resetScrollbar();\n }\n};","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"embed-form\"},[_c('div',{staticClass:\"container-fluid\"},[(!_vm.noTitle)?_c('h4',{staticClass:\"embed-form__heading\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('embed-form.heading'))+\"\\n \")]):_vm._e(),_c('div',{staticClass:\"row\"},[_c('div',{staticClass:\"col\"},[_c('p',[_vm._v(\"\\n \"+_vm._s(_vm.$t('embed-form.introduction'))+\"\\n   \")]),_c('textarea',{staticClass:\"form-control embed-form__code mb-2\",attrs:{\"readonly\":\"\"},domProps:{\"value\":_vm.embedCode()},on:{\"click\":_vm.selectCode}}),_c('label',{staticClass:\"custom-control custom-checkbox btn btn-sm float-left\"},[_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.responsiveCheck),expression:\"responsiveCheck\"}],staticClass:\"custom-control-input\",attrs:{\"type\":\"checkbox\"},domProps:{\"checked\":Array.isArray(_vm.responsiveCheck)?_vm._i(_vm.res

ponsiveCheck,null)>-1:(_vm.responsiveCheck)},on:{\"change\":function($event){var $$a=_vm.responsiveCheck,$$el=$event.target,$$c=$$el.checked?(true):(false);if(Array.isArray($$a)){var $$v=null,$$i=_vm._i($$a,$$v);if($$el.checked){$$i<0&&(_vm.responsiveCheck=$$a.concat([$$v]))}else{$$i>-1&&(_vm.responsiveCheck=$$a.slice(0,$$i).concat($$a.slice($$i+1)))}}else{_vm.responsiveCheck=$$c}}}}),_c('span',{staticClass:\"custom-control-label font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('embed-form.responsive-optin'))+\"\\n   \")])]),_c('div',{staticClass:\"text-right\"},[_c('button',{staticClass:\"btn btn-link btn-sm text-uppercase font-weight-bold\",on:{\"click\":_vm.copyEmbedCode}},[_c('fa',{attrs:{\"icon\":\"clipboard\"}}),_vm._v(\"\\n   \"+_vm._s(_vm.$t('embed-form.copy'))+\"\\n   \")],1)])]),(!_vm.noPreview)?_c('div',{staticClass:\"col-7 d-none d-lg-block embed-form__preview\"},[_c('span',{domProps:{\"innerHTML\":_vm._s(_vm.embedCode(false))}})]):_vm._e()])])])}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","function _typeof2(obj) { if (typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\") { _typeof2 = function _typeof2(obj) { return typeof obj; }; } else { _typeof2 = function _typeof2(obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; }; } return _typeof2(obj); }\n\nexport default function _typeof(obj) {\n if (typeof Symbol === \"function\" && _typeof2(Symbol.iterator) === \"symbol\") {\n   _typeof = function _typeof(obj) {\n   return _typeof2(obj);\n   };\n } else {\n   _typeof = function _typeof(obj) {\n   return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : _typeof2(obj);\n   };\n }\n\n return _typeof(obj);\n}","import Clipboard from 'clipboard'\n\nexport function copyText (text, container) {\n return new Promise(function (resolve, reject) {\n   var fakeElement = document.createElement('button')\n\n   var clipboard = new Clipboard(fakeElement, {\n   text: () => (text),\n   action: () => ('copy'),\n   container: typeof container === 'object' ? container : document.body\n   })\n\n   clipboard.on('success', error => {\n   clipboard.destroy()\n   resolve(error)\n   })\n\n   clipboard.on('error', error => {\n   clipboard.destroy()\n   reject(error)\n   })\n\n   fakeElement.click()\n })\n}\n","<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .embed-form {\n   font-size: 0.9rem;\n   overflow: auto;\n\n   .custom-control.btn {\n   .custom-control-label:before, .custom-control-label:after {\n   top: 50%;\n   transform: translateY(-50%);\n   }\n   }\n\n   &__heading {\n   font-size: 1.1em;\n   text-transform: uppercase;\n   }\n\n   &__code {\n   height: 80px;\n   }\n\n   &__preview {\n   border-left: 1px $gray-400 dashed;\n   }\n }\n</style>\n\n<template>\n <div class=\"embed-form\">\n   <div class=\"container-fluid\">\n   <h4 class=\"embed-form__heading\" v-if=\"!noTitle\">\n   {{ $t('embed-form.heading') }}\n   </h4>\n   <div class=\"row\">\n   <div class=\"col\">\n   <p>\n   {{ $t('embed-form.introduction') }}\n   </p>\n   <textarea class=\"form-control embed-form__code mb-2\" readonly @click=\"selectCode\" :value=\"embedCode()\"></textarea>\n\n   <label class=\"custom-control custom-checkbox btn btn-sm float-left\">\n   <input type=\"checkbox\" class=\"custom-control-input\" v-model=\"responsiveCheck\">\n   \n   {{ $t('embed-form.responsive-optin') }}\n   \n   </label>\n\n   <div class=\"text-right\">\n   <button class=\"btn btn-link btn-sm text-uppercase font-weight-bold\" @click=\"copyEmbedCode\">\n   <fa icon=\"clipboard\" />\n   {{ $t('embed-form.copy') }}\n   </button>\n   </div>\n   </div>\n   <div class=\"col-7 d-none d-lg-block embed-form__preview\" v-if=\"!noPreview\">\n   \n   </div>\n   </div>\n   </div>\n </div>\n</template>\n\n<script>\n import { faClipboard } from '@fortawesome/free-solid-svg-icons/faClipboard'\n import Vue from 'vue'\n\n import i18n from '@/i18n'\n import IframeResizer from '@/utils/iframe-resizer'\n import { copyText } from '@/utils/clipboard'\n import { library } from './Fa'\n\n /**\n   * Embed Form\n   */\n export default {\n   i18n,\n   name: 'EmbedForm',\n   data () {\n   return {\n   responsiveCheck: false\n   }\n   },\n   beforeMount() {\n   library.add(faClipboard)\n   },\n   components: {\n   /** Prevent a bug with vue-docgen-api\n   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default\n   },\n   props: {\n   /**\n   * Hide the form title\n   */\n   noTitle: {\n   type: Boolean\n   },\n   /**\n   * Hide the preview panel\n   */\n   noPreview: {\n   type: Boolean\n   },\n   /**\n   * Default width of the iframe code\n   */\n   width: {\n   type:

[Number, String],\n   default: '100%'\n   },\n   /**\n   * Default height of the iframe code\n   */\n height: {\n   type: Number,\n   default: () => (window.innerHeight)\n   },\n   /**\n   * Default minimal width of the iframe code (if extract from window\\'s size)\n   */\n   minWidth: {\n   type: Number,\n default: 0\n   },\n   /**\n   * Default minimal height of the iframe code (if extract from window\\'s size)\n   */\n   minHeight: {\n   type: Number,\n   default: 0\n   },\n   /**\n   * URL of the iframe code\n   */\n   url: {\n   type: String\n   }\n   },\n   methods: {\n   iframeCodeFor (url, width, height) {\n   return `<iframe width=\"${width}\" height=\"${height}\" src=\"${IframeResizer.deletePymParams(url)}\" frameborder=\"0\" allowfullscreen></iframe>`\n   },\n   pymCodeFor (url) {\n   return IframeResizer.template(url)\n   },\n   copyEmbedCode () {\n   return copyText(this.embedCode(), this.$el).then(() => {\n   this.selectCode()\n   })\n   },\n   selectCode () {\n   this.$el.querySelector('.embed-form__code').select()\n   },\n   embedCode (withPym = this.responsiveCheck) {\n   const width = isNaN(this.width) ? this.width : Math.max(this.width, this.minWidth)\n   const height = Math.max(this.height, this.minHeight)\n   return withPym ? this.pymCodeFor(this.currentUrl) : this.iframeCodeFor(this.currentUrl, width, height)\n   }\n   },\n   computed: {\n   currentUrl () {\n   return this.url || window.location.href\n   }\n   }\n }\n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbedForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./EmbedForm.vue?vue&type=template&id=502aea85&scoped=true&\"\nimport script from \"./EmbedForm.vue?vue&type=script&lang=js&\"\nexport * from \"./EmbedForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./EmbedForm.vue?vue&type=style&index=0&id=502aea85&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"502aea85\",\n null\n \n)\n\ncomponent.options.__file = \"EmbedForm.vue\"\nexport default component.exports","<template>\n <div class=\"sharing-options\" :style=\"style\">\n   <social-sharing v-bind=\"valuesFor('twitter')\" inline-template>\n   <network network=\"twitter\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab', 'twitter']\" />\n   Share on Twitter\n   </network>\n   </social-sharing>\n   <social-sharing v-bind=\"valuesFor('facebook')\" inline-template>\n   <network network=\"facebook\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab', 'facebook']\" />\n   Share on Facebook\n   </network>\n   </social-sharing>\n   <social-sharing v-bind=\"valuesFor('linkedin')\" inline-template>\n   <network network=\"linkedin\" class=\"sharing-options__link\">\n   <fa :icon=\"['fab', 'linkedin']\" />\n   Share on Linkedin\n   </network>\n   </social-sharing>\n   <social-sharing v-bind=\"valuesFor('email')\" inline-template>\n   <network network=\"email\" class=\"sharing-options__link\">\n   <fa icon=\"envelope\" />\n   Share by email\n   </network>\n   </social-sharing>\n   <div class=\"sharing-options__link\" v-show=\"!noEmbed\">\n   <a @click=\"showEmbedForm\">\n   <fa icon=\"code\" />\n   Embed\n   \n   </div>\n   <b-modal hide-footer ref=\"embedForm\" title=\"Embed on your website\" class=\"text-dark\">\n   <embed-form no-title no-preview :min-height=\"iframeMinHeight\" :min-width=\"iframeMinWidth\"></embed-form>\n   </b-modal>\n </div>\n</template>\n\n<script>\n import bModal from 'bootstrap-vue/es/components/modal/modal'\n import SocialSharing from 'vue-social-sharing';\n import get from 'lodash/get'\n import reduce from 'lodash/reduce'\n\n import i18n from '@/i18n'\n import { faCode } from '@fortawesome/free-solid-svg-icons/faCode'\n import { faEnvelope } from '@fortawesome/free-solid-svg-icons/faEnvelope'\n import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import {

faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import EmbedForm from './EmbedForm.vue'\n import config from '../config'\n import IframeResizer from '../utils/iframe-resizer'\n\n import { library } from './Fa'\n\n /**\n * SharingOptions\n */\n export default {\n i18n,\n name: 'SharingOptions',\n components: {\n bModal,\n EmbedForm,\n SocialSharing,\n /** Prevent a bug with vue-docgen-api\n * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n */\n Fa: require('./Fa').default\n },\n beforeMount () {\n library.add(faCode, faEnvelope, faTwitter, faFacebook, faLinkedin)\n // Inject Fa components in child component\n SocialSharing.components.Fa = require('./Fa').default\n },\n props: {\n /**\n * URL to be shared.\n */\n url: {\n type: String,\n default: () => config.get('sharing-options.url', null) || IframeResizer.deletePymParams()\n },\n /**\n * Direction of the sharing options. Can be: row, row-reverse,\n * column or column-reverse.\n */\n direction: {\n default: 'row',\n validator (value) {\n return ['row', 'row-reverse', 'column', 'column-reverse'].indexOf(value) !== -1\n }\n },\n /**\n * Sharing contents wich can be genereic (title, description, etc)\n * or specific to a network (twitter_title, facebook_description, etc).\n */\n values: {\n type: Object,\n default: () => ({})\n },\n /**\n * The list of all the keys to automatlcy inject in each social button.\n */\n valuesKeys: {\n default: () => ['url', 'title', 'description', 'media', 'twitter-user'],\n type: Array\n },\n /**\n * Disable embed button.\n */\n noEmbed: {\n type: Boolean\n },\n /**\n * Minimum height of the iframe in the embed form.\n */\n iframeMinHeight: {\n type: Number\n },\n /**\n * Minimum width of the iframe in the embed form.\n */\n iframeMinWidth: {\n type: Number\n },\n /**\n * Prevent from reading default value from the <code>meta</code>.\n */\n noMeta: {\n type: Boolean\n }\n },\n methods: {\n showEmbedForm () {\n this.showShareOptions = false\n return this.$refs.embedForm.show()\n },\n valuesFor (network) {\n const values = Object.assign(this.metaValues, this.values)\n return reduce(this.valuesKeys, (res, key) => {\n res[key] = get(values, `${network}_${key}`, values[key])\n return res\n }, {})\n },\n defaultValueFor(key, metaSelector = null) {\n if (this.noMeta || !metaSelector) {\n return config.get(key)\n }\n return get(document.head.querySelector(metaSelector), 'content', config.get(key))\n }\n },\n computed: {\n style () {\n return {\n 'flex-direction': this.direction\n }\n },\n metaValues () {\n return {\n 'url': this.url,\n 'title': this.defaultValueFor('sharing-options.title'),\n 'description': this.defaultValueFor('sharing-options.description', 'meta[name=\"description]'),\n 'facebook_title': this.defaultValueFor('sharing-options.facebook_title', 'meta[property=\"og:title\"]'),\n 'facebook_description': this.defaultValueFor('sharing-options.description', 'meta[property=\"og:description\"]'),\n 'facebook_media': this.defaultValueFor('sharing-options.media', 'meta[property=\"og:image\"]'),\n 'facebook_url': this.defaultValueFor('app.home', 'meta[property=\"og:url\"]'),\n 'twitter_media': this.defaultValueFor('sharing-options.media', 'meta[name=\"twitter:image\"]'),\n 'twitter_twitter-user': this.defaultValueFor('sharing-options.twitter-user', 'meta[name=\"twitter:site\"]')\n }\n }\n }\n }\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib';\n @import '../styles/mixins';\n\n .sharing-options {\n display: flex;\n\n &__link {\n display: block;\n margin: $spacer / 4;\n background: black;\n height: 2.5em;\n line-height: 2.5em;\n width: 2.5em;\n text-align: center;\n font-size: 80%;\n border-radius: 50%;\n cursor: pointer;\n color: white;\n position: relative;\n\n i {\n position: absolute;\n top: 50%;\n left: 50%;\n transform: translate(-50%, -50%);\n }\n\n & > a, & > button {\n width: 100%;\n height: 100%;\n display: block;\n }\n }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SharingOptions.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-

options!./SharingOptions.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./SharingOptions.vue?vue&type=template&id=4e36ddf6&\"\nimport script from \"./SharingOptions.vue?vue&type=script&lang=js&\"\nexport * from \"./SharingOptions.vue?vue&type=script&lang=js&\"\nimport style0 from \"./SharingOptions.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n\n)\n\ncomponent.options.__file = \"SharingOptions.vue\"\nexport default component.exports","<template>\n <div class=\"embeddable-footer p-2 text-nowrap\">\n <a :href=\"homeUrl\" target=\"_blank\" class=\"text-white embeddable-footer__brand\">\n \n {{ title }}\n \n <div class=\"embeddable-footer__lead small text-truncate\" v-html=\"lead\"></div>\n <button class=\"btn btn-link text-white btn-sm py-0 embeddable-footer__share-btn\" @click=\"showShareOptions = !showShareOptions\" :class=\"{ active: showShareOptions }\">\n <fa icon=\"share-alt\" />\n {{ $t('embeddable-footer.share') }}\n </button>\n <sharing-options :values=\"sharingOptionsValues\" v-if=\"showShareOptions\" direction=\"column-reverse\" :iframe-min-height=\"iframeMinHeight\" :iframe-min-width=\"iframeMinWidth\"></sharing-options>\n </div>\n</template>\n\n<script>\n import { faShareAlt } from '@fortawesome/free-solid-svg-icons/faShareAlt'\n\n import i18n from '@/i18n'\n import IframeResizer from '@/utils/iframe-resizer'\n import SharingOptions from './SharingOptions'\n import config from '@/config'\n\n import { library } from './Fa'\n\n /**\n * EmbeddableFooter\n */\n export default {\n i18n,\n name: 'EmbeddableFooter',\n beforeMount() {\n library.add(faShareAlt)\n },\n components: {\n /** Prevent a bug with vue-docgen-api\n * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n */\n Fa: require('./Fa').default,\n SharingOptions\n },\n props: {\n /**\n * Title to display next to ICIJ logo.\n */\n title: {\n type: String,\n default: () => config.get('project.name')\n },\n /**\n * Lead sentence to display next to the title.\n */\n lead: {\n type: String,\n default: "\n },\n /**\n * Minimum height for the iframe generated in the embed form.\n */\n iframeMinHeight: {\n type: Number\n },\n /**\n * Minimum width for the iframe generated in the embed form.\n */\n iframeMinWidth: {\n type: Number\n },\n /**\n * Target of the ICIJ logo and title links.\n */\n homeUrl: {\n type: String,\n default: () => config.get('app.home')\n },\n /**\n * Sharing option values to bind to the sharing-options component on the bottom-right corner.\n */\n sharingOptionsValues: {\n type: Object,\n default: () => ({})\n }\n },\n data () {\n return {\n showShareOptions: false\n }\n },\n mounted () {\n IframeResizer.create();\n }\n }\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n @import '../styles/mixins';\n\n @include keyframes(slideup) {\n 0% {\n transform: translateY(100%);\n opacity:0;\n }\n\n 100% {\n transform: translateY(0%);\n opacity:1;\n }\n }\n\n .embeddable-footer {\n display: flex;\n flex-direction: row;\n align-items: center;\n\n z-index: $zindex-sticky;\n position: fixed;\n bottom: 0;\n left: 0;\n width: 100%;\n background: black;\n color: white;\n // Magic technique to have a minimum font-size (10px-ish)\n font-size: calc(10px + 1.5vh);\n\n @media screen and (min-height: 800px) {\n font-size: 1rem;\n }\n\n &__brand {\n padding-right: $spacer;\n margin-right: $spacer;\n border-right: 2px solid white;\n font-family: $headings-font-family;\n font-size: 1.1em;\n }\n\n &__lead {\n flex-grow: 1;\n min-width: 0;\n font-size: 0.9em;\n }\n\n &__share-btn {\n border:1px solid transparent;\n height: 2.5em;\n line-height: 2.5em;\n width: 2.5em;\n font-size: 80%;\n text-align: center;\n border-radius: 50%;\n\n &.active {\n border-color: white;\n }\n\n &:hover {\n background: rgba(white, .1);\n }\n }\n\n & /deep/ .sharing-options {\n position: absolute;\n bottom: 100%;\n right: 0;\n margin: $spacer * 0.25;\n\n &__link {\n opacity: 0;\n animation:slideup 200ms forwards;\n @include animation-delay-loop(0, 10, 50ms);\n }\n }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-

options!./EmbeddableFooter.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./EmbeddableFooter.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./EmbeddableFooter.vue?vue&type=template&id=36cb84e2&scoped=true&\"\nimport script from \"./EmbeddableFooter.vue?vue&type=script&lang=js&\"\nexport * from \"./EmbeddableFooter.vue?vue&type=script&lang=js&\"\nimport style0 from \"./EmbeddableFooter.vue?vue&type=style&index=0&id=36cb84e2&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"36cb84e2\",\n null\n \n)\n\ncomponent.options.__file = \"EmbeddableFooter.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{staticClass:\"follow-us\"},[_c('button',{staticClass:\"btn btn-link text-light follow-us__close\",on:{\"click\":_vm.closeSignupPopover}},[_c('fa',{attrs:{\"icon\":\"times\"}})],1),_c('sign-up-form',{staticClass:\"p-3\"}),_c('div',{staticClass:\"px-3 pb-1 text-uppercase text-muted font-weight-bold\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('follow-us-popover.heading'))+\"\\n \")]),_c('div',{staticClass:\"p-3 bg-light container-fluid text-center\"},[_c('div',{staticClass:\"row\"},[_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://twitter.com/icijorg\",\"target\":\"_blank\",\"title\":\"Twitter\"}},[_c('fa',{attrs:{\"icon\":['fab', 'twitter'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Twitter\")])],1)]),_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://www.facebook.com/ICIJ.org\",\"target\":\"_blank\",\"title\":\"Facebook\"}},[_c('fa',{attrs:{\"icon\":['fab', 'facebook'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Facebook\")])],1)]),_c('div',{staticClass:\"col\"},[_c('a',{staticClass:\"d-inline-block text-primary border border-primary rounded-circle bg-white follow-us__social-btn\",attrs:{\"href\":\"https://www.linkedin.com/company/1732242/\",\"target\":\"_blank\",\"title\":\"Linkedin\"}},[_c('fa',{attrs:{\"icon\":['fab', 'linkedin'],\"size\":\"lg\"}}),_c('span',{staticClass:\"sr-only\"},[_vm._v(\"Linkedin\")])],1)])])])],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('form',{staticClass:\"sign-up-form\",class:{ 'sign-up-form--horizontal': _vm.horizontal },on:{\"submit\":function($event){$event.preventDefault();_vm.subscribe($event)}}},[_c('fieldset',{attrs:{\"disabled\":_vm.frozen}},[(!_vm.noLabel)?_c('label',{staticClass:\"text-uppercase text-muted font-weight-bold\",attrs:{\"for\":\"input-email\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t(\"sign-up-form.label\"))+\"\\n \")]):_vm._e(),_c('div',{staticClass:\"sign-up-form__fieldset__group\",class:{ 'input-group': _vm.horizontal }},[_c('input',{directives:[{name:\"model\",rawName:\"v-model\",value:(_vm.email),expression:\"email\"}],staticClass:\"form-control\",attrs:{\"name\":\"EMAIL\",\"type\":\"text\",\"placeholder\":_vm.$t('sign-up-form.placeholder'),\"id\":\"input-email\"},domProps:{\"value\":(_vm.email)},on:{\"input\":function($event){if($event.target.composing){ return; }_vm.email=$event.target.value}}}),_c('div',{staticClass:\"sign-up-form__fieldset__group__addon\",class:{ 'input-group-append': _vm.horizontal }},[_c('button',{staticClass:\"btn btn-primary text-uppercase font-weight-bold\",attrs:{\"type\":\"submit\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t(\"sign-up-form.submit\"))+\"\\n   \")])])]),_c('input',{attrs:{\"type\":\"hidden\",\"name\":\"group[9][1]\",\"value\":\"1\"}}),_c('input',{attrs:{\"type\":\"hidden\",\"name\":\"SIGNUP\"},domProps:{\"value\":_vm.tracker}}),(_vm.errorMessage)?_c('p',{staticClass:\"alert alert-danger p-2 m-0 mt-

2\",domProps:{\"innerHTML\":_vm._s(_vm.errorMessage)}}):_vm._e(),(_vm.successMessage)?_c('p',{staticClass:\"alert alert-success p-2 m-0 mt-2\",domProps:{\"innerHTML\":_vm._s(_vm.successMessage)}}):_vm._e()])}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","<template>\n <form @submit.prevent=\"subscribe($event)\" class=\"sign-up-form\" :class=\"{ 'sign-up-form--horizontal': horizontal }\">\n   <fieldset :disabled=\"frozen\">\n   <label class=\"text-uppercase text-muted font-weight-bold\" for=\"input-email\" v-if=\"!noLabel\">\n   {{ $t(\"sign-up-form.label\") }}\n   </label>\n   <div class=\"sign-up-form__fieldset__group\" :class=\"{ 'input-group': horizontal }\">\n   <input v-model=\"email\" name=\"EMAIL\" type=\"text\" class=\"form-control\" :placeholder=\"$t('sign-up-form.placeholder')\" id=\"input-email\" />\n   <div class=\"sign-up-form__fieldset__group__addon\" :class=\"{ 'input-group-append': horizontal }\">\n   <button class=\"btn btn-primary text-uppercase font-weight-bold\" type=\"submit\">\n   {{ $t(\"sign-up-form.submit\") }}\n   </button>\n   </div>\n   </div>\n   </fieldset>\n   <input type=\"hidden\" name=\"group[9][1]\" value=\"1\" />\n   <input type=\"hidden\" name=\"SIGNUP\" :value=\"tracker\" />\n   <p v-if=\"errorMessage\" class=\"alert alert-danger p-2 m-0 mt-2\" v-html=\"errorMessage\"></p>\n   <p v-if=\"successMessage\" class=\"alert alert-success p-2 m-0 mt-2\" v-html=\"successMessage\"></p>\n </form>\n</template>\n\n<script>\nimport $ from 'jquery'\nimport last from 'lodash/last'\nimport config from '../config'\nimport i18n from '@/i18n'\n\n/**\n * SignUpForm\n */\nexport default {\n i18n,\n name: \"SignUpForm\",\n props: {\n   /**\n   * Mailchimp URL to send the data to.\n   */\n   action: {\n   type: String,\n   default: () => config.get('signup-form.action')\n   },\n   /**\n   * Disable the main label.\n   */\n   noLabel: {\n   type: Boolean\n   },\n   /**\n   * Horizontal layout of the form.\n   */\n   horizontal: {\n   type: Boolean\n   },\n   /**\n   * Mailchimp tracker tag to identify the origin.\n   */\n   tracker: {\n   type: String,\n   default: () => config.get('signup-form.tracker')\n   }\n },\n data () {\n   return {\n   email: '',\n   frozen: false,\n   response: {},\n   errorMessage: null,\n   successMessage: null\n   };\n },\n computed: {\n   actionJsonp () {\n   return this.action.replace('/post?', '/post-json?').concat('&c=?')\n   }\n },\n methods: {\n   subscribe () {\n   this.resetMessages()\n   this.freeze()\n   // Send the data, catch the result no matter what and unfreeze the form\n   this.send().always(this.done).always(this.unfreeze)\n   },\n   send () {\n   return $.ajax({\n   type: 'POST',\n   url: this.actionJsonp,\n   data: $(this.$el).serialize(),\n   dataType: 'jsonp'\n   })\n   },\n   done (res) {\n   if (res.result === 'success') {\n   this.email = ''\n   this.successMessage = res.msg;\n   } else {\n   // Mailchimp formats errors in list\n   this.errorMessage = last((res.msg || \"Something's wrong\").split('0 -'))\n   }\n   },\n   resetMessages () {\n   this.errorMessage = null\n   this.successMessage = null\n   },\n   freeze () {\n   this.frozen = true\n   },\n   unfreeze () {\n   this.frozen = false\n   }\n }\n};\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib.scss';\n\n .sign-up-form {\n\n   .sign-up-form__fieldset__group__addon .btn {\n   font-size: 0.9em;\n   }\n\n   &:not(&--horizontal) {\n\n   .sign-up-form__fieldset__group__addon .btn {\n   display: block;\n   width: 100%;\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SignUpForm.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./SignUpForm.vue?vue&type=template&id=3a583f00&\"\nimport script from \"./SignUpForm.vue?vue&type=script&lang=js&\"\nexport * from \"./SignUpForm.vue?vue&type=script&lang=js&\"\nimport style0 from \"./SignUpForm.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"SignUpForm.vue\"\nexport default component.exports","<template>\n <div class=\"follow-us\">\n   <button

class=\"btn btn-link text-light follow-us__close\" @click=\"closeSignupPopover\">\n   <fa icon=\"times\" />\n </button>\n   <sign-up-form class=\"p-3\"></sign-up-form>\n   <div class=\"px-3 pb-1 text-uppercase text-muted font-weight-bold\">\n   {{ $t('follow-us-popover.heading') }}\n   </div>\n   <div class=\"p-3 bg-light container-fluid text-center\">\n   <div class=\"row\">\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'twitter']\" size=\"lg\" />\n   Twitter\n   \n   </div>\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'facebook']\" size=\"lg\" />\n   Facebook\n   \n   </div>\n   <div class=\"col\">\n   \n   <fa :icon=\"['fab', 'linkedin']\" size=\"lg\" />\n   Linkedin\n   \n   </div>\n   </div>\n </div>\n</template>\n\n<script>\n import { faTimes } from '@fortawesome/free-solid-svg-icons/faTimes'\n import { faTwitter } from '@fortawesome/free-brands-svg-icons/faTwitter'\n import { faFacebook } from '@fortawesome/free-brands-svg-icons/faFacebook'\n import { faLinkedin } from '@fortawesome/free-brands-svg-icons/faLinkedin'\n\n import i18n from '@/i18n'\n import SignUpForm from './SignUpForm.vue'\n import { library } from './Fa'\n\n /**\n * FollowUsPopover\n */\n export default {\n   i18n,\n   name: 'FollowUsPopover',\n   components: {\n   /** Prevent a bug with vue-docgen-api\n   * @see https://github.com/vue-styleguidist/vue-docgen-api/issues/23\n   */\n   Fa: require('./Fa').default,\n   SignUpForm\n   },\n   beforeMount () {\n   library.add(faTimes, faTwitter, faFacebook, faLinkedin)\n   },\n   methods: {\n   closeSignupPopover() {\n   /**\n   * Fired when user click on the `close` button\n   *\n   * @event update:show\n   * @type {boolean}\n   */\n   this.$emit('update:show', false)\n   }\n   }\n }\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .follow-us {\n   position: relative;\n   width: 300px;\n\n   &__social-btn {\n   height: 46px;\n   width: 46px;\n   line-height: 46px;\n\n   i.fab {\n   line-height: inherit;\n   font-size: 1.5em;\n   }\n   }\n\n   &__close {\n   position: absolute;\n   right: $spacer / 2;\n   top: $spacer / 2;\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./FollowUsPopover.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./FollowUsPopover.vue?vue&type=template&id=440d5984&scoped=true&\"\nimport script from \"./FollowUsPopover.vue?vue&type=script&lang=js&\"\nexport * from \"./FollowUsPopover.vue?vue&type=script&lang=js&\"\nimport style0 from \"./FollowUsPopover.vue?vue&type=style&index=0&id=440d5984&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"440d5984\",\n null\n\n)\n\ncomponent.options.__file = \"FollowUsPopover.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('footer',{staticClass:\"generic-footer\"},[_c('div',{staticClass:\"container\"},[_c('div',{staticClass:\"row\"},[_vm._m(0),_c('div',{staticClass:\"col-md-7\"},[_c('div',{staticClass:\"row justify-content-end\"},[_c('div',{staticClass:\"col-md-5\"},[_c('h5',{staticClass:\"text-selective-yellow text-uppercase mb-3\"},[_vm._v(\"\\n \"+_vm._s(_vm.$t('generic-footer.investigations'))+\"\\n \")]),_vm._t(\"investigations\",[_vm._m(1)])],2),_c('div',{staticClass:\"col-md-4\"},[_c('h5',{staticClass:\"text-

selective-yellow text-uppercase mb-3\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('generic-footer.follow-us'))+\"\\n
    \")]),_vm._m(2)])])])]),_c('p',{staticClass:\"text-white text-md-right small mt-5\"},[_c('strong',[_vm._v(\"©
\"+_vm._s(_vm.year)+\" — The International Consortium of Investigative Journalists.\")]),_vm._v(\"\\n
\"+_vm._s(_vm.$t('generic-footer.all-rights'))+\"\\n   \"),_c('br'),(_vm.version)?_c('span',{staticClass:\"text-
muted\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('generic-footer.version', { version: _vm.version }))+\"\\n
\")]):_vm._e()])])])}\nvar staticRenderFns = [function () {var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('div',{staticClass:\"col-md-5\"},[_c('h5',{staticClass:\"text-uppercase text-white
clearfix generic-footer__icij mb-3\"},[_c('a',{staticClass:\"generic-
footer__icij__logo\",attrs:{\"href\":\"https://icij.org\",\"target\":\"_blank\"}},[_c('img',{staticClass:\"mw-
100\",attrs:{\"src\":require(\"../assets/images/icij@2x.png\")}})]),_c('a',{staticClass:\"text-
nowrap\",attrs:{\"href\":\"https://icij.org\",\"target\":\"_blank\"}},[_vm._v(\"\\n   International Consortium
of\"),_c('br'),_vm._v(\"\\n   Investigative Journalists\\n   \")])]),_c('p',{},[_vm._v(\"\\n   1710 Rhode
Island Ave NW | 11th floor \"),_c('br'),_vm._v(\"\\n   Washington DC 20006 USA\\n
\")]),_c('p',[_c('strong',[_c('a',{staticClass:\"text-selective-
yellow\",attrs:{\"href\":\"mailto:contact@icij.org\"}},[_vm._v(\"contact@icij.org\")])])])])])},function () {var
_vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('ul',{staticClass:\"list-
unstyled\"},[_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/paradise-
papers/\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Paradise Papers\\n
\")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/panama-
papers/\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Panama Papers\\n
\")])]),_c('li',{staticClass:\"list-unstyled-item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/world-
bank\",\"target\":\"_blank\"}},[_vm._v(\"\\n   Evicted and Abandoned\\n
\")])]),_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.icij.org/investigations/offshore/\",\"target\":\"_blank\"}},[_vm._v(\"\\n
        Secrecy for Sale\\n   \")])])])},function () {var _vm=this;var _h=_vm.$createElement;var
_c=_vm._self._c||_h;return _c('ul',{staticClass:\"list-unstyled\"},[_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.facebook.com/ICIJ.org\",\"target\":\"_blank\"}},[_vm._v(\"\\n
Facebook\\n   \")])]),_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://www.linkedin.com/company/1732242/\",\"target\":\"_blank\"}},[_vm._v(\"\\
n   LinkedIn\\n   \")])]),_c('li',{staticClass:\"list-unstyled-
item\"},[_c('a',{attrs:{\"href\":\"https://twitter.com/icijorg\",\"target\":\"_blank\"}},[_vm._v(\"\\n
Twitter\\n   \")])])])}]\n\nexport { render, staticRenderFns }","<template>\n <footer class=\"generic-
footer\">\n   <div class=\"container\">\n   <div class=\"row\">\n   <div class=\"col-md-5\">\n   <h5
class=\"text-uppercase text-white clearfix generic-footer__icij mb-3\">\n   <a href=\"https://icij.org\"
target=\"_blank\" class=\"generic-footer__icij__logo\">\n   <img src=\"../assets/images/icij@2x.png\"
class=\"mw-100\" />\n   \n   \n
        International Consortium of
\n   Investigative Journalists\n   \n   </h5>\n   <p
class=\"\">\n   1710 Rhode Island Ave NW | 11th floor
\n   Washington DC 20006 USA\n
</p>\n   <p>\n   \n   <a href=\"mailto:contact@icij.org\" class=\"text-selective-
yellow\">contact@icij.org\n   \n   </p>\n   </div>\n   <div class=\"col-md-7\">\n
<div class=\"row justify-content-end\">\n   <div class=\"col-md-5\">\n   <h5 class=\"text-selective-
yellow text-uppercase mb-3\">\n   {{ $t('generic-footer.investigations') }}\n   </h5>\n   <!--
@slot List of investigations -->\n   <slot name=\"investigations\">\n   <ul class=\"list-unstyled\">\n
      <li class=\"list-unstyled-item\">\n   <a href=\"https://www.icij.org/investigations/paradise-
papers/\" target=\"_blank\">\n   Paradise Papers\n   \n   \n   <li
class=\"list-unstyled-item\">\n   <a href=\"https://www.icij.org/investigations/panama-papers/\"
target=\"_blank\">\n   Panama Papers\n   \n   \n   <li class=\"list-

unstyled-item\">\n   \n   Evicted and Abandoned\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   Secrecy for Sale\n   \n   \n   \n   </slot>\n   </div>\n   <div class=\"col-md-4\">\n   <h5 class=\"text-selective-yellow text-uppercase mb-3\">\n   {{ $t('generic-footer.follow-us') }}\n   </h5>\n   <ul class=\"list-unstyled\">\n   <li class=\"list-unstyled-item\">\n   \n   Facebook\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   LinkedIn\n   \n   \n   <li class=\"list-unstyled-item\">\n   \n   Twitter\n   \n   \n   \n   </div>\n   </div>\n   </div>\n   <p class=\"text-white text-md-right small mt-5\">\n   © {{ year }} — The International Consortium of Investigative Journalists.\n   {{ $t('generic-footer.all-rights') }}\n
\n   \n   {{ $t('generic-footer.version', { version }) }}\n   \n   </p>\n   </div>\n </footer>\n</template>\n\n<script>\nimport i18n from '@/i18n'\n\n/**\n * GenericFooter\n */\nexport default {\n i18n,\n name: 'GenericFooter',\n props: {\n   /**\n   * Version of the app to display in the bottom-right corner of the footer\n   */\n   version: {\n   type: String\n   }\n },\n computed: {\n   year () {\n   return (new Date()).getFullYear()\n   }\n }\n}\n</script>\n\n<style lang=\"scss\" scoped>\n @import '../styles/lib';\n\n .generic-footer {\n   background: black;\n   color: #999;\n   padding:$spacer * 4 0;\n\n   @include media-breakpoint-down(md) {\n   padding: $spacer;\n   }\n\n   a {\n   color: inherit;\n   }\n\n   h5 {\n   font-family: $font-family-sans-serif;\n   font-size: 1rem;\n   }\n\n   &__icij {\n   display: flex;\n   justify-content: start;\n   align-items: center;\n\n   @include media-breakpoint-down(xs) {\n   display: block;\n   }\n\n   &__logo {\n   display: block;\n   width: 54px;\n   flex: 0 0 54px;\n   margin-right: 8px;\n\n   @include media-breakpoint-down(xs) {\n   margin-bottom: $spacer;\n   }\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./GenericFooter.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./GenericFooter.vue?vue&type=template&id=203025b4&scoped=true&\"\nimport script from \"./GenericFooter.vue?vue&type=script&lang=js&\"\nexport * from \"./GenericFooter.vue?vue&type=script&lang=js&\"\nimport style0 from \"./GenericFooter.vue?vue&type=style&index=0&id=203025b4&lang=scss&scoped=true&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n \"203025b4\",\n null\n \n)\n\ncomponent.options.__file = \"GenericFooter.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',[_c(_vm.rootElement,{tag:\"component\",staticClass:\"navbar navbar-expand-lg navbar-light imddb-header\",class:{ 'headroom--frozen': !_vm.collapseNavbar },style:({ position: _vm.position }),attrs:{\"id\":\"imddb-header\",\"data-turbolinks-permanent\":\"\",\"offset\":100,\"z-index\":1020,\"on-unpin\":_vm.closeFollowUsPopover}},[_vm._t(\"brand\",[_c('a',{staticClass:\"navbar-brand imddb-header__brand\",attrs:{\"href\":_vm.homeUrl}},[_c('img',{staticClass:\"mr-3\",attrs:{\"src\":require(\"../assets/images/icij-black@2x.png\"),\"height\":\"25\"}}),_vm._v(\"\\n \"+_vm._s(_vm.project)+\"\\n   \")])]),_c('button',{staticClass:\"navbar-toggler\",attrs:{\"type\":\"button\",\"aria-label\":\"Toggle navigation\"},on:{\"click\":_vm.toggleNavbar}},[_c('span',{staticClass:\"navbar-toggler-

icon\"})]),_c('div',{staticClass:\"navbar-collapse\",class:{ collapse: _vm.collapseNavbar }},[_vm._t(\"navbar\",[_c('ul',{staticClass:\"navbar-nav mr-auto\"},[_c('b-nav-dropdown',{on:{\"show\":function($event){_vm.$root.$emit('bv::hide::popover')}}},[_c('template',{slot:\"button-content\"},[_vm._v(\"\\n   \"+_vm._s(_vm.title)+\"\\n \")]),_vm._l((_vm.dropdownItems),function(item,$index){return _c('b-dropdown-item',_vm._b({key:$index,attrs:{\"href\":item.href}},'b-dropdown-item',{ active: !!item.active },false),[_vm._v(\"\\n   \"+_vm._s(item.label)+\"\\n   \")])})],2)],1)]),_c('ul',{staticClass:\"navbar-nav\"},[_c('li',{staticClass:\"nav-item\"},[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":\"https://www.icij.org/leak/\",\"target\":\"_blank\"}},[_vm._v(\"\\n \"+_vm._s(_vm.$t('imddb-header.navbar.leak'))+\"\\n   \")])]),_c('li',{staticClass:\"nav-item mr-lg-3\"},[_c('a',{staticClass:\"nav-link\",attrs:{\"href\":\"#\"},on:{\"click\":function($event){$event.preventDefault();_vm.$refs.donateFormModal.show()}}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n \")])]),_c('li',{staticClass:\"nav-item\"},[_c('button',{staticClass:\"btn btn-saddle-red btn-block font-weight-bold\",attrs:{\"id\":\"follow-icij\"}},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.follow'))+\"\\n \")]),_c('b-popover',{attrs:{\"container\":\"imddb-header\",\"target\":\"follow-icij\",\"placement\":\"bottomleft\",\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}},[_c('follow-us-popover',{attrs:{\"show\":_vm.showSignupPopover},on:{\"update:show\":function($event){_vm.showSignupPopover=$event}}})],1)],1)])],2)],2),_c('b-modal',{ref:\"donateFormModal\",attrs:{\"hide-footer\":\"\",\"lazy\":\"\",\"size\":\"lg\"}},[_c('span',{staticClass:\"text-uppercase font-weight-bold text-primary\",attrs:{\"slot\":\"modal-title\"},slot:\"modal-title\"},[_vm._v(\"\\n   \"+_vm._s(_vm.$t('imddb-header.navbar.support'))+\"\\n \")]),_c('donate-form',{attrs:{\"no-title\":\"\"}})],1)],1)}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","import { mergeData } from 'vue-functional-data-merge';\nimport Link, { propsFactory as linkPropsFactory } from '../link/link';\n\nexport var props = linkPropsFactory();\n\nexport default {\n functional: true,\n props: props,\n render: function render(h, _ref) {\n   var props = _ref.props,\n   data = _ref.data,\n   children = _ref.children;\n\n   return h(Link, mergeData(data, {\n   props: props,\n   staticClass: 'dropdown-item',\n   attrs: { role: 'menuitem' }\n   }), children);\n }\n};","export default {\n mounted: function mounted() {\n   if (typeof document !== 'undefined') {\n   document.documentElement.addEventListener('click', this._clickOutListener);\n   }\n },\n beforeDestroy: function beforeDestroy() {\n   if (typeof document !== 'undefined') {\n   document.documentElement.removeEventListener('click', this._clickOutListener);\n   }\n },\n\n methods: {\n   _clickOutListener: function _clickOutListener(e) {\n   if (!this.$el.contains(e.target)) {\n   if (this.clickOutListener) {\n   this.clickOutListener();\n   }\n   }\n   }\n };","import Popper from 'popper.js';\nimport clickoutMixin from './clickout';\nimport listenOnRootMixin from './listen-on-root';\nimport { from as arrayFrom } from '../utils/array';\nimport { assign } from '../utils/object';\nimport KeyCodes from '../utils/key-codes';\nimport BvEvent from '../utils/bv-event.class';\nimport warn from '../utils/warn';\nimport { isVisible, closest, selectAll, getAttr, eventOn, eventOff } from '../utils/dom';\n\n// Return an Array of visible items\nfunction filterVisible(els) {\n return (els || []).filter(isVisible);\n}\n\n// Dropdown item CSS selectors\n// TODO: .dropdown-form handling\nvar ITEM_SELECTOR = '.dropdown-item:not(.disabled):not([disabled])';\n\n// Popper attachment positions\nvar AttachmentMap = {\n // DropUp Left Align\n TOP: 'top-start',\n // DropUp Right Align\n TOPEND: 'top-end',\n // Dropdown left Align\n BOTTOM: 'bottom-start',\n // Dropdown Right Align\n BOTTOMEND: 'bottom-end'\n};\n\nexport default {\n mixins: [clickoutMixin, listenOnRootMixin],\n props: {\n   disabled: {\n   type: Boolean,\n   default: false\n   },\n   text: {\n   // Button label\n   type: String,\n   default: ''\n   },\n   dropup: {\n   // place on top if possible\n   type: Boolean,\n   default: false\n   },\n   right: {\n   // Right align menu (default is left align)\n   type: Boolean,\n   default: false\n   },\n   offset: {\n   // Number of pixels to offset menu, or a CSS unit value (i.e. 1px, 1rem, etc)\n   type: [Number, String],\n   default: 0\n   },\n   noFlip: {\n   // Disable auto-flipping of menu from bottom<=>top\n   type: Boolean,\n   default: false\n   },\n   popperOpts: {\n   type: Object,\n   default: function _default() {}\n   },\n data:

function data() {\n   return {\n   visible: false,\n   inNavbar: null,\n   visibleChangePrevented: false\n   };\n   },\n   created: function created() {\n   // Create non-reactive property\n   this._popper = null;\n   },\n   mounted: function mounted() {\n   // To keep one dropdown opened on page\n   this.listenOnRoot('bv::dropdown::shown', this.rootCloseListener);\n   // Hide when clicked on links\n   this.listenOnRoot('clicked::link', this.rootCloseListener);\n   // Use new namespaced events\n   this.listenOnRoot('bv::link::clicked', this.rootCloseListener);\n   },\n\n   /* istanbul ignore next: not easy to test */\n   deactivated: function deactivated() {\n   // In case we are inside a `<keep-alive>`\n   this.visible = false;\n   this.setTouchStart(false);\n   this.removePopper();\n   },\n\n   /* istanbul ignore next: not easy to test */   beforeDestroy: function beforeDestroy() {\n   this.visible = false;\n   this.setTouchStart(false);\n   this.removePopper();\n   },\n\n   watch: {\n   visible: function visible(newValue, oldValue) {\n   if (this.visibleChangePrevented) {\n   this.visibleChangePrevented = false;\n   return;\n   }\n\n   if (newValue !== oldValue) {\n   var evtName = newValue ? 'show' : 'hide';\n   var bvEvt = new BvEvent(evtName, {\n   cancelable: true,\n   vueTarget: this,\n   target: this.$refs.menu,\n   relatedTarget: null\n   });\n   this.emitEvent(bvEvt);\n   if (bvEvt.defaultPrevented) {\n   // Reset value and exit if canceled\n   this.visibleChangePrevented = true;\n   this.visible = oldValue;\n   return;\n   }\n   if (evtName === 'show') {\n   this.showMenu();\n   } else {\n   this.hideMenu();\n   }\n   }\n   },\n   disabled: function disabled(newValue, oldValue) {\n   if (newValue !== oldValue && newValue && this.visible) {\n   // Hide dropdown if disabled changes to true\n   this.visible = false;\n   }\n   }\n   },\n   computed: {\n   toggler: function toggler() {\n   return this.$refs.toggle.$el || this.$refs.toggle;\n   }\n   },\n   methods: {\n   // Event emitter\n   emitEvent: function emitEvent(bvEvt) {\n   var type = bvEvt.type;\n   this.$emit(type, bvEvt);\n   this.emitOnRoot('bv::dropdown::' + type, bvEvt);\n   },\n   showMenu: function showMenu() {\n   if (this.disabled) {\n   return;\n   }\n   // Ensure other menus are closed\n   this.emitOnRoot('bv::dropdown::shown', this);\n\n   // Are we in a navbar ?\n   if (this.inNavbar === null && this.isNav) {\n   this.inNavbar = Boolean(closest('.navbar', this.$el));\n   }\n\n   // Disable totally Popper.js for Dropdown in Navbar\n   /* istnbul ignore next: can't test popper in JSDOM */   if (!this.inNavbar) {\n   if (typeof Popper === 'undefined') {\n   warn('b-dropdown: Popper.js not found. Falling back to CSS positioning.');\n   } else {\n   // for dropup with alignment we use the parent element as popper container\n   var element = this.dropup && this.right || this.split ? this.$el : this.$refs.toggle;\n   // Make sure we have a reference to an element, not a component!\n   element = element.$el || element;\n   // Instantiate popper.js\n   this.createPopper(element);\n   }\n   }\n\n   this.setTouchStart(true);\n   this.$emit('shown');\n\n   // Focus on the first item on show\n   this.$nextTick(this.focusFirstItem);\n   },\n   hideMenu: function hideMenu() {\n   this.setTouchStart(false);\n   this.emitOnRoot('bv::dropdown::hidden', this);\n   this.$emit('hidden');\n   this.removePopper();\n   },\n   createPopper: function createPopper(element) {\n   this.removePopper();\n   this._popper = new Popper(element, this.$refs.menu, this.getPopperConfig());\n   },\n   removePopper: function removePopper() {\n   if (this._popper) {\n   // Ensure popper event listeners are removed cleanly\n   this._popper.destroy();\n   }\n   this._popper = null;\n   },\n   getPopperConfig /* istanbul ignore next: can't test popper in JSDOM */: function getPopperConfig() {\n   var placement = AttachmentMap.BOTTOM;\n   if (this.dropup && this.right) {\n   // dropup + right\n   placement = AttachmentMap.TOPEND;\n   } else if (this.dropup) {\n   // dropup + left\n   placement = AttachmentMap.TOP;\n   } else if (this.right) {\n   // dropdown + right\n   placement = AttachmentMap.BOTTOMEND;\n   }\n   var popperConfig = {\n   placement: placement,\n   modifiers: {\n   offset: {\n   offset: this.offset || 0\n   },\n   flip: {\n   enabled: !this.noFlip\n   }\n   }\n   };\n   if (this.boundary) {\n   popperConfig.modifiers.preventOverflow = {\n   boundariesElement: this.boundary\n   };\n   }\n   return assign(popperConfig, this.popperOpts || {});\n   },\n   setTouchStart: function setTouchStart(on) {\n   var _this = this;\n\n   /*\n   * If this is a touch-enabled device we add extra\n   * empty mouseover listeners to the body's immediate children;\n   * only needed because of broken event delegation on iOS\n   * https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n   */\n   if ('ontouchstart' in document.documentElement) {\n   var children = arrayFrom(document.body.children);\n   children.forEach(function (el) {\n   if (on) {\n   eventOn('mouseover', _this._noop);\n   } else {\n

eventOff('mouseover', _this._noop);\n   }\n   });\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n   _noop: function _noop() {\n   // Do nothing event handler (used in touchstart event handler)\n   },\n   rootCloseListener: function rootCloseListener(vm) {\n   if (vm !== this) {\n   this.visible = false;\n   }\n   },\n   clickOutListener: function clickOutListener() {\n   this.visible = false;\n   },   show: function show() {\n   // Public method to show dropdown\n   if (this.disabled) {\n   return;\n   }\n   this.visible = true;\n   },\n   hide: function hide() {\n   // Public method to hide dropdown\n   if (this.disabled) {\n   return;\n   }\n   this.visible = false;\n   },\n   toggle: function toggle(evt) {\n   // Called only by a button that toggles the menu\n   evt = evt || { };\n   var type = evt.type;\n   var key = evt.keyCode;\n   if (type !== 'click' && !(type === 'keydown' && (key === KeyCodes.ENTER || key === KeyCodes.SPACE || key === KeyCodes.DOWN))) {\n   // We only toggle on Click, Enter, Space, and Arrow Down\n   return;\n   }   if (this.disabled) {\n   this.visible = false;\n   return;\n   }\n   this.$emit('toggle', evt);\n   if (evt.defaultPrevented) {\n   // Exit if canceled\n   return;\n   }\n   evt.preventDefault();\n   evt.stopPropagation();\n   // Toggle visibility\n   this.visible = !this.visible;\n   },   click: function click(evt) {\n   // Calle only in split button mode, for the split button\n   if (this.disabled) {\n   this.visible = false;\n   return;\n   }\n   this.$emit('click', evt);\n   },\n\n   /* istanbul ignore next: not easy to test */\n   onKeydown: function onKeydown(evt) {\n   // Called from dropdown menu context\n   var key = evt.keyCode;\n   if (key === KeyCodes.ESC) {\n   // Close on ESC\n   this.onEsc(evt);\n   } else if (key === KeyCodes.TAB) {\n   // Close on tab out\n   this.onTab(evt);\n   } else if (key === KeyCodes.DOWN) {\n   // Down Arrow\n   this.focusNext(evt, false);\n   } else if (key === KeyCodes.UP) {\n   // Up Arrow\n   this.focusNext(evt, true);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */   onEsc: function onEsc(evt) {\n   if (this.visible) {\n   this.visible = false;\n   evt.preventDefault();\n   evt.stopPropagation();\n   // Return focus to original trigger button\n   this.$nextTick(this.focusToggler);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */   onTab: function onTab(evt) {\n   if (this.visible) {\n   // TODO: Need special handler for dealing with form inputs\n   // Tab, if in a text-like input, we should just focus next item in the dropdown\n   // Note: Inputs are in a special .dropdown-form container\n   this.visible = false;\n   }\n   },   onFocusOut: function onFocusOut(evt) {\n   if (this.$refs.menu.contains(evt.relatedTarget)) {\n   return;\n   }\n   this.visible = false;\n   },\n\n   /* istanbul ignore next: not easy to test */   onMouseOver: function onMouseOver(evt) {\n   // Focus the item on hover\n   // TODO: Special handling for inputs? Inputs are in a special .dropdown-form container\n   var item = evt.target;\n   if (item.classList.contains('dropdown-item') && !item.disabled && !item.classList.contains('disabled') && item.focus) {\n   item.focus();\n   }\n   },   focusNext: function focusNext(evt, up) {\n   var _this2 = this;\n\n   if (!this.visible) {\n   return;\n   }\n   evt.preventDefault();\n   evt.stopPropagation();\n   this.$nextTick(function () {\n   var items = _this2.getItems();\n   if (items.length < 1) {\n   return;\n   }\n   var index = items.indexOf(evt.target);\n   if (up && index > 0) {\n   index--;\n   } else if (!up && index < items.length - 1) {\n   index++;\n   }\n   if (index < 0) {\n   index = 0;\n   }\n   _this2.focusItem(index, items);\n   });\n   },\n   focusItem: function focusItem(idx, items) {\n   var el = items.find(function (el, i) {\n   return i === idx;\n   });\n   if (el && getAttr(el, 'tabindex') !== '-1') {\n   el.focus();\n   }\n   },   getItems: function getItems() {\n   // Get all items\n   return filterVisible(selectAll(ITEM_SELECTOR, this.$refs.menu));\n   },   getFirstItem: function getFirstItem() {\n   // Get the first non-disabled item\n   var item = this.getItems()[0];\n   return item || null;\n   },   focusFirstItem: function focusFirstItem() {\n   var item = this.getFirstItem();\n   if (item) {\n   this.focusItem(0, [item]);\n   }\n   },   focusToggler: function focusToggler() {\n   var toggler = this.toggler;\n   if (toggler && toggler.focus) {\n   toggler.focus();\n   }\n   }\n   }\n};","import idMixin from '../../mixins/id';\nimport dropdownMixin from '../../mixins/dropdown';\n\nexport default {\n mixins: [idMixin, dropdownMixin],\n render: function render(h) {\n   var button = h('a', {\n   class: this.toggleClasses,\n   ref: 'toggle',\n   attrs: {\n   href: '#',\n   id: this.safeId('_BV_button_'),\n   disabled: this.disabled,\n   'aria-haspopup': 'true',\n   'aria-expanded': this.visible ? 'true' : 'false'\n   },\n   on: {\n   click: this.toggle,\n   keydown: this.toggle // space, enter, down\n   }\n   }, [this.$slots['button-content'] || this.$slots.text || h('span', { domProps: { innerHTML: this.text } })]);\n   var menu = h('div', {\n   class: this.menuClasses,\n   ref: 'menu',\n

attrs: { 'aria-labelledby': this.safeId('_BV_button_') },\n   on: {\n   mouseover: this.onMouseOver,\n keydown: this.onKeydown // tab, up, down, esc\n   }\n   }, [this.$slots.default]);\n   return h('li', { attrs: { id: this.safeId() }, class: this.dropdownClasses }, [button, menu]);\n   },\n\n   computed: {\n   isNav: function isNav() {\n   // Signal to dropdown mixin that we are in a navbar\n   return true;\n   },\n   dropdownClasses: function dropdownClasses() {\n   return ['nav-item', 'b-nav-dropdown', 'dropdown', this.dropup ? 'dropup' : '', this.visible ? 'show' : ''];\n   },\n   toggleClasses: function toggleClasses() {\n   return ['nav-link', this.noCaret ? '' : 'dropdown-toggle', this.disabled ? 'disabled' : '', this.extraToggleClasses ? this.extraToggleClasses : ''];\n   },\n   menuClasses: function menuClasses() {\n   return ['dropdown-menu', this.right ? 'dropdown-menu-right' : 'dropdown-menu-left', this.visible ? 'show' : '', this.extraMenuClasses ? this.extraMenuClasses : ''];\n   }\n   },\n   props: {\n   noCaret: {\n   type: Boolean,\n   default: false\n   },\n   extraToggleClasses: {\n   // Extra Toggle classes\n   type: String,\n   default: ''\n   },\n   extraMenuClasses: {\n   // Extra Menu classes\n   type: String,\n   default: ''\n   },\n   role: {\n   type: String,\n   default: 'menu'\n   }\n   }\n};","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nimport Popper from 'popper.js';\nimport BvEvent from './bv-event.class';\nimport { assign } from './object';\nimport { from as arrayFrom } from './array';\nimport { closest, select, isVisible, isDisabled, getCS, addClass, removeClass, hasClass, setAttr, removeAttr, getAttr, eventOn, eventOff } from './dom';\n\nvar NAME = 'tooltip';\nvar CLASS_PREFIX = 'bs-tooltip';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\b' + CLASS_PREFIX + '\\\\S+', 'g');\n\nvar TRANSITION_DURATION = 150;\n\n// Modal $root hidden event\nvar MODAL_CLOSE_EVENT = 'bv::modal::hidden';\n// Modal container for appending tip/popover\nvar MODAL_CLASS = '.modal-content';\n\nvar AttachmentMap = {\n   AUTO: 'auto',\n   TOP: 'top',\n   RIGHT: 'right',\n   BOTTOM: 'bottom',\n   LEFT: 'left',\n   TOPLEFT: 'top',\n   TOPRIGHT: 'top',\n   RIGHTTOP: 'right',\n   RIGHTBOTTOM: 'right',\n   BOTTOMLEFT: 'bottom',\n   BOTTOMRIGHT: 'bottom',\n   LEFTTOP: 'left',\n   LEFTBOTTOM: 'left'\n};\n\nvar OffsetMap = {\n   AUTO: 0,\n   TOPLEFT: -1,\n   TOP: 0,\n   TOPRIGHT: +1,\n   RIGHTTOP: -1,\n   RIGHT: 0,\n   RIGHTBOTTOM: +1,\n   BOTTOMLEFT: -1,\n   BOTTOM: 0,\n   BOTTOMRIGHT: +1,\n   LEFTTOP: -1,\n   LEFT: 0,\n   LEFTBOTTOM: +1\n};\n\nvar HoverState = {\n   SHOW: 'show',\n   OUT: 'out'\n};\n\nvar ClassName = {\n   FADE: 'fade',\n   SHOW: 'show'\n};\n\nvar Selector = {\n   TOOLTIP: '.tooltip',\n   TOOLTIP_INNER: '.tooltip-inner',\n   ARROW: '.arrow'\n\n   // ESLINT: Not used\n   // const Trigger = {\n   //   HOVER: 'hover',\n   //   FOCUS: 'focus',\n   //   CLICK: 'click',\n   //   BLUR: 'blur',\n   //   MANUAL: 'manual'\n   // }\n};var Defaults = {\n   animation: true,\n   template: '<div class=\"tooltip\" role=\"tooltip\">' + '<div class=\"arrow\"></div>' + '<div class=\"tooltip-inner\"></div>' + '</div>',\n   trigger: 'hover focus',\n   title: '',\n   delay: 0,\n   html: false,\n   placement: 'top',\n   offset: 0,\n   arrowPadding: 6,\n   container: false,\n   fallbackPlacement: 'flip',\n   callbacks: {},\n   boundary: 'scrollParent'\n\n   // Transition Event names\n};var TransitionEndEvents = {\n   WebkitTransition: ['webkitTransitionEnd'],\n   MozTransition: ['transitionend'],\n   OTransition: ['otransitionend', 'oTransitionEnd'],\n   transition: ['transitionend']\n\n   // Client Side Tip ID counter for aria-describedby attribute\n   // Could use Alex's uid generator util\n   // Each tooltip requires a unique client side ID\n};var NEXTID = 1;\n/* istanbul ignore next */\nfunction generateId(name) {\n   return '__BV_' + name + '_' + NEXTID++ + '__';\n}\n\n/*\n * ToolTip Class definition\n */\n/* istanbul ignore next: difficult to test in Jest/JSDOM environment */\nvar ToolTip = function () {\n   // Main constructor\n   function ToolTip(element, config, $root) {\n   _classCallCheck(this, ToolTip);\n\n   // New tooltip object\n   this.$isEnabled = true;\n   this.$fadeTimeout = null;\n   this.$hoverTimeout = null;\n   this.$visibleInterval = null;\n   this.$hoverState = '';\n   this.$activeTrigger = {};\n   this.$popper = null;\n   this.$element = element;\n   this.$tip = null;\n   this.$id =

generateId(this.constructor.NAME);\n   this.$root = $root || null;\n   this.$routeWatcher = null;\n   // We use a bound version of the following handlers for root/modal listeners to maintain the 'this' context\n   this.$forceHide = this.forceHide.bind(this);\n   this.$doHide = this.doHide.bind(this);\n   this.$doShow = this.doShow.bind(this);\n   this.$doDisable = this.doDisable.bind(this);\n   this.$doEnable = this.doEnable.bind(this);\n   // Set the configuration\n   this.updateConfig(config);\n }\n\n   // NOTE: Overridden by PopOver class\n\n\n   _createClass(ToolTip, [{\n   key: 'updateConfig',\n\n\n   // Update config\n   value: function updateConfig(config) {\n   // Merge config into defaults. We use \"this\" here because PopOver overrides Default\n   var updatedConfig = assign({}, this.constructor.Default, config);\n\n   // Sanitize delay\n   if (config.delay && typeof config.delay === 'number') {\n   updatedConfig.delay = {\n   show: config.delay,\n   hide: config.delay\n   };\n   }\n\n   // Title for tooltip and popover\n   if (config.title && typeof config.title === 'number') {\n   updatedConfig.title = config.title.toString();\n   }\n\n   // Content only for popover\n   if (config.content && typeof config.content === 'number') {\n   updatedConfig.content = config.content.toString();\n   }\n\n   // Hide element original title if needed\n   this.fixTitle();\n   // Update the config\n   this.$config = updatedConfig;\n   // Stop/Restart listening\n   this.unListen();\n   this.listen();\n   }\n\n   // Destroy this instance\n\n }, {\n   key: 'destroy',\n   value: function destroy() {\n   // Stop listening to trigger events\n   this.unListen();\n   // Disable while open listeners/watchers\n   this.setWhileOpenListeners(false);\n   // Clear any timeouts\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverTimeout = null;\n   clearTimeout(this.$fadeTimeout);\n   this.$fadeTimeout = null;\n   // Remove popper\n   if (this.$popper) {\n   this.$popper.destroy();\n   }\n   this.$popper = null;\n   // Remove tip from document\n   if (this.$tip && this.$tip.parentElement) {\n   this.$tip.parentElement.removeChild(this.$tip);\n   }\n   this.$tip = null;\n   // Null out other properties\n   this.$id = null;\n   this.$isEnabled = null;\n   this.$root = null;\n   this.$element = null;\n   this.$config = null;\n   this.$hoverState = null;\n   this.$activeTrigger = null;\n   this.$forceHide = null;\n   this.$doHide = null;\n   this.$doShow = null;\n   this.$doDisable = null;\n   this.$doEnable = null;\n   }\n }, {\n   key: 'enable',\n   value: function enable() {\n   // Create a non-cancelable BvEvent\n   var enabledEvt = new BvEvent('enabled', {\n   cancelable: false,\n   target: this.$element,\n   relatedTarget: null\n   });\n   this.$isEnabled = true;\n   this.emitEvent(enabledEvt);\n   }\n }, {\n   key: 'disable',\n   value: function disable() {\n   // Create a non-cancelable BvEvent\n   var disabledEvt = new BvEvent('disabled', {\n   cancelable: false,\n   target: this.$element,\n   relatedTarget: null\n   });\n   this.$isEnabled = false;\n   this.emitEvent(disabledEvt);\n   }\n\n   // Click toggler\n\n }, {\n   key: 'toggle',\n   value: function toggle(event) {\n   if (!this.$isEnabled) {\n   return;\n   }\n   if (event) {\n   this.$activeTrigger.click = !this.$activeTrigger.click;\n\n   if (this.isWithActiveTrigger()) {\n   this.enter(null);\n   } else {\n   this.leave(null);\n   }\n   } else {\n   if (hasClass(this.getTipElement(), ClassName.SHOW)) {\n   this.leave(null);\n   } else {\n   this.enter(null);\n   }\n   }\n   }\n\n   // Show tooltip\n\n }, {\n   key: 'show',\n   value: function show() {\n   var _this = this;\n\n   if (!document.body.contains(this.$element) || !isVisible(this.$element)) {\n   // If trigger element isn't in the DOM or is not visible\n   return;\n   }\n   // Build tooltip element (also sets this.$tip)\n   var tip = this.getTipElement();\n   this.fixTitle();\n   this.setContent(tip);\n   if (!this.isWithContent(tip)) {\n   // if No content, don't bother showing\n   this.$tip = null;\n   return;\n   }\n\n   // Set ID on tip and aria-describedby on element\n   setAttr(tip, 'id', this.$id);\n   this.addAriaDescribedby();\n\n   // Set animation on or off\n   if (this.$config.animation) {\n   addClass(tip, ClassName.FADE);\n   } else {\n   removeClass(tip, ClassName.FADE);\n   }\n\n   var placement = this.getPlacement();\n   var attachment = this.constructor.getAttachment(placement);\n   this.addAttachmentClass(attachment);\n\n   // Create a cancelable BvEvent\n   var showEvt = new BvEvent('show', {\n   cancelable: true,\n   target: this.$element,\n   relatedTarget: tip\n   });\n   this.emitEvent(showEvt);\n   if (showEvt.defaultPrevented) {\n   // Don't show if event cancelled\n   this.$tip = null;\n   return;\n   }\n\n   // Insert tooltip if needed\n   var container = this.getContainer();\n   if (!document.body.contains(tip)) {\n   container.appendChild(tip);\n   }\n\n   // Refresh popper\n   this.removePopper();\n   this.$popper = new Popper(this.$element, tip, this.getPopperConfig(placement, tip));\n\n

// Transitionend Callback\n   var complete = function complete() {\n   if (_this.$config.animation) {\n _this.fixTransition(tip);\n   }\n   var prevHoverState = _this.$hoverState;\n   _this.$hoverState = null;\n if (prevHoverState === HoverState.OUT) {\n   _this.leave(null);\n   }\n   // Create a non-cancelable BvEvent\n   var shownEvt = new BvEvent('shown', {\n   cancelable: false,\n   target: _this.$element,\n relatedTarget: tip\n   });\n   _this.emitEvent(shownEvt);\n   };\n\n   // Enable while open listeners/watchers\n   this.setWhileOpenListeners(true);\n\n   // Show tip\n   addClass(tip, ClassName.SHOW);\n\n   // Start the transition/animation\n   this.transitionOnce(tip, complete);\n   }\n\n   // handler for periodic visibility check\n\n   }, {\n   key: 'visibleCheck',\n   value: function visibleCheck(on) {\n   var _this2 = this;\n\n   clearInterval(this.$visibleInterval);\n   this.$visibleInterval = null;\n   if (on) {\n this.$visibleInterval = setInterval(function () {\n   var tip = _this2.getTipElement();\n   if (tip && !isVisible(_this2.$element) && hasClass(tip, ClassName.SHOW)) {\n   // Element is no longer visible, so force-hide the tooltip\n   _this2.forceHide();\n   }\n   }, 100);\n   }\n   }\n   }, {\n   key: 'setWhileOpenListeners',\n   value: function setWhileOpenListeners(on) {\n   // Modal close events\n this.setModalListener(on);\n   // Periodic $element visibility check\n   // For handling when tip is in <keepalive>, tabs, carousel, etc\n   this.visibleCheck(on);\n   // Route change events\n   this.setRouteWatcher(on);\n   // Ontouch start listeners\n   this.setOnTouchStartListener(on);\n   if (on && /(focus|blur)/.test(this.$config.trigger)) {\n   // If focus moves between trigger element and tip container, dont close\n   eventOn(this.$tip, 'focusout', this);\n   } else {\n   eventOff(this.$tip, 'focusout', this);\n   }\n   }\n\n   // force hide of tip (internal method)\n\n   }, {\n   key: 'forceHide',\n   value: function forceHide() {\n   if (!this.$tip || !hasClass(this.$tip, ClassName.SHOW)) {\n   return;\n   }\n   // Disable while open listeners/watchers\n   this.setWhileOpenListeners(false);\n   // Clear any hover enter/leave event\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverTimeout = null;\n   this.$hoverState = '';\n   // Hide the tip\n this.hide(null, true);\n   }\n\n   // Hide tooltip\n\n   }, {\n   key: 'hide',\n   value: function hide(callback, force) {\n   var _this3 = this;\n\n   var tip = this.$tip;\n   if (!tip) {\n   return;\n   }\n\n   // Create a canelable BvEvent\n   var hideEvt = new BvEvent('hide', {\n   // We disable cancelling if force is true\n   cancelable: !force,\n   target: this.$element,\n   relatedTarget: tip\n   });\n   this.emitEvent(hideEvt);\n   if (hideEvt.defaultPrevented) {\n   // Don't hide if event cancelled\n   return;\n   }\n\n   // Transitionend Callback\n   /* istanbul ignore next */\n   var complete = function complete() {\n   if (_this3.$hoverState !== HoverState.SHOW && tip.parentNode) {\n   // Remove tip from dom, and force recompile on next show\n tip.parentNode.removeChild(tip);\n   _this3.removeAriaDescribedby();\n   _this3.removePopper();\n _this3.$tip = null;\n   }\n   if (callback) {\n   callback();\n   }\n   // Create a non-cancelable BvEvent\n   var hiddenEvt = new BvEvent('hidden', {\n   cancelable: false,\n   target: _this3.$element,\n relatedTarget: null\n   });\n   _this3.emitEvent(hiddenEvt);\n   };\n\n   // Disable while open listeners/watchers\n   this.setWhileOpenListeners(false);\n\n   // If forced close, disable animation\n   if (force) {\n   removeClass(tip, ClassName.FADE);\n   }\n   // Hide tip\n   removeClass(tip, ClassName.SHOW);\n\n   this.$activeTrigger.click = false;\n   this.$activeTrigger.focus = false;\n   this.$activeTrigger.hover = false;\n\n   // Start the hide transition\n   this.transitionOnce(tip, complete);\n\n   this.$hoverState = '';\n   }\n   }, {\n key: 'emitEvent',\n   value: function emitEvent(evt) {\n   var evtName = evt.type;\n   if (this.$root && this.$root.$emit) {\n   // Emit an event on $root\n   this.$root.$emit('bv::' + this.constructor.NAME + '::' + evtName, evt);\n   }\n   var callbacks = this.$config.callbacks || {};\n   if (typeof callbacks[evtName] === 'function') {\n   callbacks[evtName](evt);\n   }\n   }\n   }, {\n   key: 'getContainer',\n   value: function getContainer() {\n   var container = this.$config.container;\n   var body = document.body;\n   // If we are in a modal, we append to the modal instead of body, unless a container is specified\n   return container === false ? closest(MODAL_CLASS, this.$element) || body : select(container, body) || body;\n   }\n\n   // Will be overritten by popover if needed\n\n   }, {\n   key: 'addAriaDescribedby',\n   value: function addAriaDescribedby() {\n   // Add aria-describedby on trigger element, without removing any other IDs\n   var desc = getAttr(this.$element, 'aria-describedby') || '';\n   desc = desc.split(/\\s+/).concat(this.$id).join(' ').trim();\n   setAttr(this.$element, 'aria-describedby', desc);\n   }\n\n   // Will be overritten by popover if needed\n\n   }, {\n   key:

'removeAriaDescribedby',\n   value: function removeAriaDescribedby() {\n   var _this4 = this;\n\n   var desc = getAttr(this.$element, 'aria-describedby') || ";\n   desc = desc.split(/\\s+/).filter(function (d) {\n   return d !== _this4.$id;\n   }).join(' ').trim();\n   if (desc) {\n   setAttr(this.$element, 'aria-describedby', desc);\n   } else {\n   removeAttr(this.$element, 'aria-describedby');\n   }\n   }\n }, {\n   key: 'removePopper',\n   value: function removePopper() {\n   if (this.$popper) {\n   this.$popper.destroy();\n   }\n   this.$popper = null;\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'transitionOnce',\n   value: function transitionOnce(tip, complete) {\n   var _this5 = this;\n\n   var transEvents = this.getTransitionEndEvents();\n   var called = false;\n   clearTimeout(this.$fadeTimeout);\n   this.$fadeTimeout = null;\n   var fnOnce = function fnOnce() {\n   if (called) {\n   return;\n   }\n   called = true;\n   clearTimeout(_this5.$fadeTimeout);\n   _this5.$fadeTimeout = null;\n   transEvents.forEach(function (evtName) {\n   eventOff(tip, evtName, fnOnce);\n   });\n   // Call complete callback\n   complete();\n   };\n   if (hasClass(tip, ClassName.FADE)) {\n   transEvents.forEach(function (evtName) {\n   eventOn(tip, evtName, fnOnce);\n   });\n   // Fallback to setTimeout\n   this.$fadeTimeout = setTimeout(fnOnce, TRANSITION_DURATION);\n   } else {\n   fnOnce();\n   }\n   }\n\n   // What transitionend event(s) to use? (returns array of event names)\n\n }, {\n   key: 'getTransitionEndEvents',\n   value: function getTransitionEndEvents() {\n   for (var name in TransitionEndEvents) {\n   if (this.$element.style[name] !== undefined) {\n   return TransitionEndEvents[name];\n   }\n   }\n   // fallback\n   return [];\n   }\n }, {\n   key: 'update',\n   value: function update() {\n   if (this.$popper !== null) {\n   this.$popper.scheduleUpdate();\n   }\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'isWithContent',\n   value: function isWithContent(tip) {\n   tip = tip || this.$tip;\n   if (!tip) {\n   return false;\n   }\n   return Boolean((select(Selector.TOOLTIP_INNER, tip) || {}).innerHTML);\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'addAttachmentClass',\n   value: function addAttachmentClass(attachment) {\n   addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n   }\n }, {\n   key: 'getTipElement',\n   value: function getTipElement() {\n   if (!this.$tip) {\n   // Try and compile user supplied template, or fallback to default template\n   this.$tip = this.compileTemplate(this.$config.template) || this.compileTemplate(this.constructor.Default.template);\n   }\n   // Add tab index so tip can be focused, and to allow it to be set as relatedTargt in focusin/out events\n   this.$tip.tabIndex = -1;\n   return this.$tip;\n   }\n }, {\n   key: 'compileTemplate',\n   value: function compileTemplate(html) {\n   if (!html || typeof html !== 'string') {\n   return null;\n   }\n   var div = document.createElement('div');\n   div.innerHTML = html.trim();\n   var node = div.firstElementChild ? div.removeChild(div.firstElementChild) : null;\n   div = null;\n   return node;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'setContent',\n   value: function setContent(tip) {\n   this.setElementContent(select(Selector.TOOLTIP_INNER, tip), this.getTitle());\n   removeClass(tip, ClassName.FADE);\n   removeClass(tip, ClassName.SHOW);\n   }\n }, {\n   key: 'setElementContent',\n   value: function setElementContent(container, content) {\n   if (!container) {\n   // If container element doesn't exist, just return\n   return;\n   }\n   var allowHtml = this.$config.html;\n   if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType) {\n   // content is a DOM node\n   if (allowHtml) {\n   if (content.parentElement !== container) {\n   container.innerHtml = ";\n   container.appendChild(content);\n   }\n   } else {\n   container.innerText = content.innerText;\n   }\n   } else {\n   // We have a plain HTML string or Text\n   container[allowHtml ? 'innerHTML' : 'innerText'] = content;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'getTitle',\n   value: function getTitle() {\n   var title = this.$config.title || ";\n   if (typeof title === 'function') {\n   // Call the function to get the title value\n   title = title(this.$element);\n   }\n   if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n   // We have a DOM node, but without inner content, so just return empty string\n   title = ";\n   }\n   if (typeof title === 'string') {\n   title = title.trim();\n   }\n   if (!title) {\n   // If an explicit title is not given, try element's title atributes\n   title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || ";\n   title = title.trim();\n   }\n\n   return title;\n   }\n }, {\n   key: 'listen',\n   value: function listen() {\n   var _this6 = this;\n\n   var triggers =

this.$config.trigger.trim().split(/\s+/);\n   var el = this.$element;\n\n   // Listen for global show/hide events\n this.setRootListener(true);\n\n   // Using 'this' as the handler will get automagically directed to this.handleEvent\n   // And maintain our binding to 'this'\n   triggers.forEach(function (trigger) {\n   if (trigger === 'click') {\n eventOn(el, 'click', _this6);\n   } else if (trigger === 'focus') {\n   eventOn(el, 'focusin', _this6);\n eventOn(el, 'focusout', _this6);\n   } else if (trigger === 'blur') {\n   // Used to close $tip when element looses focus\n   eventOn(el, 'focusout', _this6);\n   } else if (trigger === 'hover') {\n   eventOn(el, 'mouseenter', _this6);\n   eventOn(el, 'mouseleave', _this6);\n   }\n   }, this);\n }\n }, {\n   key: 'unListen',\n   value: function unListen() {\n   var _this7 = this;\n\n   var events = ['click', 'focusin', 'focusout', 'mouseenter', 'mouseleave'];\n   // Using \"this\" as the handler will get automagically directed to this.handleEvent\n   events.forEach(function (evt) {\n   eventOff(_this7.$element, evt, _this7);\n   }, this);\n\n   // Stop listening for global show/hide/enable/disable events\n   this.setRootListener(false);\n   }\n }, {\n   key: 'handleEvent',\n   value: function handleEvent(e) {\n   // This special method allows us to use \"this\" as the event handlers\n   if (isDisabled(this.$element)) {\n   // If disabled, don't do anything. Note: if tip is shown before element gets\n   // disabled, then tip not close until no longer disabled or forcefully closed.\n   return;\n   }\n   if (!this.$isEnabled) {\n   // If not enable\n   return;\n   }\n   var type = e.type;\n   var target = e.target;\n   var relatedTarget = e.relatedTarget;\n   var $element = this.$element;\n   var $tip = this.$tip;\n   if (type === 'click') {\n   this.toggle(e);\n   } else if (type === 'focusin' || type === 'mouseenter') {\n   this.enter(e);\n   } else if (type === 'focusout') {\n   // target is the element which is loosing focus\n   // And relatedTarget is the element gaining focus\n   if ($tip && $element && $element.contains(target) && $tip.contains(relatedTarget)) {\n   // If focus moves from $element to $tip, don't trigger a leave\n   return;\n   }\n   if ($tip && $element && $tip.contains(target) && $element.contains(relatedTarget)) {\n   // If focus moves from $tip to $element, don't trigger a leave\n   return;\n   }\n   if ($tip && $tip.contains(target) && $tip.contains(relatedTarget)) {\n   // If focus moves within $tip, don't trigger a leave\n   return;\n   }\n   if ($element && $element.contains(target) && $element.contains(relatedTarget)) {\n   // If focus moves within $element, don't trigger a leave\n   return;\n   }\n   // Otherwise trigger a leave\n   this.leave(e);\n   } else if (type === 'mouseleave') {\n   this.leave(e);\n   }\n   }\n\n   /* istanbul ignore next */\n }, {\n   key: 'setRouteWatcher',\n   value: function setRouteWatcher(on) {\n   var _this8 = this;\n\n   if (on) {\n   this.setRouteWatcher(false);\n   if (this.$root && Boolean(this.$root.$route)) {\n   this.$routeWatcher = this.$root.$watch('$route', function (newVal, oldVal) {\n   if (newVal === oldVal) {\n   return;\n   }\n   // If route has changed, we force hide the tooltip/popover\n   _this8.forceHide();\n   });\n   }\n   } else {\n   if (this.$routeWatcher) {\n   // cancel the route watcher by calling hte stored reference\n   this.$routeWatcher();\n   this.$routeWatcher = null;\n   }\n   }\n   }\n\n   /* istanbul ignore next */\n }, {\n   key: 'setModalListener',\n   value: function setModalListener(on) {\n   var modal = closest(MODAL_CLASS, this.$element);\n   if (!modal) {\n   // If we are not in a modal, don't worry. be happy\n   return;\n   }\n   // We can listen for modal hidden events on $root\n   if (this.$root) {\n   this.$root[on ? '$on' : '$off'](MODAL_CLOSE_EVENT, this.$forceHide);\n   }\n   }\n\n   /* istanbul ignore next */\n }, {\n   key: 'setRootListener',\n   value: function setRootListener(on) {\n   // Listen for global 'bv::{hide|show}::{tooltip|popover}' hide request event\n   if (this.$root) {\n   this.$root[on ? '$on' : '$off']('bv::hide::' + this.constructor.NAME, this.$doHide);\n   this.$root[on ? '$on' : '$off']('bv::show::' + this.constructor.NAME, this.$doShow);\n   this.$root[on ? '$on' : '$off']('bv::disable::' + this.constructor.NAME, this.$doDisable);\n   this.$root[on ? '$on' : '$off']('bv::enable::' + this.constructor.NAME, this.$doEnable);\n   }\n   }\n }, {\n   key: 'doHide',\n   value: function doHide(id) {\n   // Programmatically hide tooltip or popover\n   if (!id) {\n   // Close all tooltips or popovers\n   this.forceHide();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Close this specific tooltip or popover\n   this.hide();\n   }\n   }\n }, {\n   key: 'doShow',\n   value: function doShow(id) {\n   // Programmatically show tooltip or popover\n   if (!id) {\n   // Open all tooltips or popovers\n   this.show();\n   } else if (id && this.$element && this.$element.id && this.$element.id === id) {\n   // Show this specific tooltip or popover\n   this.show();\n   }\n   }\n }, {\n   key: 'doDisable',\n   value: function doDisable(id) {\n   // Programmatically

disable tooltip or popover\n   if (!id) {\n   // Disable all tooltips or popovers\n   this.disable();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Disable this specific tooltip or popover\n   this.disable();\n   }\n   }\n }, {\n   key: 'doEnable',\n   value: function doEnable(id) {\n   // Programmatically enable tooltip or popover\n   if (!id) {\n   // Enable all tooltips or popovers\n   this.enable();\n   } else if (this.$element && this.$element.id && this.$element.id === id) {\n   // Enable this specific tooltip or popover\n   this.enable();\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: 'setOnTouchStartListener',\n   value: function setOnTouchStartListener(on) {\n   var _this9 = this;\n\n   // if this is a touch-enabled device we add extra\n   // empty mouseover listeners to the body's immediate children;\n   // only needed because of broken event delegation on iOS\n   // https://www.quirksmode.org/blog/archives/2014/02/mouse_event_bub.html\n   if ('ontouchstart' in document.documentElement) {\n   arrayFrom(document.body.children).forEach(function (el) {\n   if (on) {\n   eventOn(el, 'mouseover', _this9._noop);\n   } else {\n   eventOff(el, 'mouseover', _this9._noop);\n   }\n   });\n   }\n   }\n\n   /* istanbul ignore next */\n\n }, {\n   key: '_noop',\n   value: function _noop() {\n   // Empty noop handler for ontouchstart devices\n   }\n }, {\n   key: 'fixTitle',\n   value: function fixTitle() {\n   var el = this.$element;\n   var titleType = _typeof(getAttr(el, 'data-original-title'));\n   if (getAttr(el, 'title') || titleType !== 'string') {\n   setAttr(el, 'data-original-title', getAttr(el, 'title') || '');\n   setAttr(el, 'title', '');\n   }\n   }\n\n   // Enter handler\n   /* istanbul ignore next */\n\n }, {\n   key: 'enter',\n   value: function enter(e) {\n   var _this10 = this;\n\n   if (e) {\n   this.$activeTrigger[e.type === 'focusin' ? 'focus' : 'hover'] = true;\n   }\n   if (hasClass(this.getTipElement(), ClassName.SHOW) || this.$hoverState === HoverState.SHOW) {\n   this.$hoverState = HoverState.SHOW;\n   return;\n   }\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverState = HoverState.SHOW;\n   if (!this.$config.delay || !this.$config.delay.show) {\n   this.show();\n   return;\n   }\n   this.$hoverTimeout = setTimeout(function () {\n   if (_this10.$hoverState === HoverState.SHOW) {\n   _this10.show();\n   }\n   }, this.$config.delay.show);\n   }\n\n   // Leave handler\n   /* istanbul ignore next */\n\n }, {\n   key: 'leave',\n   value: function leave(e) {\n   var _this11 = this;\n\n   if (e) {\n   this.$activeTrigger[e.type === 'focusout' ? 'focus' : 'hover'] = false;\n   if (e.type === 'focusout' && /blur/.test(this.$config.trigger)) {\n   // Special case for `blur`: we clear out the other triggers\n   this.$activeTrigger.click = false;\n   this.$activeTrigger.hover = false;\n   }\n   }\n   if (this.isWithActiveTrigger()) {\n   return;\n   }\n   clearTimeout(this.$hoverTimeout);\n   this.$hoverState = HoverState.OUT;\n   if (!this.$config.delay || !this.$config.delay.hide) {\n   this.hide();\n   return;\n   }\n   this.$hoverTimeout = setTimeout(function () {\n   if (_this11.$hoverState === HoverState.OUT) {\n   _this11.hide();\n   }\n   }, this.$config.delay.hide);\n   }\n }, {\n   key: 'getPopperConfig',\n   value: function getPopperConfig(placement, tip) {\n   var _this12 = this;\n\n   return {\n   placement: this.constructor.getAttachment(placement),\n   modifiers: {\n   offset: { offset: this.getOffset(placement, tip) },\n   flip: { behavior: this.$config.fallbackPlacement },\n   arrow: { element: '.arrow' },\n   preventOverflow: { boundariesElement: this.$config.boundary }\n   },\n   onCreate: function onCreate(data) {\n   // Handle flipping arrow classes\n   if (data.originalPlacement !== data.placement) {\n   _this12.handlePopperPlacementChange(data);\n   }\n   },\n   onUpdate: function onUpdate(data) {\n   // Handle flipping arrow classes\n   _this12.handlePopperPlacementChange(data);\n   }\n   };\n   }\n }, {\n   key: 'getOffset',\n   value: function getOffset(placement, tip) {\n   if (!this.$config.offset) {\n   var arrow = select(Selector.ARROW, tip);\n   var arrowOffset = parseFloat(getCS(arrow).width) + parseFloat(this.$config.arrowPadding);\n   switch (OffsetMap[placement.toUpperCase()]) {\n   case +1:\n   return '+50%p - ' + arrowOffset + 'px';\n   case -1:\n   return '-50%p + ' + arrowOffset + 'px';\n   default:\n   return 0;\n   }\n   }\n   return this.$config.offset;\n   }\n }, {\n   key: 'getPlacement',\n   value: function getPlacement() {\n   var placement = this.$config.placement;\n   if (typeof placement === 'function') {\n   return placement.call(this, this.$tip, this.$element);\n   }\n   return placement;\n   }\n }, {\n   key: 'isWithActiveTrigger',\n   value: function isWithActiveTrigger() {\n   for (var trigger in this.$activeTrigger) {\n   if (this.$activeTrigger[trigger]) {\n   return true;\n   }\n   }\n   return false;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'cleanTipClass',\n   value: function cleanTipClass() {\n   var tip =

this.getTipElement();\n   var tabClass = tip.className.match(BSCLS_PREFIX_REGEX);\n   if (tabClass !== null && tabClass.length > 0) {\n   tabClass.forEach(function (cls) {\n   removeClass(tip, cls);\n   });\n   }\n   }\n }, {\n   key: 'handlePopperPlacementChange',\n   value: function handlePopperPlacementChange(data) {\n   this.cleanTipClass();\n   this.addAttachmentClass(this.constructor.getAttachment(data.placement));\n   }\n }, {\n   key: 'fixTransition',\n   value: function fixTransition(tip) {\n   var initConfigAnimation = this.$config.animation || false;\n   if (getAttr(tip, 'x-placement') !== null) {\n   return;\n   }\n   removeClass(tip, ClassName.FADE);\n   this.$config.animation = false;\n   this.hide();\n   this.show();\n   this.$config.animation = initConfigAnimation;\n   }\n }], [{\n   key: 'getAttachment',\n   value: function getAttachment(placement) {\n   return AttachmentMap[placement.toUpperCase()];\n   }\n }, {\n   key: 'Default',\n   get: function get() {\n   return Defaults;\n   }\n\n   // NOTE: Overridden by PopOver class\n\n }, {\n   key: 'NAME',\n   get: function get() {\n   return NAME;\n   }\n }]);\n\n return ToolTip;\n}();\n\nexport default ToolTip;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\nvar _createClass = function () { function defineProperties(target, props) { for (var i = 0; i < props.length; i++) { var descriptor = props[i]; descriptor.enumerable = descriptor.enumerable || false; descriptor.configurable = true; if (\"value\" in descriptor) descriptor.writable = true; Object.defineProperty(target, descriptor.key, descriptor); } } return function (Constructor, protoProps, staticProps) { if (protoProps) defineProperties(Constructor.prototype, protoProps); if (staticProps) defineProperties(Constructor, staticProps); return Constructor; }; }();\n\nfunction _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nfunction _possibleConstructorReturn(self, call) { if (!self) { throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass && superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\nimport ToolTip from './tooltip.class';\nimport { assign } from './object';\nimport { select, addClass, removeClass, getAttr } from './dom';\n\nvar NAME = 'popover';\nvar CLASS_PREFIX = 'bs-popover';\nvar BSCLS_PREFIX_REGEX = new RegExp('\\\\b' + CLASS_PREFIX + '\\\\S+', 'g');\n\nvar Defaults = assign({}, ToolTip.Default, {\n   placement: 'right',\n   trigger: 'click',\n   content: '',\n   template: '<div class=\"popover\" role=\"tooltip\">' + '<div class=\"arrow\"></div>' + '<h3 class=\"popover-header\"></h3>' + '<div class=\"popover-body\"></div></div>'\n});\n\nvar ClassName = {\n   FADE: 'fade',\n   SHOW: 'show'\n};\n\nvar Selector = {\n   TITLE: '.popover-header',\n   CONTENT: '.popover-body'\n\n   /* istanbul ignore next: dificult to test in Jest/JSDOM environment */\n};\n\nvar PopOver = function (_ToolTip) {\n   _inherits(PopOver, _ToolTip);\n\n   function PopOver() {\n   _classCallCheck(this, PopOver);\n\n   return _possibleConstructorReturn(this, (PopOver.__proto__ || Object.getPrototypeOf(PopOver)).apply(this, arguments));\n   }\n\n   _createClass(PopOver, [{\n   key: 'isWithContent',\n\n\n   // Method overrides\n\n   value: function isWithContent(tip) {\n   tip = tip || this.$tip;\n   if (!tip) {\n   return false;\n   }\n   var hasTitle = Boolean((select(Selector.TITLE, tip) || {}).innerHTML);\n   var hasContent = Boolean((select(Selector.CONTENT, tip) || {}).innerHTML);\n   return hasTitle || hasContent;\n   }\n }, {\n   key: 'addAttachmentClass',\n   value: function addAttachmentClass(attachment) {\n   addClass(this.getTipElement(), CLASS_PREFIX + '-' + attachment);\n   }\n }, {\n   key: 'setContent',\n   value: function setContent(tip) {\n   // we use append for html objects to maintain js events/components\n   this.setElementContent(select(Selector.TITLE, tip), this.getTitle());\n   this.setElementContent(select(Selector.CONTENT, tip), this.getContent());\n\n   removeClass(tip, ClassName.FADE);\n   removeClass(tip, ClassName.SHOW);\n   }\n\n   // This method may look identical to ToolTip version, but it uses a different RegEx defined above\n\n }, {\n   key: 'cleanTipClass',\n   value: function cleanTipClass() {\n   var tip = this.getTipElement();\n   var tabClass =

tip.className.match(BSCLS_PREFIX_REGEX);\n if (tabClass !== null && tabClass.length > 0) {\n tabClass.forEach(function (cls) {\n removeClass(tip, cls);\n });\n }\n }\n }, {\n key: 'getTitle',\n value: function getTitle() {\n var title = this.$config.title || '';\n if (typeof title === 'function') {\n title = title(this.$element);\n }\n if ((typeof title === 'undefined' ? 'undefined' : _typeof(title)) === 'object' && title.nodeType && !title.innerHTML.trim()) {\n // We have a dom node, but without inner content, so just return an empty string\n title = '';\n }\n if (typeof title === 'string') {\n title = title.trim();\n }\n if (!title) {\n // Try and grab element's title attribute\n title = getAttr(this.$element, 'title') || getAttr(this.$element, 'data-original-title') || '';\n title = title.trim();\n }\n return title;\n }\n\n // New methods\n\n }, {\n key: 'getContent',\n value: function getContent() {\n var content = this.$config.content || '';\n if (typeof content === 'function') {\n content = content(this.$element);\n }\n if ((typeof content === 'undefined' ? 'undefined' : _typeof(content)) === 'object' && content.nodeType && !content.innerHTML.trim()) {\n // We have a dom node, but without inner content, so just return an empty string\n content = '';\n }\n if (typeof content === 'string') {\n content = content.trim();\n }\n return content;\n }\n }], [{\n key: 'Default',\n\n // Getter overrides\n\n get: function get() {\n return Defaults;\n }\n }, {\n key: 'NAME',\n get: function get() {\n return NAME;\n }\n }]);\n\n return PopOver;\n}(ToolTip);\n\nexport default PopOver;","// Polyfills for SSR\n\nvar isSSR = typeof window === 'undefined';\n\nexport var HTMLElement = isSSR ? Object : window.HTMLElement;","var _typeof = typeof Symbol === \"function\" && typeof Symbol.iterator === \"symbol\" ? function (obj) { return typeof obj; } : function (obj) { return obj && typeof Symbol === \"function\" && obj.constructor === Symbol && obj !== Symbol.prototype ? \"symbol\" : typeof obj; };\n\n/*\n * Tooltip/Popover component mixin\n * Common props\n */\nimport { isArray } from '../utils/array';\nimport { assign } from '../utils/object';\nimport { isElement, getById } from '../utils/dom';\nimport { HTMLElement } from '../utils/ssr';\nimport observeDom from '../utils/observe-dom';\n\nvar PLACEMENTS = {\n top: 'top',\n topleft: 'topleft',\n topright: 'topright',\n right: 'right',\n righttop: 'righttop',\n rightbottom: 'rightbottom',\n bottom: 'bottom',\n bottomleft: 'bottomleft',\n bottomright: 'bottomright',\n left: 'left',\n lefttop: 'lefttop',\n leftbottom: 'leftbottom',\n auto: 'auto'\n};\n\nvar OBSERVER_CONFIG = {\n subtree: true,\n childList: true,\n characterData: true,\n attributes: true,\n attributeFilter: ['class', 'style']\n};\n\nexport default {\n props: {\n target: {\n // String ID of element, or element/component reference\n type: [String, Object, HTMLElement, Function]\n },\n delay: {\n type: [Number, Object, String],\n default: 0\n },\n offset: {\n type: [Number, String],\n default: 0\n },\n noFade: {\n type: Boolean,\n default: false\n },\n container: {\n // String ID of container, if null body is used (default)\n type: String,\n default: null\n },\n boundary: {\n // String: scrollParent, window, or viewport\n // Element: element reference\n type: [String, Object],\n default: 'scrollParent'\n },\n show: {\n type: Boolean,\n default: false\n },\n disabled: {\n type: Boolean,\n default: false\n }\n },\n watch: {\n show: function show(_show, old) {\n if (_show === old) {\n return;\n }\n _show ? this.onOpen() : this.onClose();\n },\n disabled: function disabled(_disabled, old) {\n if (_disabled === old) {\n return;\n }\n _disabled ? this.onDisable() : this.onEnable();\n }\n },\n created: function created() {\n // Create non-reactive property\n this._toolpop = null;\n this._obs_title = null;\n this._obs_content = null;\n },\n mounted: function mounted() {\n var _this = this;\n\n // We do this in a next tick to ensure DOM has rendered first\n this.$nextTick(function () {\n // Instantiate ToolTip/PopOver on target\n // The createToolpop method must exist in main component\n if (_this.createToolpop()) {\n if (_this.disabled) {\n // Initially disabled\n _this.onDisable();\n }\n // Listen to open signals from others\n _this.$on('open', _this.onOpen);\n // Listen to close signals from others\n _this.$on('close', _this.onClose);\n // Listen to disable signals from others\n _this.$on('disable', _this.onDisable);\n // Listen to disable signals from others\n _this.$on('enable', _this.onEnable);\n // Observe content Child changes so we can notify popper of possible size change\n _this.setObservers(true);\n // Set intially open state\n if (_this.show) {\n _this.onOpen();\n }\n }\n });\n },\n updated: function updated() {\n // If content/props changes, etc\n if (this._toolpop) {\n this._toolpop.updateConfig(this.getConfig());\n }\n },\n\n /* istanbul ignore next: not easy to test */\n activated: function activated() {\n // Called when component is inside

a <keep-alive> and component brought offline\n   this.setObservers(true);\n },\n\n /* istanbul ignore next: not easy to test */\n deactivated: function deactivated() {\n   // Called when component is inside a <keep-alive> and component taken offline\n   if (this._toolpop) {\n   this.setObservers(false);\n   this._toolpop.hide();\n   }\n },\n\n /* istanbul ignore next: not easy to test */\n beforeDestroy: function beforeDestroy() {\n   // Shutdown our local event listeners\n   this.$off('open', this.onOpen);\n   this.$off('close', this.onClose);\n   this.$off('disable', this.onDisable);\n   this.$off('enable', this.onEnable);\n   this.setObservers(false);\n   // bring our content back if needed\n   this.bringItBack();\n   if (this._toolpop) {\n   this._toolpop.destroy();\n   this._toolpop = null;\n   }\n },\n\n computed: {\n   baseConfig: function baseConfig() {\n   var cont = this.container;\n   var delay = _typeof(this.delay) === 'object' ? this.delay : parseInt(this.delay, 10) || 0;\n   return {\n   // Title prop\n   title: (this.title || '').trim() || '',\n   // Contnt prop (if popover)\n   content: (this.content || '').trim() || '',\n   // Tooltip/Popover placement\n   placement: PLACEMENTS[this.placement] || 'auto',\n   // Container curently needs to be an ID with '#' prepended, if null then body is used\n   container: cont ? /^#/.test(cont) ? cont : '#' + cont : false,\n   // boundariesElement passed to popper\n   boundary: this.boundary,\n   // Show/Hide delay\n   delay: delay || 0,\n   // Offset can be css distance. if no units, pixels are assumed\n   offset: this.offset || 0,\n   // Disable fade Animation?\n   animation: !this.noFade,\n   // Open/Close Trigger(s)\n   trigger: isArray(this.triggers) ? this.triggers.join(' ') : this.triggers,\n   // Callbacks so we can trigger events on component\n   callbacks: {\n   show: this.onShow,\n   shown: this.onShown,\n   hide: this.onHide,\n   hidden: this.onHidden,\n   enabled: this.onEnabled,\n   disabled: this.onDisabled\n   }\n   };\n   }\n },\n methods: {\n   getConfig: function getConfig() {\n   var cfg = assign({}, this.baseConfig);\n   if (this.$refs.title && this.$refs.title.innerHTML.trim()) {\n   // If slot has content, it overrides 'title' prop\n   // We use the DOM node as content to allow components!\n   cfg.title = this.$refs.title;\n   cfg.html = true;\n   }\n   if (this.$refs.content && this.$refs.content.innerHTML.trim()) {\n   // If slot has content, it overrides 'content' prop\n   // We use the DOM node as content to allow components!\n   cfg.content = this.$refs.content;\n   cfg.html = true;\n   }\n   return cfg;\n   },\n   onOpen: function onOpen() {\n   if (this._toolpop) {\n   this._toolpop.show();\n   }\n   },\n   onClose: function onClose(callback) {\n   if (this._toolpop) {\n   this._toolpop.hide(callback);\n   } else if (typeof callback === 'function') {\n   callback();\n   }\n   },\n   onDisable: function onDisable() {\n   if (this._toolpop) {\n   this._toolpop.disable();\n   }\n   },\n   onEnable: function onEnable() {\n   if (this._toolpop) {\n   this._toolpop.enable();\n   }\n   },\n   updatePosition: function updatePosition() {\n   if (this._toolpop) {\n   // Instruct popper to reposition popover if necessary\n   this._toolpop.update();\n   }\n   },\n   getTarget: function getTarget() {\n   var target = this.target;\n   if (typeof target === 'function') {\n   target = target();\n   }\n   if (typeof target === 'string') {\n   // Assume ID of element\n   return getById(target);\n   } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target.$el)) {\n   // Component reference\n   return target.$el;\n   } else if ((typeof target === 'undefined' ? 'undefined' : _typeof(target)) === 'object' && isElement(target)) {\n   // Element reference\n   return target;\n   }\n   return null;\n   },\n   onShow: function onShow(evt) {\n   this.$emit('show', evt);\n   },\n   onShown: function onShown(evt) {\n   this.setObservers(true);\n   this.$emit('update:show', true);\n   this.$emit('shown', evt);\n   },\n   onHide: function onHide(evt) {\n   this.$emit('hide', evt);\n   },\n   onHidden: function onHidden(evt) {\n   this.setObservers(false);\n   // bring our content back if needed to keep Vue happy\n   // Tooltip class will move it back to tip when shown again\n   this.bringItBack();\n   this.$emit('update:show', false);\n   this.$emit('hidden', evt);\n   },\n   onEnabled: function onEnabled(evt) {\n   if (!evt || evt.type !== 'enabled') {\n   // Prevent possible endless loop if user mistakienly fires enabled instead of enable\n   return;\n   }\n   this.$emit('update:disabled', false);\n   this.$emit('disabled');\n   },\n   onDisabled: function onDisabled(evt) {\n   if (!evt || evt.type !== 'disabled') {\n   // Prevent possible endless loop if user mistakienly fires disabled instead of disable\n   return;\n   }\n   this.$emit('update:disabled', true);\n   this.$emit('enabled');\n   },\n   bringItBack: function bringItBack() {\n   // bring our content back if needed to keep Vue happy\n   if (this.$el && this.$refs.title) {\n   this.$el.appendChild(this.$refs.title);\n   }\n   if (this.$el && this.$refs.content) {\n   this.$el.appendChild(this.$refs.content);\n   }\n   },\n\n   /* istanbul ignore next: not easy to test */\n

setObservers: function setObservers(on) {\n   if (on) {\n   if (this.$refs.title) {\n   this._obs_title = observeDom(this.$refs.title, this.updatePosition.bind(this), OBSERVER_CONFIG);\n   }\n   if (this.$refs.content) {\n   this._obs_content = observeDom(this.$refs.content, this.updatePosition.bind(this), OBSERVER_CONFIG);\n   }\n   } else {\n   if (this._obs_title) {\n   this._obs_title.disconnect();\n   this._obs_title = null;\n   }\n   if (this._obs_content) {\n   this._obs_content.disconnect();\n   this._obs_content = null;\n   }\n   }\n }\n};","import PopOver from '../../utils/popover.class';\nimport warn from '../../utils/warn';\nimport toolpopMixin from '../../mixins/toolpop';\nexport default {\n mixins: [toolpopMixin],\n render: function render(h) {\n   return h('div', {\n   class: ['d-none'],\n   style: { display: 'none' },\n   attrs: { 'aria-hidden': true }\n   }, [h('div', { ref: 'title' }, this.$slots.title), h('div', { ref: 'content' }, this.$slots.default)]);\n },\n data: function data() {\n   return {};\n },\n\n props: {\n   title: {\n   type: String,\n   default: ''\n   },\n   content: {\n   type: String,\n   default: ''\n   },\n   triggers: {\n   type: [String, Array],\n   default: 'click'\n   },\n   placement: {\n   type: String,\n   default: 'right'\n   }\n },\n methods: {\n   createToolpop: function createToolpop() {\n   // getTarget is in toolpop mixin\n   var target = this.getTarget();\n   if (target) {\n   this._toolpop = new PopOver(target, this.getConfig(), this.$root);\n   } else {\n   this._toolpop = null;\n   warn(\"b-popover: 'target' element not found!\");\n   }\n   return this._toolpop;\n   }\n }\n};","<template>\n <div>\n   <component :is=\"rootElement\" id=\"imddb-header\" data-turbolinks-permanent class=\"navbar navbar-expand-lg navbar-light imddb-header\" :offset=\"100\" :z-index=\"1020\" :on-unpin=\"closeFollowUsPopover\" :class=\"{ 'headroom--frozen': !collapseNavbar }\" :style=\"{ position: position }\">\n   <!-- @slot Redefines brand -->\n   <slot name=\"brand\">\n   <a :href=\"homeUrl\" class=\"navbar-brand imddb-header__brand\">\n   \n   {{ project }}\n   \n   </slot>\n   <button class=\"navbar-toggler\" type=\"button\" aria-label=\"Toggle navigation\" @click=\"toggleNavbar\">\n   \n   </button>\n   <div class=\"navbar-collapse\" :class=\"{ collapse: collapseNavbar }\">\n   <!-- @slot Redefines the main navbar block (containing the dropdown) -->\n   <slot name=\"navbar\">\n   <ul class=\"navbar-nav mr-auto\">\n   <b-nav-dropdown @show=\"$root.$emit('bv::hide::popover')\">\n   <template slot=\"button-content\">\n   {{ title }}\n   </template>\n   <b-dropdown-item v-for=\"(item, $index) in dropdownItems\" :key=\"$index\" :href=\"item.href\" v-bind=\"{ active: !!item.active }\">\n   {{ item.label }}\n   </b-dropdown-item>\n   </b-nav-dropdown>\n   \n   </slot>\n   <ul class=\"navbar-nav\">\n   <li class=\"nav-item\">\n   \n   {{ $t('imddb-header.navbar.leak') }}\n   \n   \n   <li class=\"nav-item mr-lg-3\">\n   <a @click.prevent=\"$refs.donateFormModal.show()\" href=\"#\" class=\"nav-link\">\n   {{ $t('imddb-header.navbar.support') }}\n   \n   \n   <li class=\"nav-item\">\n   <button class=\"btn btn-saddle-red btn-block font-weight-bold\" id=\"follow-icij\">\n   {{ $t('imddb-header.navbar.follow') }}\n   </button>\n   <b-popover container=\"imddb-header\" target=\"follow-icij\" placement=\"bottomleft\" :show.sync=\"showSignupPopover\">\n   <follow-us-popover :show.sync=\"showSignupPopover\"></follow-us-popover>\n   </b-popover>\n   \n   \n   </div>\n   </component>\n   <b-modal hide-footer lazy ref=\"donateFormModal\" size=\"lg\">\n   \n   {{ $t('imddb-header.navbar.support') }}\n   \n   <donate-form no-title></donate-form>\n   </b-modal>\n </div>\n</template>\n\n<script>\n import bDropdownItem from 'bootstrap-vue/es/components/dropdown/dropdown-item'\n import bModal from 'bootstrap-vue/es/components/modal/modal'\n import bNavDropdown from 'bootstrap-vue/es/components/nav/nav-item-dropdown'\n import bPopover from 'bootstrap-vue/es/components/popover/popover'\n\n import i18n from '@/i18n'\n import { headroom } from 'vue-headroom'\n import DonateForm from './DonateForm.vue'\n import FollowUsPopover from './FollowUsPopover.vue'\n import config from '../config'\n\n /**\n   * ImddbHeader\n   */\n export default {\n   i18n,\n   name: 'ImddbHeader',\n   components: {\n   bDropdownItem,\n   bModal,\n   bNavDropdown,\n   bPopover,\n   headroom,\n   DonateForm,\n   FollowUsPopover\n   },\n   props: {\n   /**\n   * CSS position of the header. Can be absolute, relative, static or fixed

(default).\n   */\n   position: {\n   type: String,\n   default: 'fixed'\n   },\n   /**\n   * Disable Headroom for hiding header until needed.\n   */\n   noHeadroom: {\n   type: Boolean\n   },\n   /**\n   * Project name, to display next to ICIJ logo\n   */\n   project: {\n   type: String,\n   default: () => config.get('project.name')\n   },\n   /**\n   * App name, to display next to project name\n   */\n   title: {\n   type: String,\n   default: () => config.get('app.name')\n   },\n   /**\n   * An array of objects defining dropdown items. Each item defines a label and a href.\n   */\n   dropdownItems: {\n   type: Array,\n   default: () => config.get('imddb-header.dropdown.items')\n   },\n   /**\n   * Target link of the ICIJ logo and project name.\n   */\n   homeUrl: {\n   type: String,\n   default: () => config.get('app.home')\n   }\n },\n data () {\n   return {\n   showSignupPopover: false,\n   collapseNavbar: true\n   }\n },\n methods: {\n   closeFollowUsPopover () {\n   this.showSignupPopover = false\n   },\n   toggleNavbar () {\n   this.collapseNavbar = !this.collapseNavbar\n   this.$root.$emit('bv::hide::popover')\n   this.$root.$emit('bv::hide::dropdwon')\n   }\n },\n computed: {\n   rootElement () {\n   return this.noHeadroom ? 'div' : 'headroom'\n   }\n }\n}\n</script>\n\n<style lang=\"scss\">\n @import '../styles/lib';\n\n .imddb-header {\n   background: rgba($mercury, 0.8);\n   box-shadow: 0 0 6px 0 rgba(#000, .1);\n   position: relative;\n   top:0;\n   width: 100%;\n   z-index: $zindex-sticky;\n\n   .popover {\n   width: 100%;\n   }\n\n   @include media-breakpoint-down(md) {\n   background: $mercury;\n   }\n\n   &.headroom {\n   will-change: transform;\n   transition: transform 200ms linear;\n\n   &--unpinned {\n   transform: translateY(-100%) !important;\n   }\n\n   &--pinned {\n   transform: translateY(0%);\n   }\n\n   &--frozen {\n   transform: translateY(0%) !important;\n   }\n   }\n\n   &__brand {\n   position: relative;\n   font-weight: bolder;\n   padding-right: $spacer * 1.5;\n\n   &:after {\n   content: \"\";\n   background: $body-color;\n   width: 2px;\n   height: 32px;\n   position: absolute;\n   right:0;\n   top: 50%;\n   transform: translateY(-50%);\n\n   @include media-breakpoint-down(md) {\n   display: none;\n   }\n   }\n   }\n\n   .navbar-toggler {\n   background: $mercury;\n   position: absolute;\n   right: $spacer;\n   top: $spacer / 2;\n   margin: 0;\n   }\n\n   .dropdown-item {\n   white-space: normal;\n   width: 440px;\n   max-width: 90vw;\n\n   @include media-breakpoint-down(sm) {\n   width: 100%;\n   }\n   }\n\n   .dropdown .nav-link {\n\n   @include media-breakpoint-up(lg) {\n   font-size: 1.2rem;\n   font-family: $headings-font-family;\n   }\n   }\n }\n</style>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ImddbHeader.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./ImddbHeader.vue?vue&type=template&id=36e6b928&\"\nimport script from \"./ImddbHeader.vue?vue&type=script&lang=js&\"\nexport * from \"./ImddbHeader.vue?vue&type=script&lang=js&\"\nimport style0 from \"./ImddbHeader.vue?vue&type=style&index=0&lang=scss&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"ImddbHeader.vue\"\nexport default component.exports","var render = function () {var _vm=this;var _h=_vm.$createElement;var _c=_vm._self._c||_h;return _c('div',{attrs:{\"id\":_vm.iframeId}})}\nvar staticRenderFns = []\n\nexport { render, staticRenderFns }","<template>\n <div :id=\"iframeId\"></div>\n</template>\n\n<script>\n import { injectAssets } from '../utils/assets'\n\n var iframeUniqueIdCounter = 0;\n\n /**\n * ResponsiveIframe\n */\n export default {\n   name: 'ResponsiveIframe',\n   props: {\n   /**\n   * URL of the generated iframe code.\n   */\n   url: {\n   type: String,\n   required : true\n   },\n   /**\n   * Option to pass to the constructor of the pymParent instance\n   */\n   options: {\n   type: Object,\n   default: () => ({ })\n   },\n   },\n   data () {\n   return {\n

iframeId: `icij-iframe-${++iframeUniqueIdCounter}`\n   }\n },\n mounted () {\n   injectAssets('https://pym.nprapps.org/pym.v1.min.js').then(() => {\n   new pym.Parent(this.iframeId, this.url, this.options)\n   })\n }\n \n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ResponsiveIframe.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./ResponsiveIframe.vue?vue&type=script&lang=js&\"","import { render, staticRenderFns } from \"./ResponsiveIframe.vue?vue&type=template&id=2b5efd28&\"\nimport script from \"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\nexport * from \"./ResponsiveIframe.vue?vue&type=script&lang=js&\"\n\n\n/* normalize component */\nimport normalizer from \"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"ResponsiveIframe.vue\"\nexport default component.exports","<script>\nconst noop = () => (null)\n\n/**\n * SlideUpDown\n */\nexport default {\n name: 'SlideUpDown',\n props: {\n   /**\n   * Toggler property. Set to false to hide the component.\n   */\n   active: {\n   type: Boolean,\n   },\n   /**\n   * Duration of the animation.\n   */\n   duration: {\n   type: Number,\n   default: 200\n   },\n   /**\n   * HTML tag to render this component to.\n   */\n   tag: {\n   type: String,\n   default: 'div'\n   }\n },\n data () {\n   return {\n   state: 'post',\n   mounted: false,\n   scrollHeight: 0\n   }\n },\n watch: {\n   active (toggler) {\n   this.triggerSlide()\n   }\n },\n render (h) {\n   return h(this.tag, { style: this.style, ref: 'container' }, this.$slots.default)\n },\n mounted () {\n   this.deferedNextTick(() => {\n   this.mounted = true\n   this.cleanLayout()\n   this.$container.addEventListener(\"transitionend\", this.cleanLayout)\n   })\n },\n computed: {\n   stylePreTransition () {\n   return {\n   'overflow': 'hidden',\n   'transition-property': 'height',\n   'transition-duration': `${this.duration}ms`,\n   'height': this.mounted ? `${this.$container.scrollHeight}px` : 0,\n   }\n   },\n   styleActiveTransition () {\n   return {\n   'overflow': 'hidden',\n   'transition-property': 'height',\n   'transition-duration': `${this.duration}ms`,\n   'height': this.mounted ? `${this.activeHeight}px` : 'auto',\n   }\n   },\n   stylePostTransition () {\n   // Reset style when the element is active\n   return this.active ? { } : this.styleActiveTransition\n   },\n   style () {\n   switch (this.state) {\n   case 'pre': return this.stylePreTransition\n   case 'active': return this.styleActiveTransition\n   default: return this.stylePostTransition\n   }\n   },\n   activeHeight () {\n   return this.active ? this.$container.scrollHeight : 0\n   },\n $container () {\n   return this.$refs.container\n   }\n },\n methods: {\n   triggerSlide () {\n   this.state = 'pre'\n   this.scrollHeight = this.$container.scrollHeight\n   // Defered next tick to let the component render once\n   this.deferedNextTick(() => this.state = 'active')\n   },\n   cleanLayout (e = null) {\n   // This method can be triggered by animated child elements in\n   // which case, we should do anything\n   if(!e || e.target == this.$container) {\n   this.state = 'post'\n   this.deferedNextTick()\n   }\n   },\n   deferedNextTick (fn = noop) {\n   setTimeout(() => this.$nextTick(fn), 0)\n   }\n }\n}\n</script>\n","import mod from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"; export default mod; export * from \"-!../../node_modules/cache-loader/dist/cjs.js??ref--12-0!../../node_modules/thread-loader/dist/cjs.js!../../node_modules/babel-loader/lib/index.js!../../node_modules/cache-loader/dist/cjs.js??ref--0-0!../../node_modules/vue-loader/lib/index.js??vue-loader-options!./SlideUpDown.vue?vue&type=script&lang=js&\"","var render, staticRenderFns\nimport script from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\nexport * from \"./SlideUpDown.vue?vue&type=script&lang=js&\"\n\n\n/* normalize component */\nimport normalizer from

\"!../../node_modules/vue-loader/lib/runtime/componentNormalizer.js\"\nvar component = normalizer(\n script,\n render,\n staticRenderFns,\n false,\n null,\n null,\n null\n \n)\n\ncomponent.options.__file = \"SlideUpDown.vue\"\nexport default component.exports","import ContentPlaceholder from './ContentPlaceholder.vue'\nimport DonateForm from './DonateForm.vue'\nimport EmbeddableFooter from './EmbeddableFooter.vue'\nimport EmbedForm from './EmbedForm.vue'\nimport FollowUsPopover from './FollowUsPopover.vue'\nimport Fa from './Fa'\nimport GenericFooter from './GenericFooter.vue'\nimport ImddbHeader from './ImddbHeader.vue'\nimport ResponsiveIframe from './ResponsiveIframe.vue'\nimport SharingOptions from './SharingOptions.vue'\nimport SignUpForm from './SignUpForm.vue'\nimport SlideUpDown from './SlideUpDown.vue'\n\nexport {\n ContentPlaceholder,\n DonateForm,\n EmbeddableFooter,\n EmbedForm,\n FollowUsPopover,\n Fa,\n GenericFooter,\n ImddbHeader,\n ResponsiveIframe,\n SharingOptions,\n SignUpForm,\n SlideUpDown,\n}\n","import VueI18n from 'vue-i18n'\nimport { basename, extname } from 'path'\nimport i18n from './i18n'\nexport { default as config } from './config'\nexport { default as ContentPlaceholder } from './components/ContentPlaceholder.vue'\nexport { default as DonateForm } from './components/DonateForm.vue'\nexport { default as EmbeddableFooter } from './components/EmbeddableFooter.vue'\nexport { default as EmbedForm } from './components/EmbedForm.vue'\nexport { default as FollowUsPopover } from './components/FollowUsPopover.vue'\nexport { default as Fa } from './components/Fa'\nexport { default as GenericFooter } from './components/GenericFooter.vue'\nexport { default as ImddbHeader } from './components/ImddbHeader.vue'\nexport { default as ResponsiveIframe } from './components/ResponsiveIframe.vue'\nexport { default as SharingOptions } from './components/SharingOptions.vue'\nexport { default as SignUpForm } from './components/SignUpForm.vue'\nexport { default as SlideUpDown } from './components/SlideUpDown.vue'\n\nimport * as components from './components'\n\nclass Murmur {\n static setLocaleMessage(lang, message) {\n return this.i18n.setLocaleMessage(lang, message)\n }\n static mergeLocaleMessage(lang, message) {\n return this.i18n. mergeLocaleMessage(lang, message)\n }\n static setLocale(lang) {\n return this.i18n.locale = lang\n }\n static getLocale() {\n return this.i18n.locale\n }\n static get i18n() {\n return i18n\n }\n static get config() {\n return require('./config.js').default\n }\n static get components() {\n return components\n }\n static install (Vue, options) {\n Object.keys(components).forEach(key => Vue.component(key, components[key]))\n }\n}\n\nexport default Murmur\n","import './setPublicPath'\nimport mod from '~entry'\nexport default mod\nexport * from '~entry'\n","var assocIndexOf = require('./_assocIndexOf');\n\n/**\n * Checks if a list cache value for `key` exists.\n *\n * @private\n * @name has\n * @memberOf ListCache\n * @param {string} key The key of the entry to check.\n * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.\n */\nfunction listCacheHas(key) {\n return assocIndexOf(this.__data__, key) > -1;\n}\n\nmodule.exports = listCacheHas;\n","module.exports = \\x09\\x0A\\x0B\\x0C\\x0D\\x20\\xA0\\u1680\\u180E\\u2000\\u2001\\u2002\\u2003' +\n '\\u2004\\u2005\\u2006\\u2007\\u2008\\u2009\\u200A\\u202F\\u205F\\u3000\\u2028\\u2029\\uFEFF';\n","var baseGetTag = require('./_baseGetTag'),\n isObjectLike = require('./isObjectLike');\n\n/** `Object#toString` result references. */\nvar symbolTag = '[object Symbol]';\n\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\nfunction isSymbol(value)\n{\n return typeof value == 'symbol' ||\n (isObjectLike(value) && baseGetTag(value) == symbolTag);\n}\n\nmodule.exports = isSymbol;\n"],"sourceRoot":""}

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1062149670_1592570080.27/0/murmur-1-1-0-
tgz/package/dist/lib/@icij/murmur.common.js.map

1.308 libsemanage 3.0 1build2

1.308.1 Available under license :

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1.309 shadow 4.8.1-1ubuntu5.20.04.2

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Go support for Protocol Buffers - Google's data interchange format

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 * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
 * NTLM-authenticated HTTPSConnectionPool
 * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
 * Client-verified SSL certificates for HTTPSConnectionPool
 * Response gzip and deflate encoding support
 * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
 * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRlBZDhBFXQB6/>
 * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
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 * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
 * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
 * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
 * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>

* Support for TLS SNI
* API unification of ssl_version/cert_reqs
* SSL fingerprint and alternative hostname verification
* Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
* Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
* Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
* Correct six.moves conflict
* Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
* Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
* Stream method for Response objects.
* Return native strings in header values.
* Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
* Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
* Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
* Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
* Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
* Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
* Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
* HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
* Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>

* Disabled TLS compression by default on Python 3.2+
* Disabled TLS compression in pyopenssl contrib module
* Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
 * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
 * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
 * HTTPHeaderDict and associated tests and docs
 * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
 * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
 * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
 * PEP8 Compliance and Linting
 * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
 * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
 * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
 * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
 * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
 * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
 * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
 * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
 * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
 * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
 * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
 * App Engine environment tests.
 * Documentation re-write.

* John Krauss <https://github.com/talos>
 * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
 * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
 * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
 * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
 * Fix low-level exceptions leaking from ``HTTPResponse.stream()``.
 * Bugfix for ``ConnectionPool.urlopen(release_conn=False)``.
 * Creation of ``HTTPConnectionPool.ResponseCls``.

* Predrag Gruevski <https://github.com/obi1kenobi>
 * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
 * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
 * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
 * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
 * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
 * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
 * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
 * Various character-encoding fixes/tweaks
 * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
 * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
 * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
 * History list to Retry object.
 * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
 * Ensure timeouts are not booleans and greater than zero.
 * Fixed infinite loop in ``stream`` when amt=None.
 * Added length_remaining to determine remaining data to be read.
 * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
 * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
 * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
 * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
 * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
 * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
 * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
 * Bugfix to pyopenssl vendoring

* Wolfgang Richter <wolfgang.richter@gmail.com>
 * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
 * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>

* Fix ``util.selectors._fileobj_to_fd`` to accept ``long``.
* Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
 * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
 * Minor fixes in the test suite

* Will Bond <will@wbond.net>
 * Add Python 2.6 support to ``contrib.securetransport``

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
 * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
 * Improve contribution guide
 * Add ``HTTPResponse.geturl`` method to provide ``urllib2.urlopen().geturl()`` behavior

* Bruce Merry <https://www.brucemerry.org.za>
 * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
 * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
 * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
 * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
 * Remove Authorization header regardless of case when redirecting to cross-site

* James Meickle <https://permadeath.com/>
 * Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
 * Remove a spurious TypeError from the exception chain inside
   HTTPConnectionPool._make_request(), also for BaseExceptions.

* [Your name or handle] <[email or website]>
 * [Brief summary of your changes]
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1.319 charset-normalizer 2.0.7

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1.320 python-pip 20.0.2

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as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
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In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
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2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1.1	2010	PSF	yes
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1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
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2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes

2.4.2	2.4.1	2005	PSF	yes
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2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see http://www.zope.com). In 2001, the Python Software
Foundation (PSF, see http://www.python.org/psf/) was formed, a
non-profit organization created specifically to own Python-related
Intellectual Property. Zope Corporation is a sponsoring member of
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All Python releases are Open Source (see http://www.opensource.org for
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releases have also been GPL-compatible; the table below summarizes
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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes

2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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1.324 ansible 2.10.0

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1.328 goprotobuf 1.5.2

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  customarily used for software interchange.

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  (including a physical distribution medium), accompanied by a
  written offer, valid for at least three years and valid for as
  long as you offer spare parts or customer support for that product
  model, to give anyone who possesses the object code either (1) a
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  more than your reasonable cost of physically performing this
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1.343 hashicorp-go-plugin 1.4.0

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1.353 robot-telemetry_proto 0.0.0-20210520062046-a73bb180cba4

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```
/*
 * Generated by ncsc --mib2yang-std
 * Source: MIB_SOURCES_POST_PROCESSED/CISCO-IMAGE-LICENSE-MGMT-MIB.mib
 */
/*
 * This YANG module has been generated by smidump 0.5.0:
 *
 *     smidump -f yang CISCO-IMAGE-LICENSE-MGMT-MIB
 *
 * Do not edit. Edit the source file instead!
 */

module CISCO-IMAGE-LICENSE-MGMT-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-IMAGE-LICENSE-MGMT-MIB";
 prefix "cisco-image-license-mgmt-mib";

 import ENTITY-MIB {
  prefix "entity-mib";
 }

 import SNMP-FRAMEWORK-MIB {
```

```
  prefix "snmp-framework";
}

import ietf-yang-smiv2 {
 prefix "smiv2";
}
```

organization
 "Cisco Systems Inc.";

contact
 "Cisco Systems
 Customer Service
 Postal: 170 W Tasman Drive
 San Jose, CA 95134
 USA
 Tel: +1 800 553 -NETS
 E-mail: cs-snmp@cisco.com";

description
 "The MIB module for managing the running image level
 of a Cisco device. Cisco's licensing mechanism provides
 flexibility to run a device on a chosen image level.
 This mechanism is referred to as image level licensing.
 Image level licensing leverages the universal image
 based licensing solution.

 The image level licensing mechanism works as follows -

 A universal image that contains all levels of software
 packages is loaded on to the device. At boot time, the
 device determines the highest level of license and brings
 up the appropriate software features or subsystems.
 The user can configure the image level with which the
 device has to boot. The system will verify whether the
 appropriate license is available for the configured image
 level. The image level for the next boot will be determined
 based on the availability of the license. The following
 scenarios explains some use-cases of image level licensing:

 Scenario 1:
 - Customer selects advsecurityk9 based image.
 - Manufacturing installs advsecurity license on the device.
 - This device will run all features that are part of the
 base advsecurity license.
 - Customer upgrades to advipservicesk9 license.
 - The next boot level is set to advipservicesk9.
 - The device will run advsecurityk9 feature until the

next reboot. After reboot the device will run
advipservicesk9 features.

Scenario 2:
- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity
license on the device.
- This device will run all features that are part of the
base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA)
before using this MIB to configure the image level.

This MIB should be used in conjuntion with
CISCO-LICENSE-MGMT-MIB module to achieve the image level
licensing functionality.

This MIB module defines objects which provides the different
image levels supported by the device and the license required
to enable a particular image level. It also defines objects
to let the user configure the required image level. The MIB
module contains notification which will be triggered when
the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export
the EULA and to configure the required license.

This MIB module is defined generically so it can be used for
both stand-alone as well as stackable devices. The
entPhysicalIndex imported from ENTITY-MIB is used to identify
the device uniquely.";

revision 2007-10-16 {
 description
  "Initial version of this MIB module.";
}

typedef BootImageLevel {
 type binary {
  length "0..255";
 }
 description
  "This textual convention is used to define
  the image level.

  If the device is running at advipservices
  image level, then the boot image level will

```
   be 'advipservices'.";
 }

 typedef LicenseNameList {
  type binary {
   length "0..255";
  }
  description
   "This textual convention is used to define
    the list of license names. If multiple licenses
    are present then this string will contain all
    the licenses seperated by the ',' character.

    If the license required to run a device at
    advipservices image level is advipservices and
    advsecurity, then the license name list will be
    'advipservices,advsecurity'.";
 }


 container CISCO-IMAGE-LICENSE-MGMT-MIB {
  config false;

  container ciscoImageLicenseMgmtMIBObjects {
   smiv2:oid "1.3.6.1.4.1.9.9.640.1";

   leaf cilmEULAAccepted {
    type boolean;
    description
     "This object when set to TRUE means that the user has
      accepted the END USER LICENSE AGREEMENT. This object
      has to be set to TRUE by the user before using the
      objects in the cilmBootImageLevelTable to configure
      the license.";
    smiv2:defval "false";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.3";
   }
  }

  container cilmNotifCntl {
   smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";

   leaf cilmImageLevelChangedNotif {
    type boolean;
    description
     "Specify whether or not a notification should be
      generated on the detection of change in next boot
```

image level.

If set to TRUE, cilmBootImageLevelChanged notification
will be generated. It is the responsibility of the
management entity to ensure that the SNMP administrative
model is configured in such a way as to allow the
notification to be delivered.";
     reference
      "See also RFC3413 for explanation that notifications
       are under the ultimate control of the MIB module in
       this document.";
     smiv2:defval "false";
     smiv2:max-access "read-write";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.4.1";
    }
  }

  container cilmBootImageLevelTable {
   description
    "A table that contains the configuration information of
     current and next boot image level. This table contains
     entries for each software module running in an image
     loaded in the device. The software module is identified by
     cilmModuleName and the device is identified by
     entPhysicalIndex.";
   smiv2:oid "1.3.6.1.4.1.9.9.640.1.1";

   list cilmBootImageLevelEntry {
    key "entPhysicalIndex cilmModuleName";
    description
     "An entry in the table for each module containing the
      list of objects that define the configuration of next
      boot level. The following information is specified by
      the objects present in the table.

      - Current image level.
      - Configured image level for the next boot.
      - Actual image level for the next boot.
      - License store index for the current license.
      - License index of the current license.
      - License store index for the next boot license.
      - License index of the next boot license.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1";

    leaf entPhysicalIndex {
     type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

```
   }
 }

 leaf cilmModuleName {
  type snmp-framework:SnmpAdminString;
  description
   "This object is used as one of the two indices in
    cilmBootImageLevelTable. This object indicates the module
    name of the software package. There can be multiple
    modules in an image performing specific functionality.
    For example, in a wireless image there can be two modules
    - a base image module and a wireless module.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.1";
 }

 leaf cilmCurrentImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
   "This object indicates the current image level that
    the module is running.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.2";
 }

 leaf cilmConfiguredBootImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
   "This object indicates the configured image level
    of the module for the next boot.

    Note: The configured next boot image level may not
    be the actual next boot image level. The actual next
    boot image level is denoted by cilmNextBootImageLevel
    which is determined based on the license availability.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.3";
 }

 leaf cilmNextBootImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
   "This object indicates the next boot image level. The
    next boot image level can be different from configured
    level. The next boot image level is determined based
    on the availability of required license.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.4";
```

```
}

leaf cilmCurrentLicenseStoreIndex {
 type uint32;
 description
  "This object indicates the license store index where the
   currently used license is stored. This object has the same
   value as clmgmtLicenseStoreIndex object and uniquely
   identifies an entry in clmgmtLicenseStoreInfoTable in
   CISCO-LICENSE-MGMT-MIB.

   Note: The license store index can be '0' if no license is
   installed and device is running base image.";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.5";
}

leaf cilmCurrentLicenseIndex {
 type uint32;
 description
  "This object indicates the license index of the currently used
   license. This object has the same value as clmgmtLicenseIndex and
   uniquely identifies an entry in clmgmtLicenseInfoTable in
   CISCO-LICENSE-MGMT-MIB.

   Note: The license index can be '0' if no license is
   installed and device is running base image.";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.6";
}

leaf cilmNextBootLicenseStoreIndex {
 type uint32;
 description
  "This object indicates the license store index where the
   next boot license is stored. This object has the same
   value as clmgmtLicenseStoreIndex object and uniquely
   identifies an entry in clmgmtLicenseStoreInfoTable in
   CISCO-LICENSE-MGMT-MIB.

   Note: The license store index can be '0' if no license is
   installed for the next boot.";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.7";
}

leaf cilmNextBootLicenseIndex {
 type uint32;
```

```
       description
        "This object indicates the license index of the next boot
         license. This object has the same value as clmgmtLicenseIndex
         and uniquely identifies an entry in clmgmtLicenseInfoTable in
         CISCO-LICENSE-MGMT-MIB.

         Note: The license index can be '0' if no license is
         installed for the next boot.";
       smiv2:max-access "read-only";
       smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.8";
      }
     }
    }

   container cilmImageLevelToLicenseMapTable {
    description
     "This table contains the mapping between different
      image levels of each modules in the image and the
      license required to run the modules at a particular
      image level. This table can be used to identify the
      different image levels and the appropriate licenses
      required for each.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.2";

    list cilmImageLevelToLicenseMapEntry {
     key "entPhysicalIndex cilmModuleName cilmImageLicenseMapIndex";
     description
      "An entry in the table containing the following
       information.
       - The image levels at the which the modules can be run.
       - The license required to the run a module at a
       particular image level.
       - The priority of the license.";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1";

     leaf entPhysicalIndex {
      type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
     }

     leaf cilmModuleName {
      type leafref {
       path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
      }
```

```
    }

    leaf cilmImageLicenseMapIndex {
     type uint32;
     description
      "This is a running index used to identify an entry
       of this table.";
     smiv2:max-access "not-accessible";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.1";
    }

    leaf cilmImageLicenseImageLevel {
     type cisco-image-license-mgmt-mib:BootImageLevel;
     description
      "This object indicates the image level at which
       a module can be run. A module can be run at
       different image levels. An entry will be created
       in this table for every module and image level
       combination.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.2";
    }

    leaf cilmImageLicenseName {
     type cisco-image-license-mgmt-mib:LicenseNameList;
     description
      "This object indicates the list of licenses needed to
       be installed for the module to run at the image level
       mentioned by cilmImageLicenseImageLevel object of this
       entry.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.3";
    }

    leaf cilmImageLicensePriority {
     type uint32 {
      range "1..255";
     }
     description
      "This object indicates the priority of the image level
       mentioned by cilmImageLicenseImageLevel object of this
       entry. The image level with the highest priority license
       will be considered as the default level in the absense of
       next boot image level configuration. For example if there
       are three licenses l1, l2 and l3 in the ascending order of
       priority, then by default l1 will be the level at which the
       module will be running. If the next boot level is configured
       then the configuration will override the priority. The highest
```

```
          priority license supports a feature set which is a super set of
          all other licenses.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.4";
      }
    }
  }
}

notification cilmBootImageLevelChanged {
 description
  "This notification is triggered when next boot image level
   is changed in the management entity. The current and
   configured image level are indicated by cilmCurrentImageLevel
   and cilmConfiguredBootImageLevel objects respectively.";
  smiv2:oid "1.3.6.1.4.1.9.9.640.0.1";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
      }
    }

    leaf cilmCurrentImageLevel {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmCurrentImageLevel";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
```

```
mib:entPhysicalIndex";
        }
      }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
        }
      }

    leaf cilmConfiguredBootImageLevel {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmConfiguredBootImageLevel";
        }
      }
    }
  }

  smiv2:alias "ciscoImageLicenseMgmtMIB" {
    smiv2:oid "1.3.6.1.4.1.9.9.640";
  }

  smiv2:alias "ciscoImageLicenseMgmtMIBNotifs" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.0";
  }

  smiv2:alias "ciscoImageLicenseMgmtMIBObjects" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1";
  }

  smiv2:alias "cilmNotifCntl" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";
  }

  smiv2:alias "ciscoImageLicenseMgmtMIBConform" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.2";
  }

  smiv2:alias "cilmModuleCompliances" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.2.1";
  }

  smiv2:alias "cilmModuleGroups" {
    smiv2:oid "1.3.6.1.4.1.9.9.640.2.2";
```

}

}

```
--
-- The contents of this document are subject to change without notice.
--

JUNIPER-LICENSE-MIB DEFINITIONS ::= BEGIN

IMPORTS
  MODULE-IDENTITY, OBJECT-TYPE, Unsigned32, TimeTicks, IpAddress,
  NOTIFICATION-TYPE
    FROM SNMPv2-SMI
  jnxLicenseMibRoot
    FROM JUNIPER-SMI
  DisplayString
    FROM SNMPv2-TC;


jnxLicenseMIB      MODULE-IDENTITY
  LAST-UPDATED    "201007090000Z"
  ORGANIZATION    "Juniper Networks, Inc."
  CONTACT-INFO
      "Juniper Technical Assistance Center
       Juniper Networks, Inc.
       1194 N. Mathilda Avenue
       Sunnyvale, CA 94089
       E-mail: support@juniper.net"
  DESCRIPTION
    "Implementation of enterprise specific MIB
     for license commands and configuration."
  REVISION    "201007090000Z"    -- Jul 09, 2010
  DESCRIPTION
      "Initial version."
  ::= { jnxLicenseMibRoot  1  }


jnxLicenseNotifications    OBJECT IDENTIFIER ::= { jnxLicenseMIB  0  }
jnxLicenseObjects          OBJECT IDENTIFIER ::= { jnxLicenseMIB  1  }


jnxLicenseInstallObjects    OBJECT IDENTIFIER ::= { jnxLicenseObjects 1 }
jnxLicenseSettings          OBJECT IDENTIFIER ::= { jnxLicenseObjects 2 }


-- ***********************************************************
-- License table for installed licenses
-- ***********************************************************


jnxLicenseInstallTable   OBJECT-TYPE
  SYNTAX          SEQUENCE  OF  JnxLicenseInstallEntry
  MAX-ACCESS      not-accessible
  STATUS          current
  DESCRIPTION      "This table contains installed feature license information."
  ::= { jnxLicenseInstallObjects 1 }
```

jnxLicenseInstallEntry   OBJECT-TYPE
  SYNTAX   JnxLicenseInstallEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION   "A row of giving installed feature license information."
  INDEX   { IMPLIED jnxLicenseId }
  ::= { jnxLicenseInstallTable 1 }

JnxLicenseInstallEntry ::= SEQUENCE {
  jnxLicenseId   DisplayString,
  jnxLicenseVersion   INTEGER,
  jnxLicenseDeviceId   DisplayString,
  jnxLicenseType   INTEGER,
  jnxLicenseKeys   OCTET STRING
  }

jnxLicenseId OBJECT-TYPE
  SYNTAX   DisplayString
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION   "Installed feature licenses Id."
  ::= { jnxLicenseInstallEntry 1 }

jnxLicenseVersion OBJECT-TYPE
  SYNTAX   INTEGER
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION   "License Version information"
  ::= { jnxLicenseInstallEntry 2 }

jnxLicenseDeviceId OBJECT-TYPE
  SYNTAX   DisplayString
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION   "License Device Id "
  ::= { jnxLicenseInstallEntry 3 }

jnxLicenseType OBJECT-TYPE
  SYNTAX   INTEGER { invalid(0), count-down(1), date-based(2),permanent(3) }
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION   "License type information"
  ::= { jnxLicenseInstallEntry 4 }

jnxLicenseKeys   OBJECT-TYPE
  SYNTAX   OCTET STRING
  MAX-ACCESS   read-only

```
    STATUS       current
    DESCRIPTION    "License Keys"
    ::= {  jnxLicenseInstallEntry 5  }


-- Feature Listing Table

jnxLicenseFeatureListTable OBJECT-TYPE
    SYNTAX        SEQUENCE  OF  JnxLicenseFeatureListEntry
    MAX-ACCESS     not-accessible
    STATUS        current
    DESCRIPTION    "list of features supporting Licensing."
    ::= { jnxLicenseInstallObjects  2 }


jnxLicenseFeatureListEntry OBJECT-TYPE
    SYNTAX        JnxLicenseFeatureListEntry
    MAX-ACCESS     not-accessible
    STATUS        current
    DESCRIPTION    "A row of licensed features."
    INDEX         {  jnxLicenseFeatureId  }
    ::= { jnxLicenseFeatureListTable 1 }


JnxLicenseFeatureListEntry ::=  SEQUENCE {
    jnxLicenseFeatureId           INTEGER,
    jnxLicenseFeatureName          DisplayString,
    jnxLicenseFeatureDescr         DisplayString,
    jnxLicenseFeatureLicenseId      DisplayString,
    jnxLicenseFeatureLicenseUsed       INTEGER,
    jnxLicenseFeatureLicenseInstalled      INTEGER,
    jnxLicenseFeatureLicenseNeeded        INTEGER
    }

jnxLicenseFeatureId OBJECT-TYPE
    SYNTAX         INTEGER
    MAX-ACCESS        not-accessible
    STATUS          current
    DESCRIPTION       "Feature Id to point an entry in this table"
    ::= { jnxLicenseFeatureListEntry 1 }

jnxLicenseFeatureName OBJECT-TYPE
    SYNTAX          DisplayString
    MAX-ACCESS         read-only
    STATUS           current
    DESCRIPTION        "Feature Name"
    ::= {  jnxLicenseFeatureListEntry 2  }

jnxLicenseFeatureDescr OBJECT-TYPE
    SYNTAX          DisplayString
    MAX-ACCESS         read-only
```

```
        STATUS          current
        DESCRIPTION         "Feature Name"
        ::= { jnxLicenseFeatureListEntry 3 }


jnxLicenseFeatureLicenseId OBJECT-TYPE
        SYNTAX          DisplayString
        MAX-ACCESS        read-only
        STATUS          current
        DESCRIPTION         "Feature License Id"
        ::= { jnxLicenseFeatureListEntry 4 }


jnxLicenseFeatureLicenseUsed    OBJECT-TYPE
        SYNTAX        INTEGER
        MAX-ACCESS    read-only
        STATUS        current
        DESCRIPTION    "Licenses Used"
        ::= { jnxLicenseFeatureListEntry 5 }


jnxLicenseFeatureLicenseInstalled OBJECT-TYPE
        SYNTAX        INTEGER
        MAX-ACCESS    read-only
        STATUS        current
        DESCRIPTION    "Licenses Installed"
        ::= { jnxLicenseFeatureListEntry 6 }


jnxLicenseFeatureLicenseNeeded    OBJECT-TYPE
        SYNTAX        INTEGER
        MAX-ACCESS    read-only
        STATUS        current
        DESCRIPTION    "Licenses Needed"
        ::= { jnxLicenseFeatureListEntry 7 }



-- ************************************************************
-- License configuration parameters
-- ************************************************************


jnxLicenseRenewBeforExpiration  OBJECT-TYPE
        SYNTAX            INTEGER
        MAX-ACCESS            read-only
        STATUS            current
        DESCRIPTION
           "License renew lead time before expiration in days."
        ::= { jnxLicenseSettings  1 }


jnxLicenseRenewInterval  OBJECT-TYPE
        SYNTAX          INTEGER
        MAX-ACCESS        read-only
```

STATUS   current
DESCRIPTION
   "License checking interval in hours."
::= { jnxLicenseSettings 2 }

jnxLicenseAutoUpdate   OBJECT-TYPE
 SYNTAX   DisplayString
 MAX-ACCESS   read-only
 STATUS   current
 DESCRIPTION
   "License auto update URL of a license server."
 ::= { jnxLicenseSettings 3 }

-- **
-- define branches for jnx license traps
-- **

jnxLicenseGraceExpired NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
    "The SNMP trap that is generated when the license grace period for
     feature identified by jnxLicenseFeatureName is expired"
  ::= { jnxLicenseNotifications 1 }

jnxLicenseGraceAboutToExpire NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
    "The SNMP trap that is generated when the license grace period for
     feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 2 }

jnxLicenseAboutToExpire NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
    "The SNMP trap that is generated when the license period for
     feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 3 }

jnxLicenseInfringeCumulative NOTIFICATION-TYPE
  OBJECTS { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
    "The SNMP trap that is generated when the feature is used more

```
        times than as specified in number of licenses allowed for feature
        as identified by jnxLicenseFeatureName"
    ::= { jnxLicenseNotifications 4 }


jnxLicenseInfringeSingle NOTIFICATION-TYPE
    OBJECTS  { jnxLicenseFeatureName }
    STATUS   current
    DESCRIPTION
        "The SNMP trap that is generated when the license for feature
        identified by jnxLicenseFeatureName is not valid i.e. either expired or
        not available."
    ::= { jnxLicenseNotifications 5 }



END
/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-LICENSE-MGMT-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*     smidump -f yang CISCO-LICENSE-MGMT-MIB
*
* Do not edit. Edit the source file instead!
*/

module CISCO-LICENSE-MGMT-MIB {

  namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-LICENSE-MGMT-MIB";
  prefix "cisco-license-mgmt-mib";

  import ENTITY-MIB {
    prefix "entity-mib";
  }

  import INET-ADDRESS-MIB {
    prefix "inet-address";
  }

  import SNMP-FRAMEWORK-MIB {
    prefix "snmp-framework";
  }

  import SNMPv2-TC {
    prefix "snmpv2-tc";
  }
```

```
import ietf-yang-smiv2 {
  prefix "smiv2";
}

organization
 "Cisco Systems Inc.";

contact
 "Cisco Systems

  Customer Service


  Postal: 170 W Tasman Drive


  San Jose, CA  95134


  USA


  Tel: +1 800 553 -NETS


  E-mail: cs-snmp@cisco.com";

description
 "The MIB module for managing licenses on the system.
  The licensing mechanism provides flexibility to
  enforce licensing for various features in the system.


  The following text introduces different concepts and
  terms those are necessary to understand the MIB definition
  and to perform license management.


  UDI
     Universal Device Identifier that uniquely identifies a
     device. It comprises of product ID, version ID and serial
     number of the device.


  NODE LOCKED LICENSE:
     Node locked licenses are locked to one of the device
     identifiers in the system. For example, the license
     can be locked to the UDI value of one of the devices
     in the system. Locking a license to an UDI guarantees
     that the license will not be moved to a device with a
     different UDI.


  NON-NODE LOCKED LICENSE:
     Non-node locked licenses are not locked to any device
     identifier. They can be used on other similar devices.


  METERED LICENSE:
```

Metered licenses are valid for limited period of time and they expire after that. This period is the usage period of a license and it is not based on real time clock, but system clock.

EULA:
End User License Agreement.

EVALUATION LICENSE:
Evaluation licenses are non-node locked metered licenses which are valid only for a limited period. They are used only when there are no permanent, extension or grace period licenses for a feature. User will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

RIGHT TO USE (RTU) LICENSE:
Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU) license and is valid for the lifetime of the product. User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

EXTENSION LICENSE:
Extension licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. User will have to accept an EULA as part of installation of extension license.

GRACE PERIOD LICENSE:
Grace period licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal as part of the permission ticket to rehost a license. These licenses are installed on the device as part of the rehost operation. User will have to accept an EULA as part of the rehost operation for this type of license. Details on permission ticket, rehost operations are provided further down in this description clause.

PERMANENT LICENSE:
Permanent licenses are node locked licenses that have no usage period associated with them. These licenses

are issued by Cisco's licensing portal. These licenses
need to be installed using management interfaces on
the device. Once these licenses are installed, they
will provide needed permission for the feature/image
across different versions.

COUNTED LICENSE:
Counted licenses limit the number of similar entities
that can use the license. For example, a counted
license when used by a feature can limit the number
of IP phones that can connect or the number of tunnels
that can be created.

UNCOUNTED LICENSE:
Uncounted licenses do not limit the number of similar
entities that can use the licenses.

License can be enforced at the image level or at the feature
level and this MIB module supports both.

IMAGE LEVEL LICENSING:
A universal image that contains all levels of
software packages is loaded on to the device. At boot
time, the device determines the highest level of license
and brings up the appropriate software features or
subsystems.

FEATURE LEVEL LICENSING:
Feature level licensing will support enforcement of
license at individual feature. Features have to check
for their licenses before enabling themselves. If it
does not have a license, the feature should disable
itself.

There is a one-to-one relationship between
a feature and a license. That is, a feature can use
only one license at a time and a license can be used
by only one feature at a time.

LICENSE LINE:
A License line is an atomic set of ASCII characters
arranged in a particular format that holds the license
for a single feature within it. A line has all the
necessary fields and attributes that make it a valid,
non-tamper able and complete license.

LICENSE FILE:
File generated by Cisco licensing portal. It is used

to install license on product. It has a user readable
part and it contains one or more license lines.

DEVICE CREDENTIALS:
Device credentials file is a document that is generated
by a licensed device. This document establishes the
identity of the device and proves that the sender/user
has/had authorized access to the device.

REHOST:
Rehost operation allows a node locked license that
is installed on a device to be installed on other
similar device. As part of rehost operation, a device
processes the permission ticket, revokes the license(s)
on the device and generates a rehost ticket as the
proof of revocation. This rehost ticket needs to be
presented to the Cisco's licensing portal to get the
license transferred on to a new similar device.

PERMISSION TICKET:
Permission ticket is a document generated by Cisco
licensing portal that allows a device to rehost its
licenses.

REHOST TICKET:
Rehost ticket is document generated by a device after
it has applied a permission ticket. The rehost ticket
is a proof of revocation.

LICENSING PORTAL:
Generates licenses, permission tickets and verifies
device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear,
revoke licenses. It also provides objects to regenerate
last rehost ticket, backup all the licenses installed
on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:
To install a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get
   the license file, uses device credentials to identify
   the device
3. Executes the license install action.

STEPS TO CLEAR A LICENSE:
To clear a license, the management application

1. Identifies the license to be cleared using license index.
2. Executes the license clear action.

STEPS TO REHOST A LICENSE:
   To rehost a license, the management application
   1. Retrieves device credentials of the device.
   2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
   3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
   4. Retrieves device credentials of the device where the license needs to be transferred to.
   5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of the new device to identify the device, gets license file.
   6. Executes the license install action on the new device.

STEPS TO REGENERATE LAST REHOST TICKET:
   To regenerate last rehost ticket, the management application
   1. Retrieves device credentials of the device.
   2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
   3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:
   To backup all licenses installed in the device, the management application
   1. Specifies the backup file path.
   2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:
   To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.
   1. Specifies the license file path that has licenses to be installed
   2. Specifies the EULA file path where EULA need to be

exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module
also defines MIB objects to know if a device supports
licensing, retrieve device credentials, retrieve
information on license stores in the device.

It also defines MIB objects to expose management
information associated with the licenses installed on the
device, with the licensable features in the software image.

This MIB module also defines various notifications that
will be triggered to asynchronously notify the management
application of any critical events.

This MIB module is defined generically so it can be
implemented on stand alone devices or stack of devices.
In stack of devices, one device in the stack acts as
master agent and rest are slave agents. Each device in the
stack has its own UDI. The master agent receives requests
on behalf of all the devices in the stack including itself
and delegates it to other devices as needed. It also
collects responses from other devices and sends them to
the management application. Examples of such devices include
stackable switches, devices with route processor and line
cards. On the other hand, stand alone device is a single
device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to
identify the device uniquely. It is specified as the index
or one of the index for tables in this MIB as needed.";

revision 2012-04-19 {
 description
  "This version of the MIB adds support for Permanent Right to use (RTU)
  licensing. The revisions are:
  o Updated clmgmtLicenseType object to support the following new
   types of license:
   permanentRightToUse

  The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2011-04-19 {
 description
  "This version of the MIB adds support for Right to use (RTU)
   licensing. The revisions are:

o Added RTU license definition to MIB description above.
o Updated clmgmtLicenseType object to support the following new
  types of license:
  evalRightToUse
  rightToUse
o Added following objects to clmgmtLicenseInfoTable
  clmgmtLicensePeriodUsed
o Added following objects to clmgmtLicensableFeatureTable
  clmgmtFeaturePeriodUsed
o Added the following notifications
  clmgmtLicenseEvalRTUTransitionWarning
  clmgmtLicenseEvalRTUTransition
o Added the following conformance groups
  clmgmtLicenseRTUGroup
  clmgmtLicenseRTUUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2008-11-21 {
 description
  "This version of the MIB adds support for subscription
  licensing. Subscription licenses provide software
  enforcement for a licensed feature for a fixed calendar
  period. The revisions are:
  o Updated clmgmtLicenseType object to support the following three
    new types of licenses:
      paidSubscription
      evaluationSubscription
      extensionSubscription
  o Added following objects to clmgmtLicenseInfoTable
      clmgmtLicenseStartDate
      clmgmtLicenseEndDate
  o Added following objects to clmgmtLicensableFeatureTable
      clmgmtFeatureStartDate
      clmgmtFeatureEndDate
  o Added the following notifications
      clmgmtLicenseSubscriptionExpiryWarning
      clmgmtLicenseSubscriptionExtExpiryWarning
      clmgmtLicenseSubscriptionExpired
  o Added the following conformance groups
      clmgmtLicenseSubscriptionGroup
      clmgmtLicenseSubscriptionUsageNotifGroup
  The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2006-10-03 {
 description

```
    "Initial version of this MIB module.";
  }

  typedef ClmgmtLicenseIndex {
   type uint32 {
    range "1..4294967295";
   }
   description
    "A unique value, for each license in the managed system.
     It is not necessary to have values assigned contiguously.
     The value for each license must remain constant
     at least from one re-initialization of the entity's
     network management system to the next re-initialization";
  }

  typedef ClmgmtLicenseIndexOrZero {
   type uint32;
   description
    "This textual convention is an extension of the ClmgmtLicenseIndex
     convention.  The latter defines a greater than zero value
     used to identify a license in the managed system.  This
     extension permits the additional value of zero. The value
     zero is object-specific and must therefore be defined as
     part of the description of any object which uses this
     syntax. Examples of the usage of zero might include
     situations where license was not present or unknown.";
  }

  typedef ClmgmtLicenseTransferProtocol {
   type enumeration {
    enum "none" {
     value "1";
    }
    enum "local" {
     value "2";
    }
    enum "tftp" {
     value "3";
    }
    enum "ftp" {
     value "4";
    }
    enum "rcp" {
     value "5";
    }
    enum "http" {
     value "6";
    }
```

```
   enum "scp" {
    value "7";
   }
   enum "sftp" {
    value "8";
   }
  }
  description
   "The transfer protocol that should be used for copying files
    when performing license management. When the protocol is
    set to local(2), local file system (flash or disk) is used.
    Different agents may support different transfer protocols
    and the management application is expected to some how determine
    which protocol is supported and use.";
 }

 typedef ClmgmtLicenseActionState {
  type enumeration {
   enum "none" {
    value "1";
   }
   enum "pending" {
    value "2";
   }
   enum "inProgress" {
    value "3";
   }
   enum "successful" {
    value "4";
   }
   enum "partiallySuccessful" {
    value "5";
   }
   enum "failed" {
    value "6";
   }
  }
  description
   "The state of license action execution.

    none(1)           - action is not yet scheduled to be
                        executed.

    pending(2)        - All the required parameters for the
                        action are set and the action is
                        scheduled to be executed.

    inProgress(3)     - action execution has started and is
```

in progress.

successful(4)   - action has completed successfully.

partiallySuccessful(5) - action has completed, but was
                    partially successful. Management
                    application can query additional MIB
                    objects to know what is successful
                    and what has failed. These addtional
                    objects are listed in the
                    description of the corresponding
                    action tables.

failed(6)   - action has failed.";
}

typedef ClmgmtLicenseActionFailCause {
 type enumeration {
  enum "none" {
   value "1";
  }
  enum "generalFailure" {
   value "2";
  }
  enum "transferProtocolNotSupported" {
   value "3";
  }
  enum "fileServerNotReachable" {
   value "4";
  }
  enum "unrecognizedEntPhysicalIndex" {
   value "5";
  }
  enum "invalidLicenseFilePath" {
   value "6";
  }
  enum "invalidLicenseFile" {
   value "7";
  }
  enum "invalidLicenseLine" {
   value "8";
  }
  enum "licenseAlreadyExists" {
   value "9";
  }
  enum "licenseNotValidForDevice" {
   value "10";
  }

```
enum "invalidLicenseCount" {
 value "11";
}
enum "invalidLicensePeriod" {
 value "12";
}
enum "licenseInUse" {
 value "13";
}
enum "invalidLicenseStore" {
 value "14";
}
enum "licenseStorageFull" {
 value "15";
}
enum "invalidPermissionTicketFile" {
 value "16";
}
enum "invalidPermissionTicket" {
 value "17";
}
enum "invalidRehostTicketFile" {
 value "18";
}
enum "invalidRehostTicket" {
 value "19";
}
enum "invalidLicenseBackupFile" {
 value "20";
}
enum "licenseClearInProgress" {
 value "21";
}
enum "invalidLicenseEULAFile" {
 value "22";
}
}
description
"Reason for license action failure. Defines error codes for
all the license actions.

none(1)           - action execution has not
                   started yet. If the action
                   is completed and the action
                   is successful, then also
                   none(1) is returned to
                   indicate that there are no
                   errors.
```

generalFailure(2)   - General licensing failure.
                          This will be used for resource
                          unavailability failures.
                          Ex: Lack of memory.
transferProtocolNotSupported(3) - protocol selected is not
                          supported.
fileServerNotReachable(4) - file server is not reachable.
unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
                          valid
invalidLicenseFilePath(6) - The license file path is not
                          accessible.
invalidLicenseFile(7)   - Contents of license file are
                          not valid.
invalidLicenseLine(8)   - License string in the license
                          file is not valid.
licenseAlreadyExists(9)   - Management application is trying
                          to install a license that already
                          exists.
licenseNotValidForDevice(10) - This license is not valid for
                          the device/entPhysicalIndex
                          specified.
invalidLicenseCount(11)   - Invalid count for this counted
                          license.
invalidLicensePeriod(12)   - Validity period is invalid for
                          this expiring license.
licenseInUse(13)   - License file is in use by a
                          feature/image.
invalidLicenseStore(14)   - License store is not valid.
licenseStorageFull(15)   - There is no more space in the
                          license storage.
invalidPermissionTicketFile(16) - The permission ticket file
                          path is not accecssible.
invalidPermissionTicket(17) - The permission ticket file
                          contents are not valid.
invalidRehostTicketFile(18) - The rehost ticket file path is
                          not accessible.
invalidRehostTicket(19)   - The rehost ticket file contents
                          are not valid.
invalidLicenseBackupFile(20) - License backup store path
                          is not accessible.
licenseClearInProgress(21) - When license clear action is
                          in progress, license backup
                          action is not permitted to
                          avoid race conditions. This
                          error code is sent back in
                          response to a license backup
                          action when a license clear
                          action is in progress or in

```
                    pending state. Try again in few
                    seconds.
        invalidLicenseEULAFile(22) -  EULA file path is not accessible.";
}



container CISCO-LICENSE-MGMT-MIB {
 config false;

 container clmgmtLicenseConfiguration {
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";

   leaf clmgmtNextFreeLicenseActionIndex {
    type uint32 {
      range "1..4294967295";
    }
    description
      "This object contains appropriate value for
       clmgmtLicenseActionIndex that can be used to create
       an entry in clmgmtLicenseActionTable. The management application
       should read this object first and then use this as the
       value for clmgmtLicenseActionIndex to avoid collisions
       when creating entries in clmgmtLicenseActionTable.
       Following this approach does not guarantee collision free
       row creation, but will reduce the probability. The
       collision will happen if two management applications read this
       object at the same time and attempt to create an entry
       with this value at the same time. In this case, the
       management application whose request is processed after the first
       request will get an error and the process of reading this object
       and entry creation needs to be repeated.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.1";
   }
 }

 container clmgmtLicenseDeviceInformation {
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";

   leaf clmgmtNextFreeDevCredExportActionIndex {
    type uint32;
    description
      "This object contains appropriate value for
       clmgmtDevCredExportActionIndex that can be used to create
       an entry in clmgmtDevCredExportActionTable. The management
       application should read this object first and then use this
       as the value for clmgmtDevCredExportActionIndex to avoid
       collisions when creating entries in
```

```
        clmgmtDevCredExportActionTable. Following this approach does
        not guarantee collision free row creation, but will reduce
        the probability. The collision will happen if two
        management applications read this object at the same time and
        attempt to create an entry with this value at the same time.
        In this case, the management application whose request is
        processed after the first request will get an error and the
        process of reading this object and entry creation needs to be
        repeated.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.1";
    }
  }

  container clmgmtLicenseNotifObjects {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";

    leaf clmgmtLicenseUsageNotifEnable {
      type boolean;
      description
        "This object indicates whether the device should generate
        the notifications related to usage of licenses. This object
        enables/disables sending following notifications:
            clmgmtLicenseExpired
            clmgmtLicenseExpiryWarning
            clmgmtLicenseUsageCountExceeded
            clmgmtLicenseUsageCountAboutToExceed
            clmgmtLicenseSubscriptionExpiryWarning
            clmgmtLicenseSubscriptionExtExpiryWarning
            clmgmtLicenseSubscriptionExpired
            clmgmtLicenseEvalRTUTransitionWarning
            clmgmtLicenseEvalRTUTransition";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.1";
    }

    leaf clmgmtLicenseDeploymentNotifEnable {
      type boolean;
      description
        "This object indicates whether the device should generate
        notifications related to license deployment. This object
        enables/disables sending following notifications:
            clmgmtLicenseInstalled
            clmgmtLicenseCleared
            clmgmtLicenseRevoked
            clmgmtLicenseEULAAccepted";
      smiv2:defval "true";
```

```
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.2";
      }

      leaf clmgmtLicenseErrorNotifEnable {
        type boolean;
        description
          "This object indicates whether the device should generate
          notifications related to error conditions in enforcing
          licensing. This object enables/disables sending following
          notifications:
              clmgmtLicenseNotEnforced";
        smiv2:defval "true";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.3";
      }
    }

    container clmgmtLicenseActionTable {
      description
       "A table for invoking license management actions. Management
        application must create a row in this table to trigger any of
        the license management actions. The following are different
        actions that can be executed using this table.
             1. install
             2. clear
             3. processPermissionTicket
             4. regenerateLastRehostTicket
             5. backup
             6. generateEULA

        Refer to the description of clmgmtLicenseAction for more
        information on what these actions do on the device.
        Once the request completes, the management application should
        retrieve the values of the objects of interest, and then
        delete the entry.  In order to prevent old entries from
        clogging the table, entries will be aged out, but an entry
        will never be deleted within 5 minutes of completion.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2";

      list clmgmtLicenseActionEntry {
        key "clmgmtLicenseActionIndex";
        description
         "An entry for each action that is being executed or was
          executed recently. The management application executes an
          action
          by creating this entry. This can be done in the following
          2 methods
```

1. CREATE-AND-GO method
   Management application sets clmgmtLicenseActionRowStatus to
   createAndGo(4) and all other required objects to valid
   values in a single SNMP SET request. If all the values
   are valid, the device creates the entry and executes the
   action. If the SET request fails, the entry will not be
   created.
2. CREATE-AND-WAIT method
   Management application sets clmgmtLicenseActionRowStatus to
   createAndWait(5) to create an entry. Management application
   can set all other required objects to valid
   values in more than one SNMP SET request. If SET request
   for any of the objects fails, management application can
set
   just only that object. Once all the required objects
   are set to valid values, management application triggers
action
   execution by setting clmgmtLicenseActionRowStatus to
   active(1).

To stop the action from being executed, the management
application
can delete the entry by setting clmgmtLicenseActionRowStatus
to destroy(6) when clmgmtLicenseActionState is pending(2).

The status of action execution can be known by querying
clmgmtLicenseActionState. If the action is still in
pending(2) or in inProgress(3) state, the management
application need to check back again after few seconds.
Once the action completes and status of the action is
failed(6), the reason for failure can be retrieved
from clmgmtLicenseActionFailCause. If the status of the
action is partiallySuccessful(5), results of individual
licenses can be queried from clmgmtLicenseActionResultTable.

Not all objects in the entry are needed to execute every
action. Below is the list of actions and the required
objects that are needed to be set for executing that
action.

1. Installing a license
   The following MIB objects need to be set for installing a
   license
     a. clmgmtLicenseActionTransferProtocol
     b. clmgmtLicenseServerAddressType
     c. clmgmtLicenseServerAddress
     d. clmgmtLicenseServerUsername

    e. clmgmtLicenseServerPassword

    f. clmgmtLicenseFile

    g. clmgmtLicenseStore

    h. clmgmtLicenseStopOnFailure

    i. clmgmtLicenseAcceptEULA

    j. clmgmtLicenseAction

clmgmtLicenseActionEntPhysicalIndex need not be set
explicitly for license installs. License itself identifes
the device where the license needs to be installed.

clmgmtLicenseStore need to be set to store the licenses
in a non-default license store. But, if a license file
has more than one license and licenses need to be
installed on multiple devices (for example to multiple
members with in a stack), then value of clmgmtLicenseStore
is ignored and the licenses will be installed in default
license stores of the respective devices.

2. Clearing a license
  The following MIB objects need to be set for clearing a
  license
    a. clmgmtLicenseActionEntPhysicalIndex
    b. clmgmtLicenseActionLicenseIndex
    c. clmgmtLicenseStore
    d. clmgmtLicenseAction

3. Revoking a license
  The following MIB objects need to be set for revoking a
  license
    a. clmgmtLicenseActionTransferProtocol
    b. clmgmtLicenseServerAddressType
    c. clmgmtLicenseServerAddress
    d. clmgmtLicenseServerUsername
    e. clmgmtLicenseServerPassword
    f. clmgmtLicensePermissionTicketFile
    g. clmgmtLicenseRehostTicketFile
    h. clmgmtLicenseStopOnFailure
    i. clmgmtLicenseAction

4. Regenerate last rehost ticket
  The following MIB objects need to be set for regenerating
  last rehost ticket
    a. clmgmtLicenseActionTransferProtocol
    b. clmgmtLicenseServerAddressType
    c. clmgmtLicenseServerAddress
    d. clmgmtLicenseServerUsername
    e. clmgmtLicenseServerPassword

f. clmgmtLicensePermissionTicketFile

g. clmgmtLicenseRehostTicketFile

h. clmgmtLicenseStopOnFailure

i. clmgmtLicenseAction

5. Save all licenses to a backup storage
   The following MIB objects need to be set for storing all
   licenses to a backup store
   a. clmgmtLicenseActionEntPhysicalIndex
   b. clmgmtLicenseActionTransferProtocol
   c. clmgmtLicenseServerAddressType
   d. clmgmtLicenseServerAddress
   e. clmgmtLicenseServerUsername
   f. clmgmtLicenseServerPassword
   g. clmgmtLicenseBackupFile
   h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be
   accepted for installing.
   The following MIB objects need to be set exporting required
   EULAs
   a. clmgmtLicenseActionTransferProtocol
   b. clmgmtLicenseServerAddressType
   c. clmgmtLicenseServerAddress
   d. clmgmtLicenseServerUsername
   e. clmgmtLicenseServerPassword
   f. clmgmtLicenseFile
   g. clmgmtLicenseEULAFile
   h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol
is set to local(2), the following objects need not be set.
   a. clmgmtLicenseServerAddressType
   b. clmgmtLicenseServerAddress
   c. clmgmtLicenseServerUsername
   d. clmgmtLicenseServerPassword

Entry can be deleted except when clmgmtLicenseAction is set
to pending(2). All entries are volatile and are cleared
on agent reset.";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1";

leaf clmgmtLicenseActionIndex {
 type uint32 {
  range "1..4294967295";
 }
 description

"This object uniquely identifies a row in
clmgmtLicenseActionTable. The management application should choose
this value by reading clmgmtNextFreeLicenseActionIndex
while creating an entry in this table. If an entry already
exists with this index, the creation of the entry will not
continue and error will be returned. The management application
should read the value of clmgmtNextFreeLicenseActionIndex
again and retry with the new value for this object.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.1";
}

leaf clmgmtLicenseActionEntPhysicalIndex {
  type entity-mib:PhysicalIndexOrZero;
  description
    "This object represents the entPhysicalIndex of the device
    where the action is being executed. This object is mainly
    used in devices where one device is acting as a master and
    rest of the devices as slaves. The master device is
    responsible for SNMP communication with the management
    application. Examples include stackable switches, devices
    with route processor and line card configuration. If this
    object is not set, the license action will be executed on
    the master device. Note: This object need not be set if
    there is a stand alone device";
  smiv2:defval "0";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.2";
}

leaf clmgmtLicenseActionTransferProtocol {
  type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
  description
    "This object represents the transfer protocol to be used
    when copying files as specified in the following objects.
    1. clmgmtLicenseFile
    2. clmgmtLicensePermissionTicketFile
    3. clmgmtLicenseRehostTicketFile
    4. clmgmtLicenseBackupFile

    Note: This object need not be set if the all the files
    required for the action are in device's local file system.";
  smiv2:defval "none";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.3";
}

leaf clmgmtLicenseServerAddressType {

```
  type inet-address:InetAddressType;
  description
   "This object indicates the transport type of the
    address contained in clmgmtLicenseServerAddress object.
    This must be set when clmgmtLicenseActionTransferProtocol
    is not none(1) or local(2).";
  smiv2:defval "unknown";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.4";
 }

 leaf clmgmtLicenseServerAddress {
  type inet-address:InetAddress;
  description
   "This object indicates the ip address of the server from
    which the files must be read or written to if
    clmgmtLicenseActionTransferProtocol is not none(1) or
    local(2).

    All bits as 0s or 1s for clmgmtLicenseServerAddress are not
    allowed.

    The format of this address depends on the value of the
    clmgmtLicenseServerAddressType object";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.5";
 }

 leaf clmgmtLicenseServerUsername {
  type snmp-framework:SnmpAdminString {
   length "0..96";
  }
  description
   "This object indicates the remote user name for accessing
    files via ftp, rcp, sftp or scp protocols. This object must
    be set when the clmgmtLicenseActionTransferProtocol is
    ftp(4), rcp(5), scp(7) or sftp(8). If
    clmgmtLicenseActionTransferProtocol is rcp(5), the remote
    username is sent as the server username in an rcp command
    request sent by the system to a remote rcp server.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.6";
 }

 leaf clmgmtLicenseServerPassword {
  type snmp-framework:SnmpAdminString {
```

```
    length "0..96";
   }
   description
    "This object indicates the password used by ftp, sftp or
     scp for copying a file to/from an ftp/sftp/scp server.
     This object must be set when the
     clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
     or sftp(8). Reading it returns a zero-length string for
     security reasons.";
   smiv2:defval "";
   smiv2:max-access "read-write";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.7";
  }


  leaf clmgmtLicenseFile {
   type snmp-framework:SnmpAdminString {
    length "0..255";
   }
   description
    "This object represents the location of the license file
     on the server identified by clmgmtLicenseServerAddress. This
     object MUST be set to a valid value before or concurrently
     with setting the value of the clmgmtLicenseAction object to
     install(2). For other operations, the value of this
     object is not considered, it is irrelevant.";
   smiv2:defval "";
   smiv2:max-access "read-write";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.8";
  }


  leaf clmgmtLicenseStore {
   type uint32;
   description
    "This object represents the clmgmtLicenseStoreIndex of the
     license store to use within the device. The license store
     can be a local disk or flash. A device can have more than
     one license stores. If this object is not set, the license
     will be stored in the default license store as exposed by
     clmgmtDefaultLicenseStore object.";
   smiv2:defval "0";
   smiv2:max-access "read-write";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.9";
  }


  leaf clmgmtLicenseActionLicenseIndex {
   type cisco-license-mgmt-mib:ClmgmtLicenseIndexOrZero;
   description
    "This object indicates the the license index of the license
```

```
    that is the subject of this action. This is used for
    identifying a license for performing actions specific to
    that license. This object need to be set only if
    clmgmtLicenseAction is set to clear(4). The value of this
    object is same as the clmgmtLicenseIndex object in
    clmgmtLicenseInfoEntry for license that is subject of this
    action.";
  smiv2:defval "0";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.10";
}

leaf clmgmtLicensePermissionTicketFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
   "This object indicates the file name of the permission
    ticket. This object need to be set only if
    clmgmtLicenseAction is set to processPermissionTicket(4)
    or regenerateLastRehostTicket(5) actions. The permission
    ticket is obtained from Cisco licensing portal to revoke
    a license. The management application must set this object
    to valid value before invoking the action.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.11";
}

leaf clmgmtLicenseRehostTicketFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
   "This object indicates the file where the rehost ticket
    generated by the device need to be exported to. The rehost
    ticket is generated as a result of processPermissionTicket
    and regenerateLastRehostTicket actions. After generating
    the rehost ticket, the device exports the rehost ticket
    contents to this file. This object need to be set only
    if clmgmtLicenseAction is set to processPermissionTicket(4)
    or regenerateLastRehostTicket(5) actions.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.12";
}

leaf clmgmtLicenseBackupFile {
```

```
type snmp-framework:SnmpAdminString {
  length "0..255";
}
description
 "This object indicates the file where all the licenses in
  the device need to be backed up. This object need to be set
  only if clmgmtLicenseAction is set to backup(6) and the
  management application must set the value of this  object
  to valid value before invoking action.";
smiv2:defval "";
smiv2:max-access "read-write";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.13";
}

leaf clmgmtLicenseStopOnFailure {
 type boolean;
 description
  "This object indicates whether the license action should
   stop if the action on a license fails. This object is
   applicable only if there are more than one licenses
   involved in an action.";
 smiv2:defval "false";
 smiv2:max-access "read-write";
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.14";
}

leaf clmgmtLicenseAction {
 type enumeration {
  enum "noOp" {
   value "1";
  }
  enum "install" {
   value "2";
  }
  enum "clear" {
   value "3";
  }
  enum "processPermissionTicket" {
   value "4";
  }
  enum "regenerateLastRehostTicket" {
   value "5";
  }
  enum "backup" {
   value "6";
  }
  enum "generateEULA" {
   value "7";
```

```
        }
      }
      description
       "This object indicates the the command/action to be executed.

         Command              Remarks
         -------              -------
         noOp(1)                 No operation will be
                              performed.

         install(2)              Installs the license.

         clear(3)                Clears the license.

         processPermissionTicket(4)    Processes thee permission
                              ticket and generates and
                              exports rehost ticket.

         regenerateLastRehostTicket(5)  Generates and exports the
                              last generated rehost
                              ticket.

         backup(6)               Backs up all the licenses
                              installed currently onto a
                              backup store.

         generateEULA(7)           Checks whether the licenses
                              in the license file need EULA
                              acceptance and uploads the
                              needed EULA contents to a file.";
      smiv2:defval "noOp";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.15";
    }

    leaf clmgmtLicenseActionState {
      type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
      description
       "This object indicates the state of this license action.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.16";
    }

    leaf clmgmtLicenseJobQPosition {
      type uint32;
      description
       "This object represents the position of the action
        in the license action job queue that is maintained
```

internally. Only actions in pending(2) state will
be put in the queue until they are executed. By
reading this object, the management application can make
intelligent decision on whether to execute another
action that it is planning on. For example, if there
is already a license clear action in the queue in
pending(2) state, management application can choose to
defer its license back up action to a later time. This
object will return a value of 0 if the action is not in
pending(2) state.";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.17";
}

leaf clmgmtLicenseActionFailCause {
 type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
 description
  "This object indicates the reason for this license action
   failure. The value of this object is valid only when
   clmgmtLicenseActionState is failed(6).";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.18";
}

leaf clmgmtLicenseActionStorageType {
 type snmpv2-tc:StorageType;
 description
  "This object indicates the storage type for this conceptual
   row. Conceptual rows having the value 'permanent' need not
   allow write-access to any columnar objects in the row.";
 smiv2:defval "volatile";
 smiv2:max-access "read-write";
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.19";
}

leaf clmgmtLicenseActionRowStatus {
 type snmpv2-tc:RowStatus;
 description
  "This object indicates the the status of this table entry.
   Once the entry status is set to active(1), the associated
   entry cannot be modified until the action completes
   (clmgmtLicenseConfigCommandStatus is set to a value
   other than inProgress(3)). Once the action completes
   the only operation possible after this is to delete
   the row. It is recommended that the management application
   should delete entries in this table after reading
   the result. In order to prevent old entries from
   clogging the table, entries will be aged out, but an

```
      entry will never be deleted within 5 minutes of
      completion";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.20";
  }

  leaf clmgmtLicenseAcceptEULA {
    type boolean;
    description
     "This object indicates whether the End User License Agreement
      needed for installing the licenses is accepted.

      true(1) - EULA is read and accepted
      false(2) - EULA is not accepted

      Management application should set this object to true(1) when
      installing licenses that need EULA acceptance.";
    smiv2:defval "false";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.21";
  }

  leaf clmgmtLicenseEULAFile {
    type snmp-framework:SnmpAdminString {
      length "0..255";
    }
    description
     "This object indicates the file where all the End User License
      Agreements (EULAs) need to be exported to. This object need to
      be set only if clmgmtLicenseAction is set to generateEULA(7) and
      the management application must set the value of this object to
      valid value before invoking action.";
    smiv2:defval "";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.22";
  }
 }
}

container clmgmtLicenseActionResultTable {
 description
  "This table contains results of license action if the
   license action involves multiple licenses. Entries in this
   table are not created for actions where there is
   only license that is subject of the action. For
   example, if there are 3 licenses in a license file
   when executing license install action, 3 entries will
   be created in this table, one for each license.";
```

```
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3";

 list clmgmtLicenseActionResultEntry {
   key "clmgmtLicenseActionIndex clmgmtLicenseNumber";
   description
     "An entry in clmgmtLicenseActionResultTable. Each entry
      contains result of the action for a single license.
      These entries are created immediately after action
      execution when the action involves multiple licenses.
      These entries get automatically deleted when the
      corresponding entry in clmgmtLicenseActionTable
      is deleted.";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1";

   leaf clmgmtLicenseActionIndex {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseActionTable/cisco-license-mgmt-mib:clmgmtLicenseActionEntry/cisco-license-mgmt-
mib:clmgmtLicenseActionIndex";
     }
   }

   leaf clmgmtLicenseNumber {
     type uint32 {
       range "1..4294967295";
     }
     description
       "This object indicates the sequence number of this license
        in the list of licenses on which the action is executed.
        For example, if there are 3 licenses in a license file
        when executing license install action, this object will
        have values 1, 2 and 3 respectively as ordered in the
        license file.";
     smiv2:max-access "not-accessible";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.1";
   }

   leaf clmgmtLicenseIndivActionState {
     type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
     description
       "This object indicates the state of action on this
        individual license.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.2";
   }

   leaf clmgmtLicenseIndivActionFailCause {
     type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
```

```
       description
        "This object indicates the reason for action failure on this
         individual license";
       smiv2:max-access "read-only";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.3";
      }
    }
  }

  container clmgmtLicenseStoreInfoTable {
   description
    "This table contains information about all the license
     stores allocated on the device.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1";

   list clmgmtLicenseStoreInfoEntry {
     key "entPhysicalIndex clmgmtLicenseStoreIndex";
     description
      "An entry in clmgmtLicenseStoreInfoTable. Each entry
       contains information about a license store allocated
       on the device";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1";

     leaf entPhysicalIndex {
       type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
     }

     leaf clmgmtLicenseStoreIndex {
       type uint32 {
        range "1..4294967295";
       }
       description
        "This object uniquely identifies a license store within
         the device.";
       smiv2:max-access "not-accessible";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.1";
     }

     leaf clmgmtLicenseStoreName {
       type snmp-framework:SnmpAdminString {
        length "0..255";
       }
       description
        "This object indicates the name of the license store
         within the device. It is a file in device's local file
```

```
            system i.e., either on a local disk or flash or some
            other storage media. For example, the value of this
            object can be 'disk1:lic_store_1.txt' or
            'flash:lic_store_2.txt';
          smiv2:max-access "read-only";
          smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.2";
        }

        leaf clmgmtLicenseStoreTotalSize {
          type uint32;
          units "bytes";
          description
            "This object indicates the total number of bytes that are
             allocated to the license store.";
          smiv2:max-access "read-only";
          smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.3";
        }

        leaf clmgmtLicenseStoreSizeRemaining {
          type uint32;
          units "bytes";
          description
            "This object indicates the number of bytes still remaining
             to be used for new license installations in the license
             store.";
          smiv2:max-access "read-only";
          smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.4";
        }
      }
    }

    container clmgmtLicenseDeviceInfoTable {
      description
        "This table contains objects that provide licensing related
         information at the device level. Entries will exist
         only for entities that support licensing. For example,
         if it is a stand alone device and supports licensing,
         then there will be only one entry in this table. If
         it is stackable switch then there will be multiple
         entries with one entry for each device in the stack.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2";

      list clmgmtLicenseDeviceInfoEntry {
        key "entPhysicalIndex";
        description
          "An entry in clmgmtLicenseDeviceInfoTable. Each entry
           contains device level licensing information for a device.";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1";
```

```
    leaf entPhysicalIndex {
     type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
     }

    leaf clmgmtDefaultLicenseStore {
     type uint32 {
       range "1..4294967295";
      }
     description
      "This object indicates the clmgmtLicenseStoreIndex of
       default store in the device. There will be only one
       default license store per device. If no license store
       is specified during license install, this default license
       store will be used.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1.1";
     }
    }
   }

  container clmgmtLicenseInfoTable {
   description
    "This table contains information about all the licenses
     installed on the device.";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3";

   list clmgmtLicenseInfoEntry {
    key "entPhysicalIndex clmgmtLicenseStoreUsed clmgmtLicenseIndex";
    description
     "An entry in clmgmtLicenseInfoTable. Each entry contains
      information about a license installed on the device. This
      entry gets created when a license is installed successfully.
      Management application can not create these entries directly, but
      will do so indirectly by executing license install action.
      Some of these entries may already exist that correspond to
      demo licenses even before management application installs any
      licenses.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1";

    leaf entPhysicalIndex {
     type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
```

```
    }

    leaf clmgmtLicenseStoreUsed {
     type uint32 {
      range "1..4294967295";
     }
     description
      "This object represents the license store that is used for
       storing this license. This object will have the same value
       as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
       of the license store used.";
     smiv2:max-access "not-accessible";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.1";
    }

    leaf clmgmtLicenseIndex {
     type cisco-license-mgmt-mib:ClmgmtLicenseIndex;
     description
      "This object uniquely identifies a license within
       the device.";
     smiv2:max-access "not-accessible";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.2";
    }

    leaf clmgmtLicenseFeatureName {
     type snmp-framework:SnmpAdminString {
      length "0..128";
     }
     description
      "This object indicates the name of the feature that is
       using or can use this license. A license can be used by
       only one feature. Examples of feature name are: 'IPBASE',
       'ADVIPSERVICE'.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.3";
    }

    leaf clmgmtLicenseFeatureVersion {
     type snmp-framework:SnmpAdminString {
      length "0..128";
     }
     description
      "This object indicates the version of the feature that is
       using or can use this license. Examples of feature version
       are: '1.0', '2.0'";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.4";
    }
```

```
leaf clmgmtLicenseType {
 type enumeration {
  enum "demo" {
   value "1";
  }
  enum "extension" {
   value "2";
  }
  enum "gracePeriod" {
   value "3";
  }
  enum "permanent" {
   value "4";
  }
  enum "paidSubscription" {
   value "5";
  }
  enum "evaluationSubscription" {
   value "6";
  }
  enum "extensionSubscription" {
   value "7";
  }
  enum "evalRightToUse" {
   value "8";
  }
  enum "rightToUse" {
   value "9";
  }
  enum "permanentRightToUse" {
   value "10";
  }
 }
 description
  "This object identifies type of license. Licenses may have
   validity period defined in terms of time duration that the
   license is valid for or it may be defined in terms of actual
   calendar dates. Subscription licenses are licenses that have
   validity period defined in terms of calendar dates.

   demo(1)           - demo(evaluation license) license.
   extension(2)       - Extension(expiring) license.
   gracePeriod(3)     - Grace period license.
   permanent(4)       - permanent license, the license has no
                        expiry date.
   paidSubscription(5)  - Paid subscription licenses are the
   licenses
```

which are purchased by customers. These
licenses have a start date and end date
associated with them.
evaluationSubscription(6)-Evaluation subscription licenses are
the trial licenses. These licenses
are node locked and it can be obtained
only once for an UDI. They are valid
based on calendar days. These licenses
have a start date and an end date
associated with them and are issued
once per UDI.
extensionSubscription(7)- Extension subscription licenses are
similar to evaluation subscription
licenses but these licenses are issued
based on customer request. There are
no restrictions on the number of
licenses available for a UDI.
evalRightToUse(8)   - Evaluation Right to use (RTU)
license.
rightToUse(9)   - Right to use (RTU) license.
permanentRightToUse(10) ? Right To Use license right after it is configured
and is valid for the lifetime of the product.
This is a Right To Use license which is not in
evaluation mode for a limited time.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.5";
}

leaf clmgmtLicenseCounted {
 type boolean;
 description
  "This object indicates whether the license is counted
  license.
   true(1) - counted license
   false(2) - uncounted license";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.6";
}

leaf clmgmtLicenseValidityPeriod {
 type uint32;
 units "seconds";
 description
  "This object indicates the time period the license is valid for.
  This object is applicable only if clmgmtLicenseType is demo(1),
  or extension(2) or gracePeriod(3) or evalRightToUse(8). The
  object will return 0 for other license types.";
  smiv2:max-access "read-only";

```
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.7";
}

leaf clmgmtLicenseValidityPeriodRemaining {
 type uint32;
 units "seconds";
 description
  "This object indicates the time period remaining before the
   license expires or transitions to rightToUse(9) license. This
   object is applicable only if clmgmtLicenseType is demo(1), or
   extension(2) or gracePeriod(3) or evalRightToUse(8). The object
   will contain 0 for other license types.";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.8";
}

leaf clmgmtLicenseExpiredPeriod {
 type uint32;
 units "seconds";
 description
  "This object indicates the elapsed time period since the license
   expired. This object is applicable only if clmgmtLicenseType
   is demo(1), or extension(2) or gracePeriod(3). Also, this
   value of this object will be valid only after the license
   expires. The object will return 0 for other license types
   or before the license expiry.";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.9";
}

leaf clmgmtLicenseMaxUsageCount {
 type uint32;
 description
  "This object indicates the maximum number of entities that
   can use this license. This object is applicable only if
   clmgmtLicenseCounted is true(1). The entity that is being
   counted can be anything and it depends on the licensable
   feature.";
 smiv2:max-access "read-only";
 smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.10";
}

leaf clmgmtLicenseUsageCountRemaining {
 type uint32;
 description
  "This object indicates the number of entities that can
   still use this license. This object is applicable only
   if clmgmtLicenseCounted is true(1).";
```

```
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.11";
}

leaf clmgmtLicenseEULAStatus {
  type boolean;
  description
   "This object indicates whether the user accepted
    End User License Agreement for this license.

    true(1) - EULA accpeted
    false(2) - EULA not accepted";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.12";
}

leaf clmgmtLicenseComments {
  type snmp-framework:SnmpAdminString {
   length "0..255";
  }
  description
   "This object represents the user modifiable comments
    about the license. This object is initially populated
    with comments from the license file.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.13";
}

leaf clmgmtLicenseStatus {
  type enumeration {
   enum "inactive" {
    value "1";
   }
   enum "notInUse" {
    value "2";
   }
   enum "inUse" {
    value "3";
   }
   enum "expiredInUse" {
    value "4";
   }
   enum "expiredNotInUse" {
    value "5";
   }
   enum "usageCountConsumed" {
    value "6";
   }
```

```
    }
   description
    "This object represents status of the license.

     inactive(1)        - license is installed, but
                      not active.
     notInUse(2)         - license is installed and
                      available for use.
     inUse(3)           - the license is being used (by
                      a feature).
     expiredInUse(4)     - license is expired but still
                      being held by the feature.
     expiredNotInUse(5)   - license is expired and not being
                      held by any feature.
     usageCountConsumed(6) - number of entities using this
                      licenses has reached the allowed
                      limit, no new entities are allowed
                      to use this license.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.14";
  }

  leaf clmgmtLicenseStartDate {
   type snmpv2-tc:DateAndTime;
   description
    "This object indicates the start date for a subscription
     license. It is optional for subscription linceses to have a
     start date associated with them, they may only have an end
     date associated with them. This object may be applicable only
     when clmgmtLicenseType is paidSubscription(5),
     evaluationSubscription(6) or extensionSubscription (7).
     The object will contain an octet string of length 0 when it is
     not applicable.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.15";
  }

  leaf clmgmtLicenseEndDate {
   type snmpv2-tc:DateAndTime;
   description
    "This object indicates the end date for a subscription license.
     This object is applicable only when clmgmtLicenseType is
     paidSubscription(5), evaluationSubscription(6) or
     extensionSubscription (7). The object will contain an octet
     string of length 0 when it is not applicable.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.16";
  }
```

```
      leaf clmgmtLicensePeriodUsed {
        type uint32;
        units "seconds";
        description
          "This object indicates the time period used for the
           Right to use (RTU) licenses. This object is applicable for all
           RTU licenses.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.17";
      }
    }
  }

  container clmgmtLicensableFeatureTable {
    description
      "This table contains list of licensable features in the
       image. All the licensable features will have an entry each
       in this table irrespective of whether they are using any
       licenses currently. Entries in this table are created by
       the agent one for each licensable feature in the image.
       These entries remain in the table permanently and can not
       be deleted. Management application can not create or delete
       entries from this table.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4";

    list clmgmtLicensableFeatureEntry {
      key "entPhysicalIndex clmgmtFeatureIndex";
      description
        "An entry in clmgmtLicensableFeatureTable. Each entry represents
         a licensable feature.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtFeatureIndex {
        type uint32 {
          range "1..4294967295";
        }
        description
          "This object uniquely identifies a licensable feature in
           the device.";
        smiv2:max-access "not-accessible";
```

```
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.1";
   }

   leaf clmgmtFeatureName {
    type snmp-framework:SnmpAdminString {
     length "0..128";
    }
    description
     "This object indicates the name of the licensable feature
      in the device. Examples of feature names are: 'IPBASE',
      'ADVIPSERVICE'";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.2";
   }

   leaf clmgmtFeatureVersion {
    type snmp-framework:SnmpAdminString {
     length "0..32";
    }
    description
     "This object indicates the version of the licensable
      feature in the device. Examples of feature versions
      are: '1.0' or '2.0'";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.3";
   }

   leaf clmgmtFeatureValidityPeriodRemaining {
    type uint32;
    units "seconds";
    description
     "This object indicates the time period remaining before
      the feature's license expires or transitions. This object is
      applicable only if clmgmtLicenseType of the license used by
      this feature is demo(1), or extension(2) or gracePeriod(3) or
      evalRightToUse(8).

      The object will contain 0 if other types of license is used
      or if the feature does not use any license. If the
      feature is using multiple licenses, this period will
      represent the cumulative period remaining from all the
      licenses used by this feature.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.4";
   }

   leaf clmgmtFeatureWhatIsCounted {
    type snmp-framework:SnmpAdminString {
```

```
    length "0..128";
   }
   description
    "This object represents the entity that is being counted
     by this feature. Examples of entities are IP Phones, number
     of sessions etc. This object is only applicable for
     features that use counting licenses. For other features,
     this object will return empty string.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.5";
  }

  leaf clmgmtFeatureStartDate {
   type snmpv2-tc:DateAndTime;
   description
    "This object indicates the license start date of the feature.
     This object is applicable if at least one of the licenses used
     for this feature has a valid start date. The start date will
     be the earliest of the valid start dates of all the licenses
     used for this feature. If none of the licenses used for this
     feature have a valid start date then this object will contain an
     octet string of length 0.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.6";
  }

  leaf clmgmtFeatureEndDate {
   type snmpv2-tc:DateAndTime;
   description
    "This object indicates the license end date of the feature.
     This object is applicable if at least one of the licenses used
     for this feature has a valid end date. The end date will
     be the latest of the valid end dates of all the licenses
     used for this feature. If none of the licenses used for this
     feature have a valid end date then this object will contain an
     octet string of length 0.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.7";
  }

  leaf clmgmtFeaturePeriodUsed {
   type uint32;
   units "seconds";
   description
    "This object indicates the license period used for the feature.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.8";
  }
```

```
    }
}

container clmgmtDevCredExportActionTable {
 description
   "A table for triggering device credentials export action.
   Management application must create this entry to trigger the
   export of device credentials from the device to a file.

   Once the request completes, the management application should
   retrieve the values of the objects of interest, and then
   delete the entry.  In order to prevent old entries from
   clogging the table, entries will be aged out, but an entry
   will never be deleted within 5 minutes of completion.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2";

  list clmgmtDevCredExportActionEntry {
   key "clmgmtDevCredExportActionIndex";
   description
     "An entry for each device credential export action that
     is being executed or was executed recently. The management
     application triggers the export by creating an entry in this
     table. This can be done in the following 2 methods

       1. CREATE-AND-GO method
          Management application sets clmgmtDevCredExportActionStatus
          to createAndGo(4) and all other required objects to valid
          values in a single SNMP SET request. If all the values
          are valid, the device creates the entry and executes the
          action. If the SET request fails, the entry will not be
          created.
       2. CREATE-AND-WAIT method
          Management application sets clmgmtDevCredExportActionStatus to
          createAndWait(5) to create an entry. Management application
          can set all other required objects to valid
          values in more than one SNMP SET request. If SET request
          for any of the objects fails, management application can set
          just only that object. Once all the required objects
          are set to valid values, management application triggers action
          execution by setting clmgmtDevCredExportActionStatus to
          active(1).

     To stop the action from being executed, the management application
     can delete the entry by setting clmgmtDevCredExportActionStatus
     to destroy(6) when clmgmtDevCredCommandState is pending(2).

     The status of action execution can be known by querying
     clmgmtDevCredCommandState. If the action is still in
```

pending(2) or inProgress(3), the management application need to
check back again after few seconds. Once the action completes
and if status of the action is failed(6), the reason for
failure can be retrieved from clmgmtDevCredCommandFailCause.

Entry can be deleted except when clmgmtLicenseAction is set
to inProgress(3). All entries in this table are volatile
and are cleared on agent reset.";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1";

leaf clmgmtDevCredExportActionIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
   "This object uniquely identifies a row in
    clmgmtDevCredExportActionTable. The management application
    chooses this value by reading
    clmgmtNextFreeDevCredExportActionIndex while creating an
    entry in this table. If an entry already exists with this
    index, the creation of the entry will not continue and
    error will be returned. The management application should
    read the value of clmgmtNextFreeDevCredExportActionIndex
    again and retry with the new value for this object.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.1";
}

leaf clmgmtDevCredEntPhysicalIndex {
  type entity-mib:PhysicalIndexOrZero;
  description
   "This object represents the entPhysicalIndex of the device
    for which the device credentials are being retrieved. This
    object is mainly used in devices where one device is acting
    as a master and rest of the devices as slaves. The master
    device is responsible for SNMP communication with the
    manager. Examples include stackable switches, devices with
    router processor and line cards.

    Note: This object need not be set if it is a stand alone
    device";
  smiv2:defval "0";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.2";
}

leaf clmgmtDevCredTransferProtocol {
  type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;

```
    description
     "This object indicates the transfer protocol to be used when
      copying files as specified in the following objects.
      1. clmgmtDevCredExportFile
      .";
    smiv2:defval "none";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.3";
  }

  leaf clmgmtDevCredServerAddressType {
    type inet-address:InetAddressType;
    description
     "This object indicates the transport type of the
      address contained in clmgmtDevCredServerAddress object.
      This must be set when clmgmtDevCredTransferProtocol
      is not none(1) or local(2).";
    smiv2:defval "unknown";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.4";
  }

  leaf clmgmtDevCredServerAddress {
    type inet-address:InetAddress;
    description
     "This object indicates the the ip address of the server
      from which the files must be read or written to if
      clmgmtDevCredTransferProtocol is not none(1) or local(2).

      All bits as 0s or 1s for clmgmtDevCredServerAddress are not
      allowed.

      The format of this address depends on the value of the
      clmgmtDevCredServerAddressType object";
    smiv2:defval "";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.5";
  }

  leaf clmgmtDevCredServerUsername {
    type snmp-framework:SnmpAdminString {
      length "0..96";
    }
    description
     "This object indicates the remote user name for accessing
      files via ftp, rcp, sftp or scp protocols. This object
      must be set when the clmgmtDevCredTransferProtocol is
      ftp(4), rcp(5), scp(7) or sftp(8). If
```

```
        clmgmtDevCredTransferProtocol is rcp(5), the remote
        username is sent as the server username in an rcp command
        request sent by the system to a remote rcp server.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.6";
    }

    leaf clmgmtDevCredServerPassword {
      type snmp-framework:SnmpAdminString {
        length "0..96";
      }
      description
        "This object indicates the password used by ftp, sftp or
         scp for copying a file to/from an ftp/sftp/scp server.
         This object must be set when the
         clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
         sftp(8). Reading it returns a zero-length string for
         security reasons.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.7";
    }

    leaf clmgmtDevCredExportFile {
      type snmp-framework:SnmpAdminString {
        length "0..255";
      }
      description
        "This object represents file where device credentials needs
         to be exported to.";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.8";
    }

    leaf clmgmtDevCredCommand {
      type enumeration {
        enum "noOp" {
          value "1";
        }
        enum "getDeviceCredentials" {
          value "2";
        }
      }
      description
        "This object indicates the the command to be executed.

         Command                 Remarks
```

```
                 -------                     -------
      noOp(1)                   No operation will be
                               performed.


    getDeviceCredentials(2)       Exports device credentials";
  smiv2:defval "noOp";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.9";
}


leaf clmgmtDevCredCommandState {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
  description
    "This object indicates the state of the action that is
     executed as a result of setting clmgmtDevCredRowStatus
     to active(1).";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.10";
}


leaf clmgmtDevCredCommandFailCause {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "unknownError" {
      value "2";
    }
    enum "transferProtocolNotSupported" {
      value "3";
    }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidFile" {
      value "6";
    }
  }
  description
    "This object indicates the the reason for device
     credentials export operation failure.

     The value of this object is valid only when
     clmgmtDevCredCommandState is failed(6).
```

```
       none(1)       - action execution has not started yet.
                        If the action is completed and the
                        action is successful, then also
                        none(1) is returned to indicate that
                        there are no errors.
       unknownError(2) - reason for failure is unknown,
                        operation failed, no operation is
                        performed
       transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
                              given is not supported.
       fileServerNotReachable(4)      - file server is not reachable.
       unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
                              valid
       invalidFile(6)  - The target file specified is not valid.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.11";
     }


    leaf clmgmtDevCredStorageType {
      type snmpv2-tc:StorageType;
      description
       "This object indicates the storage type for this conceptual
        row. Conceptual rows having the value 'permanent' need not
        allow write-access to any columnar objects in the row.";
      smiv2:defval "volatile";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.12";
     }


    leaf clmgmtDevCredRowStatus {
      type snmpv2-tc:RowStatus;
      description
       "This object indicates the the status of this table entry.
        Once the entry status is set to active(1), the associated
        entry cannot be modified until the action completes
        (clmgmtDevCredCommandStatus is set to a value
        other than inProgress(3)). Once the action completes
        the only operation possible after this is to delete
        the row.

        clmgmtDevCredExportFile is a mandatory object to be
        set when creating this entry.";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.13";
     }
    }
   }
  }
```

```
notification clmgmtLicenseExpired {
 description
  "This notification is sent, when a feature license
   expires. This notification will be sent continuously
   every week even after the expiry to alert the management
   application.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.1";

  container object-1 {

   leaf entPhysicalIndex {
    type leafref {
     path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

   leaf clmgmtFeatureIndex {
    type leafref {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
   }

   leaf clmgmtFeatureName {
    type leafref {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
   }
  }

  container object-2 {

   leaf entPhysicalIndex {
    type leafref {
     path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

   leaf clmgmtFeatureIndex {
    type leafref {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
```

```
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
}

notification clmgmtLicenseExpiryWarning {
  description
    "This notification is sent when a license is about to
     expire. This notification will go out multiple times.
     First notification goes out when expiry day is 4 weeks
     ahead, second notification when expiry day is 3 weeks
     ahead, third notification when expiry day is 2 weeks
     ahead. This notification will go out daily in the
     last week of license expiry.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.2";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
```

```
      }
    }

  container object-2 {

    leaf entPhysicalIndex {
     type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
     type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
     type leafref {
```

```
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
      }
    }
   }
 }

  notification clmgmtLicenseUsageCountExceeded {
   description
    "This notification is sent when clmgmtLicenseUsageCountRemaining
     has reached clmgmtLicenseMaxUsageCount for a counting license.";
   smiv2:oid "1.3.6.1.4.1.9.9.543.0.3";

   container object-1 {

    leaf entPhysicalIndex {
     type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
   }
```

```
container object-2 {

  leaf entPhysicalIndex {
   type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
   }
  }

  leaf clmgmtLicenseStoreUsed {
   type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
   }
  }

  leaf clmgmtLicenseIndex {
   type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
   }
  }

  leaf clmgmtLicenseFeatureVersion {
   type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
   }
  }
 }

 container object-3 {

  leaf entPhysicalIndex {
   type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
   }
  }

  leaf clmgmtLicenseStoreUsed {
   type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
```

```
        }
      }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureWhatIsCounted {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
      }
    }
  }

  container object-5 {
```

```
    leaf entPhysicalIndex {
     type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
     }
    }

    leaf clmgmtLicenseStoreUsed {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
     }
    }

    leaf clmgmtLicenseIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
     }
    }

    leaf clmgmtLicenseComments {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
     }
    }
   }
  }

 notification clmgmtLicenseUsageCountAboutToExceed {
  description
   "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached 80% of clmgmtLicenseMaxUsageCount for a counting
    license. This is a warning notification to the management
    application that very soon the maximum count will be reached
    and after that the device will not allow new entities to
    make use of this license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.4";

  container object-1 {

   leaf entPhysicalIndex {
    type leafref {
     path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
```

```
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
```

```
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
      }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
        }
      }
    }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
        }
      }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
        }
      }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
        }
      }
    }
```

```
container object-4 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseUsageCountRemaining {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseUsageCountRemaining";
    }
  }
}

container object-5 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
```

```
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureWhatIsCounted {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
      }
    }
  }

  container object-6 {

    leaf entPhysicalIndex {
     type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
}
```

```
notification clmgmtLicenseInstalled {
  description
   "This notification is sent when a license is installed
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.5";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
```

```
leaf clmgmtLicenseStoreUsed {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
  }
}

leaf clmgmtLicenseIndex {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
  }
}

leaf clmgmtLicenseFeatureVersion {
  type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
  }
}
}

container object-3 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
```

```
      }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
}

  notification clmgmtLicenseCleared {
```

```
description
 "This notification is sent when a license is cleared
  successfully.";
smiv2:oid "1.3.6.1.4.1.9.9.543.0.6";

container object-1 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
    }
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }
```

```
  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
  }

  leaf clmgmtLicenseFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
    }
  }
}

container object-3 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtLicenseStoreUsed {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
  }

  leaf clmgmtLicenseIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
```

```
    }

    leaf clmgmtLicenseType {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
     }
    }
   }

   container object-4 {

    leaf entPhysicalIndex {
     type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
     }
    }

    leaf clmgmtLicenseStoreUsed {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
     }
    }

    leaf clmgmtLicenseIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
     }
    }

    leaf clmgmtLicenseComments {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
     }
    }
   }
  }

  notification clmgmtLicenseRevoked {
   description
```

```
  "This notification is sent when a license is revoked
   successfully.";
 smiv2:oid "1.3.6.1.4.1.9.9.543.0.7";

 container object-1 {

  leaf entPhysicalIndex {
   type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

  leaf clmgmtLicenseStoreUsed {
   type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
   }

  leaf clmgmtLicenseIndex {
   type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
   }

  leaf clmgmtLicenseFeatureName {
   type leafref {
    path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
    }
   }
  }

 container object-2 {

  leaf entPhysicalIndex {
   type leafref {
    path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

  leaf clmgmtLicenseStoreUsed {
```

```
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
    }

    leaf clmgmtLicenseIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
    }

    leaf clmgmtLicenseFeatureVersion {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
    }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
     type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
    }

    leaf clmgmtLicenseStoreUsed {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
    }
    }

    leaf clmgmtLicenseIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
    }
    }
```

```
    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
}

notification clmgmtLicenseEULAAccepted {
  description
    "This notification is sent when a user accepts End User
```

```
    License Agreement (EULA) for a license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.8";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
```

```
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
}

 notification clmgmtLicenseNotEnforced {
  description
    "This notification is sent when a license does not
     exist for a feature, but the feature is a mandatory
     feature and it should run. This notification will be
     sent out periodically to indicate that there is no
     license installed for this feature and it needs to
     be done as soon as possible.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.9";

  container object-1 {

    leaf entPhysicalIndex {
     type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
     type leafref {
```

```
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
}

notification clmgmtLicenseSubscriptionExpiryWarning {
  description
    "This notification is sent when a subscription license of a
     feature is about to expire. This notification will be sent as
     per the following schedule:
     Once a week for the last eight weeks
     Once a day for the last week
     Once a hour for the last day";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.10";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
```

```
    }

  leaf clmgmtFeatureName {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
    }
  }
}

container object-2 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
  }

  leaf clmgmtFeatureVersion {
    type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
    }
  }
}

container object-3 {

  leaf entPhysicalIndex {
    type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
  }

  leaf clmgmtFeatureIndex {
    type leafref {
```

```
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
      }

      leaf clmgmtFeatureEndDate {
        type leafref {
          path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
        }
      }
    }
  }

  notification clmgmtLicenseSubscriptionExtExpiryWarning {
    description
      "This notification is sent when the subscription license end
       date of a feature is reached but extension period is left. This
       notification will be sent once a day after the license end date
       is reached.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.11";

    container object-1 {

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtFeatureIndex {
        type leafref {
          path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
        }
      }

      leaf clmgmtFeatureName {
        type leafref {
          path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
        }
      }
```

```
    }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
```

```
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
      }
    }
  }
}

notification clmgmtLicenseSubscriptionExpired {
  description
    "This notification will be sent after a subscription license
     of a feature completely expires. It will be sent once a day
     after the license has completely expired";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.12";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
```

```
    leaf clmgmtFeatureIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
     }
    }

    leaf clmgmtFeatureVersion {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
     }
    }
   }

  container object-3 {

    leaf entPhysicalIndex {
     type leafref {
      path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
     }
    }

    leaf clmgmtFeatureIndex {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
     }
    }

    leaf clmgmtFeatureEndDate {
     type leafref {
      path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
     }
    }
   }
  }

 notification clmgmtLicenseEvalRTUTransitionWarning {
  description
   "This notification is sent when Evaluation to Right to use (RTU)
```

```
    license transition is about to happen. The first notification
    will be sent 10 days before the transition and second
    notification will be sent 5 days before the transition.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.13";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }
```

```
    leaf clmgmtFeatureVersion {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
     }
    }
   }

  container object-3 {

    leaf entPhysicalIndex {
     type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
     }
    }

    leaf clmgmtFeatureIndex {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
     }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
     type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
     }
    }
   }
  }

  notification clmgmtLicenseEvalRTUTransition {
   description
     "This notification is sent, when a feature license transitions
      from a evaluation to a Right to use (RTU) license.";
   smiv2:oid "1.3.6.1.4.1.9.9.543.0.14";

   container object-1 {

    leaf entPhysicalIndex {
     type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
```

```
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
}

smiv2:alias "ciscoLicenseMgmtMIB" {
```

```
      smiv2:oid "1.3.6.1.4.1.9.9.543";
    }

    smiv2:alias "ciscoLicenseMgmtMIBNotifs" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.0";
    }

    smiv2:alias "ciscoLicenseMgmtMIBObjects" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.1";
    }

    smiv2:alias "clmgmtLicenseConfiguration" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";
    }

    smiv2:alias "clmgmtLicenseInformation" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2";
    }

    smiv2:alias "clmgmtLicenseDeviceInformation" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
    }

    smiv2:alias "clmgmtLicenseNotifObjects" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";
    }

    smiv2:alias "ciscoLicenseMgmtMIBConform" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.2";
    }

    smiv2:alias "ciscoLicenseMgmtCompliances" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.2.1";
    }

    smiv2:alias "ciscoLicenseMgmtGroups" {
      smiv2:oid "1.3.6.1.4.1.9.9.543.2.2";
    }

}
-- ****************************************************************
-- CISCO-LICENSE-MGMT-MIB.my: Cisco MIB to manage licenses on
-- Cisco devices
--
-- July 2006, Sunil Gudurvalmiki
--
-- Copyright (c) 2006, 2008, 2011-2012 by Cisco Systems Inc.
-- All rights reserved.
```

```
--
-- ******************************************************************

CISCO-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS
  OBJECT-TYPE,
  MODULE-IDENTITY,
  Unsigned32,
  NOTIFICATION-TYPE
    FROM SNMPv2-SMI
  MODULE-COMPLIANCE,
  OBJECT-GROUP,
  NOTIFICATION-GROUP
    FROM SNMPv2-CONF
  TEXTUAL-CONVENTION,
  TruthValue,
  RowStatus,
  StorageType,
  DateAndTime
    FROM SNMPv2-TC
  SnmpAdminString
    FROM SNMP-FRAMEWORK-MIB
  entPhysicalIndex,
  PhysicalIndexOrZero
    FROM ENTITY-MIB
  InetAddressType,
  InetAddress
    FROM INET-ADDRESS-MIB
  ciscoMgmt
    FROM CISCO-SMI;


ciscoLicenseMgmtMIB MODULE-IDENTITY
  LAST-UPDATED    "201204190000Z"
  ORGANIZATION    "Cisco Systems Inc."
  CONTACT-INFO
      "Cisco Systems
      Customer Service

      Postal: 170 W Tasman Drive

      San Jose, CA  95134

      USA

      Tel: +1 800 553 -NETS
```

E-mail: cs-snmp@cisco.com"
DESCRIPTION
"The MIB module for managing licenses on the system.
The licensing mechanism provides flexibility to
enforce licensing for various features in the system.

The following text introduces different concepts and
terms those are necessary to understand the MIB definition
and to perform license management.

UDI
Universal Device Identifier that uniquely identifies a
device. It comprises of product ID, version ID and serial
number of the device.

NODE LOCKED LICENSE:
Node locked licenses are locked to one of the device
identifiers in the system. For example, the license
can be locked to the UDI value of one of the devices
in the system. Locking a license to an UDI guarantees
that the license will not be moved to a device with a
different UDI.

NON-NODE LOCKED LICENSE:
Non-node locked licenses are not locked to any device
identifier. They can be used on other similar devices.

METERED LICENSE:
Metered licenses are valid for limited period of time
and they expire after that. This period is the usage
period of a license and it is not based on real time
clock, but system clock.

EULA:
End User License Agreement.

EVALUATION LICENSE:
Evaluation licenses are non-node locked metered
licenses which are valid only for a limited period.
They are used only when there are no permanent,
extension or grace period licenses for a feature.
User will have to accept EULA (End User License
Agreement) before using an evaluation license. Even
though they are not node locked, their usage is
recorded on the device.

RIGHT TO USE (RTU) LICENSE:
Right to use license is a non-node locked metered

license which is in evaluation mode for a limited
time after which it is converted to Right To Use (RTU)
license and is valid for the lifetime of the product.
User will have to accept EULA (End User License Agreement)
before using this license. Even though it is not node
locked, usage information is recorded on the device.

EXTENSION LICENSE:
 Extension licenses are node locked metered licenses.
 These licenses are issued by Cisco's licensing portal.
 These licenses need to be installed using management
 interfaces on the device. User will have to accept an
 EULA as part of installation of extension license.

GRACE PERIOD LICENSE:
 Grace period licenses are node locked metered licenses.
 These licenses are issued by Cisco's licensing portal
 as part of the permission ticket to rehost a license.
 These licenses are installed on the device as part of
 the rehost operation. User will have to accept an
 EULA as part of the rehost operation for this type
 of license. Details on permission ticket, rehost
 operations are provided further down in this
 description clause.

PERMANENT LICENSE:
 Permanent licenses are node locked licenses that have
 no usage period associated with them. These licenses
 are issued by Cisco's licensing portal. These licenses
 need to be installed using management interfaces on
 the device. Once these licenses are installed, they
 will provide needed permission for the feature/image
 across different versions.

COUNTED LICENSE:
 Counted licenses limit the number of similar entities
 that can use the license. For example, a counted
 license when used by a feature can limit the number
 of IP phones that can connect or the number of tunnels
 that can be created.

UNCOUNTED LICENSE:
 Uncounted licenses do not limit the number of similar
 entities that can use the licenses.

License can be enforced at the image level or at the feature
level and this MIB module supports both.

IMAGE LEVEL LICENSING:

A universal image that contains all levels of
software packages is loaded on to the device. At boot
time, the device determines the highest level of license
and brings up the appropriate software features or
subsystems.

FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of
license at individual feature. Features have to check
for their licenses before enabling themselves. If it
does not have a license, the feature should disable
itself.

There is a one-to-one relationship between
a feature and a license. That is, a feature can use
only one license at a time and a license can be used
by only one feature at a time.

LICENSE LINE:

A License line is an atomic set of ASCII characters
arranged in a particular format that holds the license
for a single feature within it. A line has all the
necessary fields and attributes that make it a valid,
non-tamper able and complete license.

LICENSE FILE:

File generated by Cisco licensing portal. It is used
to install license on product. It has a user readable
part and it contains one or more license lines.

DEVICE CREDENTIALS:

Device credentials file is a document that is generated
by a licensed device. This document establishes the
identity of the device and proves that the sender/user
has/had authorized access to the device.

REHOST:

Rehost operation allows a node locked license that
is installed on a device to be installed on other
similar device. As part of rehost operation, a device
processes the permission ticket, revokes the license(s)
on the device and generates a rehost ticket as the
proof of revocation. This rehost ticket needs to be
presented to the Cisco's licensing portal to get the
license transferred on to a new similar device.

PERMISSION TICKET:

Permission ticket is a document generated by Cisco
licensing portal that allows a device to rehost its
licenses.

REHOST TICKET:
Rehost ticket is document generated by a device after
it has applied a permission ticket. The rehost ticket
is a proof of revocation.

LICENSING PORTAL:
Generates licenses, permission tickets and verifies
device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear,
revoke licenses. It also provides objects to regenerate
last rehost ticket, backup all the licenses installed
on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:
To install a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get
   the license file, uses device credentials to identify
   the device
3. Executes the license install action.

STEPS TO CLEAR A LICENSE:
To clear a license, the management application
1. Identifies the license to be cleared using license
   index.
2. Executes the license clear action.

STEPS TO REHOST A LICENSE:
To rehost a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get
   the permission ticket, uses device credentials to
   identify the device.
3. Executes the processPermissionTicket action. Device
   revokes the license and generates rehost ticket to be
   submitted as proof of revocation.
4. Retrieves device credentials of the device where the
   license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to
   Cisco's licensing portal, uses device credentials of
   the new device to identify the device, gets license
   file.
6. Executes the license install action on the new

device.

STEPS TO REGENERATE LAST REHOST TICKET:
   To regenerate last rehost ticket, the management
application
   1. Retrieves device credentials of the device.
   2. Uses already obtained permission ticket or
      communicates with Cisco's licensing portal to get
      the permission ticket, uses device credentials to
      identify the device.
   3. Executes the regenerateLastRehostTicket action.
      Device generates rehost ticket to be submitted as
      proof of revocation.

STEPS TO BACKUP ALL LICENSES:
   To backup all licenses installed in the device, the
   management application
   1. Specifies the backup file path.
   2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:
   To install certain kind of licenses, the management
   application must accept EULA first. The management
   application can generate and export EULA for one or
   more licenses with out installing licenses as follows.
   1. Specifies the license file path that has licenses to be
      installed
   2. Specifies the EULA file path where EULA need to be
      exported to
   3. Executes the generate EULA action.

To support the various license actions, this MIB module
also defines MIB objects to know if a device supports
licensing, retrieve device credentials, retrieve
information on license stores in the device.

It also defines MIB objects to expose management
information associated with the licenses installed on the
device, with the licensable features in the software image.

This MIB module also defines various notifications that
will be triggered to asynchronously notify the management
application of any critical events.

This MIB module is defined generically so it can be
implemented on stand alone devices or stack of devices.
In stack of devices, one device in the stack acts as
master agent and rest are slave agents. Each device in the

stack has its own UDI. The master agent receives requests
on behalf of all the devices in the stack including itself
and delegates it to other devices as needed. It also
collects responses from other devices and sends them to
the management application. Examples of such devices include
stackable switches, devices with route processor and line
cards. On the other hand, stand alone device is a single
device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to
identify the device uniquely. It is specified as the index
or one of the index for tables in this MIB as needed."
REVISION   "201204190000Z"
DESCRIPTION
     "This version of the MIB adds support for Permanent Right to use (RTU)
     licensing. The revisions are:
     o Updated clmgmtLicenseType object to support the following new
       types of license:
       permanentRightToUse

     The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION   "201104190000Z"
DESCRIPTION
     "This version of the MIB adds support for Right to use (RTU)
     licensing. The revisions are:
     o Added RTU license definition to MIB description above.
     o Updated clmgmtLicenseType object to support the following new
       types of license:
       evalRightToUse
       rightToUse
     o Added following objects to clmgmtLicenseInfoTable
       clmgmtLicensePeriodUsed
     o Added following objects to clmgmtLicensableFeatureTable
       clmgmtFeaturePeriodUsed
     o Added the following notifications
       clmgmtLicenseEvalRTUTransitionWarning
       clmgmtLicenseEvalRTUTransition
     o Added the following conformance groups
       clmgmtLicenseRTUGroup
       clmgmtLicenseRTUUsageNotifGroup

     The new module compliance is ciscoLicenseMgmtComplianceRev1."
REVISION   "200811210000Z"
DESCRIPTION
     "This version of the MIB adds support for subscription
     licensing. Subscription licenses provide software
     enforcement for a licensed feature for a fixed calendar

period. The revisions are:
o Updated clmgmtLicenseType object to support the following three
  new types of licenses:
    paidSubscription
    evaluationSubscription
    extensionSubscription
o Added following objects to clmgmtLicenseInfoTable
    clmgmtLicenseStartDate
    clmgmtLicenseEndDate
o Added following objects to clmgmtLicensableFeatureTable
    clmgmtFeatureStartDate
    clmgmtFeatureEndDate
o Added the following notifications
    clmgmtLicenseSubscriptionExpiryWarning
    clmgmtLicenseSubscriptionExtExpiryWarning
    clmgmtLicenseSubscriptionExpired
o Added the following conformance groups
    clmgmtLicenseSubscriptionGroup
    clmgmtLicenseSubscriptionUsageNotifGroup
The new module compliance is ciscoLicenseMgmtComplianceRev1."
REVISION   "200610030000Z"
DESCRIPTION
   "Initial version of this MIB module."
::= { ciscoMgmt 543 }

ciscoLicenseMgmtMIBNotifs OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIB 0 }

ciscoLicenseMgmtMIBObjects OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIB 1 }

ciscoLicenseMgmtMIBConform OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIB 2 }

clmgmtLicenseConfiguration OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBObjects 1 }

clmgmtLicenseInformation OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBObjects 2 }

clmgmtLicenseDeviceInformation OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBObjects 3 }

clmgmtLicenseNotifObjects OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBObjects 4 }

ClmgmtLicenseIndex ::= TEXTUAL-CONVENTION
  STATUS   current
  DESCRIPTION
      "A unique value, for each license in the managed system.
      It is not necessary to have values assigned contiguously.
      The value for each license must remain constant
      at least from one re-initialization of the entity's
      network management system to the next re-initialization"
  SYNTAX   Unsigned32 (1..4294967295)

ClmgmtLicenseIndexOrZero ::= TEXTUAL-CONVENTION
  STATUS   current
  DESCRIPTION
      "This textual convention is an extension of the ClmgmtLicenseIndex
      convention. The latter defines a greater than zero value
      used to identify a license in the managed system. This
      extension permits the additional value of zero. The value
      zero is object-specific and must therefore be defined as
      part of the description of any object which uses this
      syntax. Examples of the usage of zero might include
      situations where license was not present or unknown."
  SYNTAX   Unsigned32

ClmgmtLicenseTransferProtocol ::= TEXTUAL-CONVENTION
  STATUS   current
  DESCRIPTION
      "The transfer protocol that should be used for copying files
      when performing license management. When the protocol is
      set to local(2), local file system (flash or disk) is used.
      Different agents may support different transfer protocols
      and the management application is expected to some how determine
      which protocol is supported and use."
  SYNTAX   INTEGER {
              none(1),
              local(2),
              tftp(3),
              ftp(4),
              rcp(5),
              http(6),
              scp(7),
              sftp(8)
            }

ClmgmtLicenseActionState ::= TEXTUAL-CONVENTION
  STATUS   current
  DESCRIPTION
      "The state of license action execution.

none(1)   - action is not yet scheduled to be
                     executed.

pending(2)   - All the required parameters for the
                     action are set and the action is
                     scheduled to be executed.

inProgress(3)   - action execution has started and is
                     in progress.

successful(4)   - action has completed successfully.

partiallySuccessful(5) - action has completed, but was
                     partially successful. Management
                     application can query additional MIB
                     objects to know what is successful
                     and what has failed. These addtional
                     objects are listed in the
                     description of the corresponding
                     action tables.

failed(6)   - action has failed."
    SYNTAX   INTEGER {
             none(1),
             pending(2),
             inProgress(3),
             successful(4),
             partiallySuccessful(5),
             failed(6)
          }

ClmgmtLicenseActionFailCause ::= TEXTUAL-CONVENTION
    STATUS   current
    DESCRIPTION
      "Reason for license action failure. Defines error codes for
      all the license actions.

      none(1)   - action execution has not
                           started yet. If the action
                           is completed and the action
                           is successful, then also
                           none(1) is returned to
                           indicate that there are no
                           errors.
      generalFailure(2)   - General licensing failure.
                           This will be used for resource
                           unavailability failures.
                           Ex: Lack of memory.

transferProtocolNotSupported(3) - protocol selected is not
                    supported.
fileServerNotReachable(4) - file server is not reachable.
unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
                    valid
invalidLicenseFilePath(6) - The license file path is not
                    accessible.
invalidLicenseFile(7)   - Contents of license file are
                    not valid.
invalidLicenseLine(8)   - License string in the license
                    file is not valid.
licenseAlreadyExists(9)   - Management application is trying
                    to install a license that already
                    exists.
licenseNotValidForDevice(10) - This license is not valid for
                    the device/entPhysicalIndex
                    specified.
invalidLicenseCount(11)   - Invalid count for this counted
                    license.
invalidLicensePeriod(12)   - Validity period is invalid for
                    this expiring license.
licenseInUse(13)   - License file is in use by a
                    feature/image.
invalidLicenseStore(14)   - License store is not valid.
licenseStorageFull(15)   - There is no more space in the
                    license storage.
invalidPermissionTicketFile(16) - The permission ticket file
                    path is not accecssible.
invalidPermissionTicket(17) - The permission ticket file
                    contents are not valid.
invalidRehostTicketFile(18) - The rehost ticket file path is
                    not accessible.
invalidRehostTicket(19)   - The rehost ticket file contents
                    are not valid.
invalidLicenseBackupFile(20) - License backup store path
                    is not accessible.
licenseClearInProgress(21) - When license clear action is
                    in progress, license backup
                    action is not permitted to
                    avoid race conditions. This
                    error code is sent back in
                    response to a license backup
                    action when a license clear
                    action is in progress or in
                    pending state. Try again in few
                    seconds.
invalidLicenseEULAFile(22) - EULA file path is not accessible."
SYNTAX   INTEGER {

none(1),
                    generalFailure(2),
                    transferProtocolNotSupported(3),
                    fileServerNotReachable(4),
                    unrecognizedEntPhysicalIndex(5),
                    invalidLicenseFilePath(6),
                    invalidLicenseFile(7),
                    invalidLicenseLine(8),
                    licenseAlreadyExists(9),
                    licenseNotValidForDevice(10),
                    invalidLicenseCount(11),
                    invalidLicensePeriod(12),
                    licenseInUse(13),
                    invalidLicenseStore(14),
                    licenseStorageFull(15),
                    invalidPermissionTicketFile(16),
                    invalidPermissionTicket(17),
                    invalidRehostTicketFile(18),
                    invalidRehostTicket(19),
                    invalidLicenseBackupFile(20),
                    licenseClearInProgress(21),
                    invalidLicenseEULAFile(22)
                }

clmgmtNextFreeLicenseActionIndex OBJECT-TYPE
    SYNTAX   Unsigned32 (1..4294967295)
    MAX-ACCESS   read-only
    STATUS   current
    DESCRIPTION
        "This object contains appropriate value for
        clmgmtLicenseActionIndex that can be used to create
        an entry in clmgmtLicenseActionTable. The management application
        should read this object first and then use this as the
        value for clmgmtLicenseActionIndex to avoid collisions
        when creating entries in clmgmtLicenseActionTable.
        Following this approach does not guarantee collision free
        row creation, but will reduce the probability. The
        collision will happen if two management applications read this
        object at the same time and attempt to create an entry
        with this value at the same time. In this case, the
        management application whose request is processed after the first
        request will get an error and the process of reading this object
        and entry creation needs to be repeated."
    ::= { clmgmtLicenseConfiguration 1 }
-- Table for executing license management actions.

clmgmtLicenseActionTable OBJECT-TYPE
    SYNTAX   SEQUENCE OF ClmgmtLicenseActionEntry

MAX-ACCESS   not-accessible
STATUS   current
DESCRIPTION
    "A table for invoking license management actions. Management
    application must create a row in this table to trigger any of
    the license management actions. The following are different
    actions that can be executed using this table.
        1. install
        2. clear
        3. processPermissionTicket
        4. regenerateLastRehostTicket
        5. backup
        6. generateEULA

    Refer to the description of clmgmtLicenseAction for more
    information on what these actions do on the device.
    Once the request completes, the management application should
    retrieve the values of the objects of interest, and then
    delete the entry. In order to prevent old entries from
    clogging the table, entries will be aged out, but an entry
    will never be deleted within 5 minutes of completion."
  ::= { clmgmtLicenseConfiguration 2 }

clmgmtLicenseActionEntry OBJECT-TYPE
  SYNTAX   ClmgmtLicenseActionEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "An entry for each action that is being executed or was
    executed recently. The management application executes an
    action
    by creating this entry. This can be done in the following
    2 methods

        1. CREATE-AND-GO method
           Management application sets clmgmtLicenseActionRowStatus to
           createAndGo(4) and all other required objects to valid
           values in a single SNMP SET request. If all the values
           are valid, the device creates the entry and executes the
           action. If the SET request fails, the entry will not be
           created.
        2. CREATE-AND-WAIT method
           Management application sets clmgmtLicenseActionRowStatus to
           createAndWait(5) to create an entry. Management application
           can set all other required objects to valid
           values in more than one SNMP SET request. If SET request
           for any of the objects fails, management application can
    set

just only that object. Once all the required objects
are set to valid values, management application triggers
action
execution by setting clmgmtLicenseActionRowStatus to
active(1).

To stop the action from being executed, the management
application
can delete the entry by setting clmgmtLicenseActionRowStatus
to destroy(6) when clmgmtLicenseActionState is pending(2).

The status of action execution can be known by querying
clmgmtLicenseActionState. If the action is still in
pending(2) or in inProgress(3) state, the management
application need to check back again after few seconds.
Once the action completes and status of the action is
failed(6), the reason for failure can be retrieved
from clmgmtLicenseActionFailCause. If the status of the
action is partiallySuccessful(5), results of individual
licenses can be queried from clmgmtLicenseActionResultTable.

Not all objects in the entry are needed to execute every
action. Below is the list of actions and the required
objects that are needed to be set for executing that
action.

1. Installing a license
   The following MIB objects need to be set for installing a
   license
     a. clmgmtLicenseActionTransferProtocol
     b. clmgmtLicenseServerAddressType
     c. clmgmtLicenseServerAddress
     d. clmgmtLicenseServerUsername
     e. clmgmtLicenseServerPassword
     f. clmgmtLicenseFile
     g. clmgmtLicenseStore
     h. clmgmtLicenseStopOnFailure
     i. clmgmtLicenseAcceptEULA
     j. clmgmtLicenseAction

   clmgmtLicenseActionEntPhysicalIndex need not be set
   explicitly for license installs. License itself identifes
   the device where the license needs to be installed.

   clmgmtLicenseStore need to be set to store the licenses
   in a non-default license store. But, if a license file
   has more than one license and licenses need to be
   installed on multiple devices (for example to multiple

members with in a stack), then value of clmgmtLicenseStore
is ignored and the licenses will be installed in default
license stores of the respective devices.

2. Clearing a license
   The following MIB objects need to be set for clearing a
   license
   a. clmgmtLicenseActionEntPhysicalIndex
   b. clmgmtLicenseActionLicenseIndex
   c. clmgmtLicenseStore
   d. clmgmtLicenseAction

3. Revoking a license
   The following MIB objects need to be set for revoking a
   license
   a. clmgmtLicenseActionTransferProtocol
   b. clmgmtLicenseServerAddressType
   c. clmgmtLicenseServerAddress
   d. clmgmtLicenseServerUsername
   e. clmgmtLicenseServerPassword
   f. clmgmtLicensePermissionTicketFile
   g. clmgmtLicenseRehostTicketFile
   h. clmgmtLicenseStopOnFailure
   i. clmgmtLicenseAction

4. Regenerate last rehost ticket
   The following MIB objects need to be set for regenerating
   last rehost ticket
   a. clmgmtLicenseActionTransferProtocol
   b. clmgmtLicenseServerAddressType
   c. clmgmtLicenseServerAddress
   d. clmgmtLicenseServerUsername
   e. clmgmtLicenseServerPassword
   f. clmgmtLicensePermissionTicketFile
   g. clmgmtLicenseRehostTicketFile
   h. clmgmtLicenseStopOnFailure
   i. clmgmtLicenseAction

5. Save all licenses to a backup storage
   The following MIB objects need to be set for storing all
   licenses to a backup store
   a. clmgmtLicenseActionEntPhysicalIndex
   b. clmgmtLicenseActionTransferProtocol
   c. clmgmtLicenseServerAddressType
   d. clmgmtLicenseServerAddress
   e. clmgmtLicenseServerUsername
   f. clmgmtLicenseServerPassword

        g. clmgmtLicenseBackupFile

        h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be
accepted for installing.
The following MIB objects need to be set exporting required
EULAs
    a. clmgmtLicenseActionTransferProtocol
    b. clmgmtLicenseServerAddressType
    c. clmgmtLicenseServerAddress
    d. clmgmtLicenseServerUsername
    e. clmgmtLicenseServerPassword
    f. clmgmtLicenseFile
    g. clmgmtLicenseEULAFile
    h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol
is set to local(2), the following objects need not be set.
    a. clmgmtLicenseServerAddressType
    b. clmgmtLicenseServerAddress
    c. clmgmtLicenseServerUsername
    d. clmgmtLicenseServerPassword

Entry can be deleted except when clmgmtLicenseAction is set
to pending(2). All entries are volatile and are cleared
on agent reset."
INDEX   { clmgmtLicenseActionIndex }
::= { clmgmtLicenseActionTable 1 }

ClmgmtLicenseActionEntry ::= SEQUENCE {
    clmgmtLicenseActionIndex   Unsigned32,
    clmgmtLicenseActionEntPhysicalIndex PhysicalIndexOrZero,
    clmgmtLicenseActionTransferProtocol ClmgmtLicenseTransferProtocol,
    clmgmtLicenseServerAddressType   InetAddressType,
    clmgmtLicenseServerAddress   InetAddress,
    clmgmtLicenseServerUsername   SnmpAdminString,
    clmgmtLicenseServerPassword   SnmpAdminString,
    clmgmtLicenseFile   SnmpAdminString,
    clmgmtLicenseStore   Unsigned32,
    clmgmtLicenseActionLicenseIndex   ClmgmtLicenseIndexOrZero,
    clmgmtLicensePermissionTicketFile SnmpAdminString,
    clmgmtLicenseRehostTicketFile   SnmpAdminString,
    clmgmtLicenseBackupFile   SnmpAdminString,
    clmgmtLicenseStopOnFailure   TruthValue,
    clmgmtLicenseAction   INTEGER,
    clmgmtLicenseActionState   ClmgmtLicenseActionState,
    clmgmtLicenseJobQPosition   Unsigned32,
    clmgmtLicenseActionFailCause   ClmgmtLicenseActionFailCause,

```
        clmgmtLicenseActionStorageType      StorageType,
        clmgmtLicenseActionRowStatus        RowStatus,
        clmgmtLicenseAcceptEULA             TruthValue,
        clmgmtLicenseEULAFile               SnmpAdminString
}
```

clmgmtLicenseActionIndex OBJECT-TYPE
  SYNTAX   Unsigned32 (1..4294967295)
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
      "This object uniquely identifies a row in
      clmgmtLicenseActionTable. The management application should choose
      this value by reading clmgmtNextFreeLicenseActionIndex
      while creating an entry in this table. If an entry already
      exists with this index, the creation of the entry will not
      continue and error will be returned. The management application
      should read the value of clmgmtNextFreeLicenseActionIndex
      again and retry with the new value for this object."
  ::= { clmgmtLicenseActionEntry 1 }

clmgmtLicenseActionEntPhysicalIndex OBJECT-TYPE
  SYNTAX   PhysicalIndexOrZero
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
      "This object represents the entPhysicalIndex of the device
      where the action is being executed. This object is mainly
      used in devices where one device is acting as a master and
      rest of the devices as slaves. The master device is
      responsible for SNMP communication with the management
      application. Examples include stackable switches, devices
      with route processor and line card configuration. If this
      object is not set, the license action will be executed on
      the master device. Note: This object need not be set if
      there is a stand alone device"
  DEFVAL   { 0 }
  ::= { clmgmtLicenseActionEntry 2 }

clmgmtLicenseActionTransferProtocol OBJECT-TYPE
  SYNTAX   ClmgmtLicenseTransferProtocol
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
      "This object represents the transfer protocol to be used
      when copying files as specified in the following objects.
      1. clmgmtLicenseFile
      2. clmgmtLicensePermissionTicketFile

3. clmgmtLicenseRehostTicketFile

4. clmgmtLicenseBackupFile

Note: This object need not be set if the all the files
required for the action are in device's local file system."
DEFVAL   { none }
::= { clmgmtLicenseActionEntry 3 }

clmgmtLicenseServerAddressType OBJECT-TYPE
  SYNTAX   InetAddressType
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates the transport type of the
    address contained in clmgmtLicenseServerAddress object.
    This must be set when clmgmtLicenseActionTransferProtocol
    is not none(1) or local(2)."
  DEFVAL   { unknown }
  ::= { clmgmtLicenseActionEntry 4 }

clmgmtLicenseServerAddress OBJECT-TYPE
  SYNTAX   InetAddress
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates the ip address of the server from
    which the files must be read or written to if
    clmgmtLicenseActionTransferProtocol is not none(1) or
    local(2).

    All bits as 0s or 1s for clmgmtLicenseServerAddress are not
    allowed.

    The format of this address depends on the value of the
    clmgmtLicenseServerAddressType object"
  DEFVAL   { "" }
  ::= { clmgmtLicenseActionEntry 5 }

clmgmtLicenseServerUsername OBJECT-TYPE
  SYNTAX   SnmpAdminString (SIZE (0..96))
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates the remote user name for accessing
    files via ftp, rcp, sftp or scp protocols. This object must
    be set when the clmgmtLicenseActionTransferProtocol is
    ftp(4), rcp(5), scp(7) or sftp(8). If
    clmgmtLicenseActionTransferProtocol is rcp(5), the remote

username is sent as the server username in an rcp command

request sent by the system to a remote rcp server."

   DEFVAL   { "" }

   ::= { clmgmtLicenseActionEntry 6 }

clmgmtLicenseServerPassword OBJECT-TYPE

   SYNTAX   SnmpAdminString (SIZE (0..96))

   MAX-ACCESS   read-create

   STATUS   current

   DESCRIPTION

     "This object indicates the password used by ftp, sftp or

scp for copying a file to/from an ftp/sftp/scp server.

This object must be set when the

clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)

or sftp(8). Reading it returns a zero-length string for

security reasons."

   DEFVAL   { "" }

   ::= { clmgmtLicenseActionEntry 7 }

clmgmtLicenseFile OBJECT-TYPE

   SYNTAX   SnmpAdminString (SIZE (0..255))

   MAX-ACCESS   read-create

   STATUS   current

   DESCRIPTION

     "This object represents the location of the license file

on the server identified by clmgmtLicenseServerAddress. This

object MUST be set to a valid value before or concurrently

with setting the value of the clmgmtLicenseAction object to

install(2). For other operations, the value of this

object is not considered, it is irrelevant."

   DEFVAL   { "" }

   ::= { clmgmtLicenseActionEntry 8 }

clmgmtLicenseStore OBJECT-TYPE

   SYNTAX   Unsigned32

   MAX-ACCESS   read-create

   STATUS   current

   DESCRIPTION

     "This object represents the clmgmtLicenseStoreIndex of the

license store to use within the device. The license store

can be a local disk or flash. A device can have more than

one license stores. If this object is not set, the license

will be stored in the default license store as exposed by

clmgmtDefaultLicenseStore object."

   DEFVAL   { 0 }

   ::= { clmgmtLicenseActionEntry 9 }

clmgmtLicenseActionLicenseIndex OBJECT-TYPE

SYNTAX   ClmgmtLicenseIndexOrZero
MAX-ACCESS   read-create
STATUS   current
DESCRIPTION
   "This object indicates the the license index of the license
   that is the subject of this action. This is used for
   identifying a license for performing actions specific to
   that license. This object need to be set only if
   clmgmtLicenseAction is set to clear(4). The value of this
   object is same as the clmgmtLicenseIndex object in
   clmgmtLicenseInfoEntry for license that is subject of this
   action."
DEFVAL   { 0 }
::= { clmgmtLicenseActionEntry 10 }

clmgmtLicensePermissionTicketFile OBJECT-TYPE
   SYNTAX   SnmpAdminString (SIZE (0..255))
   MAX-ACCESS   read-create
   STATUS   current
   DESCRIPTION
      "This object indicates the file name of the permission
      ticket. This object need to be set only if
      clmgmtLicenseAction is set to processPermissionTicket(4)
      or regenerateLastRehostTicket(5) actions. The permission
      ticket is obtained from Cisco licensing portal to revoke
      a license. The management application must set this object
      to valid value before invoking the action."
   DEFVAL   { "" }
   ::= { clmgmtLicenseActionEntry 11 }

clmgmtLicenseRehostTicketFile OBJECT-TYPE
   SYNTAX   SnmpAdminString (SIZE (0..255))
   MAX-ACCESS   read-create
   STATUS   current
   DESCRIPTION
      "This object indicates the file where the rehost ticket
      generated by the device need to be exported to. The rehost
      ticket is generated as a result of processPermissionTicket
      and regenerateLastRehostTicket actions. After generating
      the rehost ticket, the device exports the rehost ticket
      contents to this file. This object need to be set only
      if clmgmtLicenseAction is set to processPermissionTicket(4)
      or regenerateLastRehostTicket(5) actions."
   DEFVAL   { "" }
   ::= { clmgmtLicenseActionEntry 12 }

clmgmtLicenseBackupFile OBJECT-TYPE
   SYNTAX   SnmpAdminString (SIZE (0..255))

MAX-ACCESS   read-create
STATUS   current
DESCRIPTION
    "This object indicates the file where all the licenses in
    the device need to be backed up. This object need to be set
    only if clmgmtLicenseAction is set to backup(6) and the
    management application must set the value of this object
    to valid value before invoking action."
DEFVAL   { "" }
::= { clmgmtLicenseActionEntry 13 }

clmgmtLicenseStopOnFailure OBJECT-TYPE
  SYNTAX   TruthValue
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates whether the license action should
    stop if the action on a license fails. This object is
    applicable only if there are more than one licenses
    involved in an action."
  DEFVAL   { false }
  ::= { clmgmtLicenseActionEntry 14 }

clmgmtLicenseAction OBJECT-TYPE
  SYNTAX   INTEGER {
            noOp(1),
            install(2),
            clear(3),
            processPermissionTicket(4),
            regenerateLastRehostTicket(5),
            backup(6),
            generateEULA(7)
          }
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates the the command/action to be executed.

    Command   Remarks
    -------   -------
    noOp(1)   No operation will be
                        performed.

    install(2)   Installs the license.

    clear(3)   Clears the license.

    processPermissionTicket(4)   Processes thee permission

ticket and generates and
exports rehost ticket.

regenerateLastRehostTicket(5) Generates and exports the
last generated rehost
ticket.

backup(6)   Backs up all the licenses
installed currently onto a
backup store.

generateEULA(7)   Checks whether the licenses
in the license file need EULA
acceptance and uploads the
needed EULA contents to a file."
    DEFVAL   { noOp }
    ::= { clmgmtLicenseActionEntry 15 }

clmgmtLicenseActionState OBJECT-TYPE
    SYNTAX   ClmgmtLicenseActionState
    MAX-ACCESS   read-only
    STATUS   current
    DESCRIPTION
        "This object indicates the state of this license action."
    ::= { clmgmtLicenseActionEntry 16 }

clmgmtLicenseJobQPosition OBJECT-TYPE
    SYNTAX   Unsigned32
    MAX-ACCESS   read-only
    STATUS   current
    DESCRIPTION
        "This object represents the position of the action
        in the license action job queue that is maintained
        internally. Only actions in pending(2) state will
        be put in the queue until they are executed. By
        reading this object, the management application can make
        intelligent decision on whether to execute another
        action that it is planning on. For example, if there
        is already a license clear action in the queue in
        pending(2) state, management application can choose to
        defer its license back up action to a later time. This
        object will return a value of 0 if the action is not in
        pending(2) state."
    ::= { clmgmtLicenseActionEntry 17 }

clmgmtLicenseActionFailCause OBJECT-TYPE
    SYNTAX   ClmgmtLicenseActionFailCause
    MAX-ACCESS   read-only

STATUS   current
DESCRIPTION
    "This object indicates the reason for this license action
    failure. The value of this object is valid only when
    clmgmtLicenseActionState is failed(6)."
 ::= { clmgmtLicenseActionEntry 18 }

clmgmtLicenseActionStorageType OBJECT-TYPE
  SYNTAX   StorageType
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates the storage type for this conceptual
    row. Conceptual rows having the value 'permanent' need not
    allow write-access to any columnar objects in the row."
  DEFVAL   { volatile }
 ::= { clmgmtLicenseActionEntry 19 }

clmgmtLicenseActionRowStatus OBJECT-TYPE
  SYNTAX   RowStatus
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates the the status of this table entry.
    Once the entry status is set to active(1), the associated
    entry cannot be modified until the action completes
    (clmgmtLicenseConfigCommandStatus is set to a value
    other than inProgress(3)). Once the action completes
    the only operation possible after this is to delete
    the row. It is recommended that the management application
    should delete entries in this table after reading
    the result. In order to prevent old entries from
    clogging the table, entries will be aged out, but an
    entry will never be deleted within 5 minutes of
    completion"
 ::= { clmgmtLicenseActionEntry 20 }

clmgmtLicenseAcceptEULA OBJECT-TYPE
  SYNTAX   TruthValue
  MAX-ACCESS   read-create
  STATUS   current
  DESCRIPTION
    "This object indicates whether the End User License Agreement
    needed for installing the licenses is accepted.

    true(1) - EULA is read and accepted
    false(2) - EULA is not accepted

Management application should set this object to true(1) when
installing licenses that need EULA acceptance."
DEFVAL   { false }
::= { clmgmtLicenseActionEntry 21 }

clmgmtLicenseEULAFile OBJECT-TYPE
SYNTAX   SnmpAdminString (SIZE (0..255))
MAX-ACCESS   read-create
STATUS   current
DESCRIPTION
"This object indicates the file where all the End User License
Agreements (EULAs) need to be exported to. This object need to
be set only if clmgmtLicenseAction is set to generateEULA(7) and
the management application must set the value of this object to
valid value before invoking action."
DEFVAL   { "" }
::= { clmgmtLicenseActionEntry 22 }

-- License action results table.

clmgmtLicenseActionResultTable OBJECT-TYPE
SYNTAX   SEQUENCE OF ClmgmtLicenseActionResultEntry
MAX-ACCESS   not-accessible
STATUS   current
DESCRIPTION
"This table contains results of license action if the
license action involves multiple licenses. Entries in this
table are not created for actions where there is
only license that is subject of the action. For
example, if there are 3 licenses in a license file
when executing license install action, 3 entries will
be created in this table, one for each license."
::= { clmgmtLicenseConfiguration 3 }

clmgmtLicenseActionResultEntry OBJECT-TYPE
SYNTAX   ClmgmtLicenseActionResultEntry
MAX-ACCESS   not-accessible
STATUS   current
DESCRIPTION
"An entry in clmgmtLicenseActionResultTable. Each entry
contains result of the action for a single license.
These entries are created immediately after action
execution when the action involves multiple licenses.
These entries get automatically deleted when the
corresponding entry in clmgmtLicenseActionTable
is deleted."
INDEX   {

```
            clmgmtLicenseActionIndex,
            clmgmtLicenseNumber
        }
    ::= { clmgmtLicenseActionResultTable 1 }


ClmgmtLicenseActionResultEntry ::= SEQUENCE {
    clmgmtLicenseNumber          Unsigned32,
    clmgmtLicenseIndivActionState    ClmgmtLicenseActionState,
    clmgmtLicenseIndivActionFailCause ClmgmtLicenseActionFailCause
}


clmgmtLicenseNumber OBJECT-TYPE
    SYNTAX       Unsigned32 (1..4294967295)
    MAX-ACCESS    not-accessible
    STATUS       current
    DESCRIPTION
        "This object indicates the sequence number of this license
        in the list of licenses on which the action is executed.
        For example, if there are 3 licenses in a license file
        when executing license install action, this object will
        have values 1, 2 and 3 respectively as ordered in the
        license file."
    ::= { clmgmtLicenseActionResultEntry 1 }


clmgmtLicenseIndivActionState OBJECT-TYPE
    SYNTAX       ClmgmtLicenseActionState
    MAX-ACCESS    read-only
    STATUS       current
    DESCRIPTION
        "This object indicates the state of action on this
        individual license."
    ::= { clmgmtLicenseActionResultEntry 2 }


clmgmtLicenseIndivActionFailCause OBJECT-TYPE
    SYNTAX       ClmgmtLicenseActionFailCause
    MAX-ACCESS    read-only
    STATUS       current
    DESCRIPTION
        "This object indicates the reason for action failure on this
        individual license"
    ::= { clmgmtLicenseActionResultEntry 3 }



-- License Store Info Table


clmgmtLicenseStoreInfoTable OBJECT-TYPE
    SYNTAX       SEQUENCE OF ClmgmtLicenseStoreInfoEntry
    MAX-ACCESS    not-accessible
```

STATUS   current
DESCRIPTION
    "This table contains information about all the license
    stores allocated on the device."
  ::= { clmgmtLicenseInformation 1 }

clmgmtLicenseStoreInfoEntry OBJECT-TYPE
  SYNTAX   ClmgmtLicenseStoreInfoEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "An entry in clmgmtLicenseStoreInfoTable. Each entry
    contains information about a license store allocated
    on the device"
  INDEX   {
            entPhysicalIndex,
            clmgmtLicenseStoreIndex
          }
  ::= { clmgmtLicenseStoreInfoTable 1 }

ClmgmtLicenseStoreInfoEntry ::= SEQUENCE {
    clmgmtLicenseStoreIndex   Unsigned32,
    clmgmtLicenseStoreName   SnmpAdminString,
    clmgmtLicenseStoreTotalSize   Unsigned32,
    clmgmtLicenseStoreSizeRemaining Unsigned32
}

clmgmtLicenseStoreIndex OBJECT-TYPE
  SYNTAX   Unsigned32 (1..4294967295)
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "This object uniquely identifies a license store within
    the device."
  ::= { clmgmtLicenseStoreInfoEntry 1 }

clmgmtLicenseStoreName OBJECT-TYPE
  SYNTAX   SnmpAdminString (SIZE (0..255))
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the name of the license store
    within the device. It is a file in device's local file
    system i.e., either on a local disk or flash or some
    other storage media. For example, the value of this
    object can be 'disk1:lic_store_1.txt' or
    'flash:lic_store_2.txt"
  ::= { clmgmtLicenseStoreInfoEntry 2 }

clmgmtLicenseStoreTotalSize OBJECT-TYPE
  SYNTAX   Unsigned32
  UNITS   "bytes"
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the total number of bytes that are
    allocated to the license store."
  ::= { clmgmtLicenseStoreInfoEntry 3 }

clmgmtLicenseStoreSizeRemaining OBJECT-TYPE
  SYNTAX   Unsigned32
  UNITS   "bytes"
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the number of bytes still remaining
    to be used for new license installations in the license
    store."
  ::= { clmgmtLicenseStoreInfoEntry 4 }

-- License Device Info Table

clmgmtLicenseDeviceInfoTable OBJECT-TYPE
  SYNTAX   SEQUENCE OF ClmgmtLicenseDeviceInfoEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "This table contains objects that provide licensing related
    information at the device level. Entries will exist
    only for entities that support licensing. For example,
    if it is a stand alone device and supports licensing,
    then there will be only one entry in this table. If
    it is stackable switch then there will be multiple
    entries with one entry for each device in the stack."
  ::= { clmgmtLicenseInformation 2 }

clmgmtLicenseDeviceInfoEntry OBJECT-TYPE
  SYNTAX   ClmgmtLicenseDeviceInfoEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "An entry in clmgmtLicenseDeviceInfoTable. Each entry
    contains device level licensing information for a device."
  INDEX   { entPhysicalIndex }
  ::= { clmgmtLicenseDeviceInfoTable 1 }

ClmgmtLicenseDeviceInfoEntry ::= SEQUENCE {
    clmgmtDefaultLicenseStore Unsigned32
}

clmgmtDefaultLicenseStore OBJECT-TYPE
  SYNTAX   Unsigned32 (1..4294967295)
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the clmgmtLicenseStoreIndex of
    default store in the device. There will be only one
    default license store per device. If no license store
    is specified during license install, this default license
    store will be used."
  ::= { clmgmtLicenseDeviceInfoEntry 1 }

-- License Info Table

clmgmtLicenseInfoTable OBJECT-TYPE
  SYNTAX   SEQUENCE OF ClmgmtLicenseInfoEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "This table contains information about all the licenses
    installed on the device."
  ::= { clmgmtLicenseInformation 3 }

clmgmtLicenseInfoEntry OBJECT-TYPE
  SYNTAX   ClmgmtLicenseInfoEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "An entry in clmgmtLicenseInfoTable. Each entry contains
    information about a license installed on the device. This
    entry gets created when a license is installed successfully.
    Management application can not create these entries directly, but
    will do so indirectly by executing license install action.
    Some of these entries may already exist that correspond to
    demo licenses even before management application installs any
    licenses."
  INDEX   {
            entPhysicalIndex,
            clmgmtLicenseStoreUsed,
            clmgmtLicenseIndex
        }
  ::= { clmgmtLicenseInfoTable 1 }

```
ClmgmtLicenseInfoEntry ::= SEQUENCE {
    clmgmtLicenseStoreUsed          Unsigned32,
    clmgmtLicenseIndex              ClmgmtLicenseIndex,
    clmgmtLicenseFeatureName        SnmpAdminString,
    clmgmtLicenseFeatureVersion     SnmpAdminString,
    clmgmtLicenseType               INTEGER,
    clmgmtLicenseCounted            TruthValue,
    clmgmtLicenseValidityPeriod     Unsigned32,
    clmgmtLicenseValidityPeriodRemaining Unsigned32,
    clmgmtLicenseExpiredPeriod      Unsigned32,
    clmgmtLicenseMaxUsageCount      Unsigned32,
    clmgmtLicenseUsageCountRemaining    Unsigned32,
    clmgmtLicenseEULAStatus         TruthValue,
    clmgmtLicenseComments           SnmpAdminString,
    clmgmtLicenseStatus             INTEGER,
    clmgmtLicenseStartDate          DateAndTime,
    clmgmtLicenseEndDate            DateAndTime,
    clmgmtLicensePeriodUsed         Unsigned32
}

clmgmtLicenseStoreUsed OBJECT-TYPE
  SYNTAX        Unsigned32 (1..4294967295)
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This object represents the license store that is used for
      storing this license. This object will have the same value
      as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
      of the license store used."
  ::= { clmgmtLicenseInfoEntry 1 }

clmgmtLicenseIndex OBJECT-TYPE
  SYNTAX        ClmgmtLicenseIndex
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This object uniquely identifies a license within
      the device."
  ::= { clmgmtLicenseInfoEntry 2 }

clmgmtLicenseFeatureName OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..128))
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the name of the feature that is
      using or can use this license. A license can be used by
```

only one feature. Examples of feature name are: 'IPBASE',
'ADVIPSERVICE'."
::= { clmgmtLicenseInfoEntry 3 }

clmgmtLicenseFeatureVersion OBJECT-TYPE
  SYNTAX   SnmpAdminString (SIZE (0..128))
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
     "This object indicates the version of the feature that is
     using or can use this license. Examples of feature version
     are: '1.0', '2.0'"
  ::= { clmgmtLicenseInfoEntry 4 }

clmgmtLicenseType OBJECT-TYPE
  SYNTAX   INTEGER {
            demo(1),
            extension(2),
            gracePeriod(3),
            permanent(4),
            paidSubscription(5),
            evaluationSubscription(6),
            extensionSubscription(7),
            evalRightToUse(8),
            rightToUse(9),
            permanentRightToUse(10)
          }
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
     "This object identifies type of license. Licenses may have
     validity period defined in terms of time duration that the
     license is valid for or it may be defined in terms of actual
     calendar dates. Subscription licenses are licenses that have
     validity period defined in terms of calendar dates.

     demo(1)   - demo(evaluation license) license.
     extension(2)   - Extension(expiring) license.
     gracePeriod(3)   - Grace period license.
     permanent(4)   - permanent license, the license has no
                  expiry date.
     paidSubscription(5)   - Paid subscription licenses are the
     licenses
                  which are purchased by customers. These
                  licenses have a start date and end date
                  associated with them.
     evaluationSubscription(6)-Evaluation subscription licenses are
                    the trial licenses. These licenses

are node locked and it can be obtained
only once for an UDI. They are valid
based on calendar days. These licenses
have a start date and an end date
associated with them and are issued
once per UDI.

extensionSubscription(7)- Extension subscription licenses are
similar to evaluation subscription
licenses but these licenses are issued
based on customer request. There are
no restrictions on the number of
licenses available for a UDI.

evalRightToUse(8)   - Evaluation Right to use (RTU)
license.

rightToUse(9)   - Right to use (RTU) license.

permanentRightToUse(10) ? Right To Use license right after it is configured
and is valid for the lifetime of the product.
This is a Right To Use license which is not in
evaluation mode for a limited time."

::= { clmgmtLicenseInfoEntry 5 }

clmgmtLicenseCounted OBJECT-TYPE
  SYNTAX   TruthValue
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates whether the license is counted
    license.
    true(1) - counted license
    false(2) - uncounted license"
  ::= { clmgmtLicenseInfoEntry 6 }

clmgmtLicenseValidityPeriod OBJECT-TYPE
  SYNTAX   Unsigned32
  UNITS   "seconds"
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the time period the license is valid for.
    This object is applicable only if clmgmtLicenseType is demo(1),
    or extension(2) or gracePeriod(3) or evalRightToUse(8). The
    object will return 0 for other license types."
  ::= { clmgmtLicenseInfoEntry 7 }

clmgmtLicenseValidityPeriodRemaining OBJECT-TYPE
  SYNTAX   Unsigned32
  UNITS   "seconds"

MAX-ACCESS   read-only
STATUS   current
DESCRIPTION
   "This object indicates the time period remaining before the
   license expires or transitions to rightToUse(9) license. This
   object is applicable only if clmgmtLicenseType is demo(1), or
   extension(2) or gracePeriod(3) or evalRightToUse(8). The object
   will contain 0 for other license types."
 ::= { clmgmtLicenseInfoEntry 8 }

clmgmtLicenseExpiredPeriod OBJECT-TYPE
   SYNTAX   Unsigned32
   UNITS   "seconds"
   MAX-ACCESS   read-only
   STATUS   current
   DESCRIPTION
      "This object indicates the elapsed time period since the license
      expired. This object is applicable only if clmgmtLicenseType
      is demo(1), or extension(2) or gracePeriod(3). Also, this
      value of this object will be valid only after the license
      expires. The object will return 0 for other license types
      or before the license expiry."
    ::= { clmgmtLicenseInfoEntry 9 }

clmgmtLicenseMaxUsageCount OBJECT-TYPE
   SYNTAX   Unsigned32
   MAX-ACCESS   read-only
   STATUS   current
   DESCRIPTION
      "This object indicates the maximum number of entities that
      can use this license. This object is applicable only if
      clmgmtLicenseCounted is true(1). The entity that is being
      counted can be anything and it depends on the licensable
      feature."
    ::= { clmgmtLicenseInfoEntry 10 }

clmgmtLicenseUsageCountRemaining OBJECT-TYPE
   SYNTAX   Unsigned32
   MAX-ACCESS   read-only
   STATUS   current
   DESCRIPTION
      "This object indicates the number of entities that can
      still use this license. This object is applicable only
      if clmgmtLicenseCounted is true(1)."
    ::= { clmgmtLicenseInfoEntry 11 }

clmgmtLicenseEULAStatus OBJECT-TYPE
   SYNTAX   TruthValue

MAX-ACCESS   read-only
STATUS   current
DESCRIPTION
    "This object indicates whether the user accepted
    End User License Agreement for this license.

    true(1) - EULA accpeted
    false(2) - EULA not accepted"
 ::= { clmgmtLicenseInfoEntry 12 }

clmgmtLicenseComments OBJECT-TYPE
  SYNTAX   SnmpAdminString (SIZE (0..255))
  MAX-ACCESS   read-write
  STATUS   current
  DESCRIPTION
    "This object represents the user modifiable comments
    about the license. This object is initially populated
    with comments from the license file."
 ::= { clmgmtLicenseInfoEntry 13 }

clmgmtLicenseStatus OBJECT-TYPE
  SYNTAX   INTEGER {
              inactive(1),
              notInUse(2),
              inUse(3),
              expiredInUse(4),
              expiredNotInUse(5),
              usageCountConsumed(6)
          }
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object represents status of the license.

    inactive(1)   - license is installed, but
                    not active.
    notInUse(2)   - license is installed and
                    available for use.
    inUse(3)   - the license is being used (by
                    a feature).
    expiredInUse(4)   - license is expired but still
                    being held by the feature.
    expiredNotInUse(5)   - license is expired and not being
                    held by any feature.
    usageCountConsumed(6) - number of entities using this
                    licenses has reached the allowed
                    limit, no new entities are allowed
                    to use this license."

::= { clmgmtLicenseInfoEntry 14 }

clmgmtLicenseStartDate OBJECT-TYPE
  SYNTAX   DateAndTime
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the start date for a subscription
    license. It is optional for subscription linceses to have a
    start date associated with them, they may only have an end
    date associated with them. This object may be applicable only
    when clmgmtLicenseType is paidSubscription(5),
    evaluationSubscription(6) or extensionSubscription (7).
    The object will contain an octet string of length 0 when it is
    not applicable."
  ::= { clmgmtLicenseInfoEntry 15 }

clmgmtLicenseEndDate OBJECT-TYPE
  SYNTAX   DateAndTime
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the end date for a subscription license.
    This object is applicable only when clmgmtLicenseType is
    paidSubscription(5), evaluationSubscription(6) or
    extensionSubscription (7). The object will contain an octet
    string of length 0 when it is not applicable."
  ::= { clmgmtLicenseInfoEntry 16 }

clmgmtLicensePeriodUsed OBJECT-TYPE
  SYNTAX   Unsigned32
  UNITS   "seconds"
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the time period used for the
    Right to use (RTU) licenses. This object is applicable for all
    RTU licenses."
  ::= { clmgmtLicenseInfoEntry 17 }

-- Licensable features information table.

clmgmtLicensableFeatureTable OBJECT-TYPE
  SYNTAX   SEQUENCE OF ClmgmtLicensableFeatureEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION

"This table contains list of licensable features in the
image. All the licensable features will have an entry each
in this table irrespective of whether they are using any
licenses currently. Entries in this table are created by
the agent one for each licensable feature in the image.
These entries remain in the table permanently and can not
be deleted. Management application can not create or delete
entries from this table."
    ::= { clmgmtLicenseInformation 4 }

clmgmtLicensableFeatureEntry OBJECT-TYPE
    SYNTAX   ClmgmtLicensableFeatureEntry
    MAX-ACCESS   not-accessible
    STATUS   current
    DESCRIPTION
        "An entry in clmgmtLicensableFeatureTable. Each entry represents
        a licensable feature."
    INDEX   {
                entPhysicalIndex,
                clmgmtFeatureIndex
            }
    ::= { clmgmtLicensableFeatureTable 1 }

ClmgmtLicensableFeatureEntry ::= SEQUENCE {
    clmgmtFeatureIndex   Unsigned32,
    clmgmtFeatureName   SnmpAdminString,
    clmgmtFeatureVersion   SnmpAdminString,
    clmgmtFeatureValidityPeriodRemaining Unsigned32,
    clmgmtFeatureWhatIsCounted   SnmpAdminString,
    clmgmtFeatureStartDate   DateAndTime,
    clmgmtFeatureEndDate   DateAndTime,
    clmgmtFeaturePeriodUsed   Unsigned32
}

clmgmtFeatureIndex OBJECT-TYPE
    SYNTAX   Unsigned32 (1..4294967295)
    MAX-ACCESS   not-accessible
    STATUS   current
    DESCRIPTION
        "This object uniquely identifies a licensable feature in
        the device."
    ::= { clmgmtLicensableFeatureEntry 1 }

clmgmtFeatureName OBJECT-TYPE
    SYNTAX   SnmpAdminString (SIZE (0..128))
    MAX-ACCESS   read-only
    STATUS   current
    DESCRIPTION

"This object indicates the name of the licensable feature
in the device. Examples of feature names are: 'IPBASE',
'ADVIPSERVICE'"
  ::= { clmgmtLicensableFeatureEntry 2 }

clmgmtFeatureVersion OBJECT-TYPE
  SYNTAX   SnmpAdminString (SIZE (0..32))
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the version of the licensable
    feature in the device. Examples of feature versions
    are: '1.0' or '2.0'"
  ::= { clmgmtLicensableFeatureEntry 3 }

clmgmtFeatureValidityPeriodRemaining OBJECT-TYPE
  SYNTAX   Unsigned32
  UNITS   "seconds"
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the time period remaining before
    the feature's license expires or transitions. This object is
    applicable only if clmgmtLicenseType of the license used by
    this feature is demo(1), or extension(2) or gracePeriod(3) or
    evalRightToUse(8).

    The object will contain 0 if other types of license is used
    or if the feature does not use any license. If the
    feature is using multiple licenses, this period will
    represent the cumulative period remaining from all the
    licenses used by this feature."
  ::= { clmgmtLicensableFeatureEntry 4 }

clmgmtFeatureWhatIsCounted OBJECT-TYPE
  SYNTAX   SnmpAdminString (SIZE (0..128))
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object represents the entity that is being counted
    by this feature. Examples of entities are IP Phones, number
    of sessions etc. This object is only applicable for
    features that use counting licenses. For other features,
    this object will return empty string."
  ::= { clmgmtLicensableFeatureEntry 5 }

clmgmtFeatureStartDate OBJECT-TYPE
  SYNTAX   DateAndTime

MAX-ACCESS   read-only
STATUS   current
DESCRIPTION
    "This object indicates the license start date of the feature.
    This object is applicable if at least one of the licenses used
    for this feature has a valid start date. The start date will
    be the earliest of the valid start dates of all the licenses
    used for this feature. If none of the licenses used for this
    feature have a valid start date then this object will contain an
    octet string of length 0."
 ::= { clmgmtLicensableFeatureEntry 6 }

clmgmtFeatureEndDate OBJECT-TYPE
  SYNTAX   DateAndTime
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the license end date of the feature.
    This object is applicable if at least one of the licenses used
    for this feature has a valid end date. The end date will
    be the latest of the valid end dates of all the licenses
    used for this feature. If none of the licenses used for this
    feature have a valid end date then this object will contain an
    octet string of length 0."
 ::= { clmgmtLicensableFeatureEntry 7 }

clmgmtFeaturePeriodUsed OBJECT-TYPE
  SYNTAX   Unsigned32
  UNITS   "seconds"
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the license period used for the feature."
 ::= { clmgmtLicensableFeatureEntry 8 }

-- MIB objects for exporting device credentials

clmgmtNextFreeDevCredExportActionIndex OBJECT-TYPE
  SYNTAX   Unsigned32
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object contains appropriate value for
    clmgmtDevCredExportActionIndex that can be used to create
    an entry in clmgmtDevCredExportActionTable. The management
    application should read this object first and then use this

as the value for clmgmtDevCredExportActionIndex to avoid
collisions when creating entries in
clmgmtDevCredExportActionTable. Following this approach does
not guarantee collision free row creation, but will reduce
the probability. The collision will happen if two
management applications read this object at the same time and
attempt to create an entry with this value at the same time.
In this case, the management application whose request is
processed after the first request will get an error and the
process of reading this object and entry creation needs to be
repeated."
   ::= { clmgmtLicenseDeviceInformation 1 }
-- Table for triggering action to export device credentials.

clmgmtDevCredExportActionTable OBJECT-TYPE
   SYNTAX   SEQUENCE OF ClmgmtDevCredExportActionEntry
   MAX-ACCESS   not-accessible
   STATUS   current
   DESCRIPTION
      "A table for triggering device credentials export action.
      Management application must create this entry to trigger the
      export of device credentials from the device to a file.

      Once the request completes, the management application should
      retrieve the values of the objects of interest, and then
      delete the entry. In order to prevent old entries from
      clogging the table, entries will be aged out, but an entry
      will never be deleted within 5 minutes of completion."
   ::= { clmgmtLicenseDeviceInformation 2 }

clmgmtDevCredExportActionEntry OBJECT-TYPE
   SYNTAX   ClmgmtDevCredExportActionEntry
   MAX-ACCESS   not-accessible
   STATUS   current
   DESCRIPTION
      "An entry for each device credential export action that
      is being executed or was executed recently. The management
      application triggers the export by creating an entry in this
      table. This can be done in the following 2 methods

      1. CREATE-AND-GO method
         Management application sets clmgmtDevCredExportActionStatus
         to createAndGo(4) and all other required objects to valid
         values in a single SNMP SET request. If all the values
         are valid, the device creates the entry and executes the
         action. If the SET request fails, the entry will not be
         created.
      2. CREATE-AND-WAIT method

Management application sets clmgmtDevCredExportActionStatus to
createAndWait(5) to create an entry. Management application
can set all other required objects to valid
values in more than one SNMP SET request. If SET request
for any of the objects fails, management application can set
just only that object. Once all the required objects
are set to valid values, management application triggers action
execution by setting clmgmtDevCredExportActionStatus to
active(1).

To stop the action from being executed, the management application
can delete the entry by setting clmgmtDevCredExportActionStatus
to destroy(6) when clmgmtDevCredCommandState is pending(2).

The status of action execution can be known by querying
clmgmtDevCredCommandState. If the action is still in
pending(2) or inProgress(3), the management application need to
check back again after few seconds. Once the action completes
and if status of the action is failed(6), the reason for
failure can be retrieved from clmgmtDevCredCommandFailCause.

Entry can be deleted except when clmgmtLicenseAction is set
to inProgress(3). All entries in this table are volatile
and are cleared on agent reset."
INDEX   { clmgmtDevCredExportActionIndex }
::= { clmgmtDevCredExportActionTable 1 }

ClmgmtDevCredExportActionEntry ::= SEQUENCE {
    clmgmtDevCredExportActionIndex Unsigned32,
    clmgmtDevCredEntPhysicalIndex PhysicalIndexOrZero,
    clmgmtDevCredTransferProtocol ClmgmtLicenseTransferProtocol,
    clmgmtDevCredServerAddressType InetAddressType,
    clmgmtDevCredServerAddress   InetAddress,
    clmgmtDevCredServerUsername   SnmpAdminString,
    clmgmtDevCredServerPassword   SnmpAdminString,
    clmgmtDevCredExportFile   SnmpAdminString,
    clmgmtDevCredCommand   INTEGER,
    clmgmtDevCredCommandState   ClmgmtLicenseActionState,
    clmgmtDevCredCommandFailCause INTEGER,
    clmgmtDevCredStorageType   StorageType,
    clmgmtDevCredRowStatus   RowStatus
}

clmgmtDevCredExportActionIndex OBJECT-TYPE
  SYNTAX   Unsigned32 (1..4294967295)
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION

"This object uniquely identifies a row in
clmgmtDevCredExportActionTable. The management application
chooses this value by reading
clmgmtNextFreeDevCredExportActionIndex while creating an
entry in this table. If an entry already exists with this
index, the creation of the entry will not continue and
error will be returned. The management application should
read the value of clmgmtNextFreeDevCredExportActionIndex
again and retry with the new value for this object."
::= { clmgmtDevCredExportActionEntry 1 }

clmgmtDevCredEntPhysicalIndex OBJECT-TYPE
   SYNTAX   PhysicalIndexOrZero
   MAX-ACCESS   read-create
   STATUS   current
   DESCRIPTION
      "This object represents the entPhysicalIndex of the device
      for which the device credentials are being retrieved. This
      object is mainly used in devices where one device is acting
      as a master and rest of the devices as slaves. The master
      device is responsible for SNMP communication with the
      manager. Examples include stackable switches, devices with
      router processor and line cards.

      Note: This object need not be set if it is a stand alone
      device"
   DEFVAL   { 0 }
   ::= { clmgmtDevCredExportActionEntry 2 }

clmgmtDevCredTransferProtocol OBJECT-TYPE
   SYNTAX   ClmgmtLicenseTransferProtocol
   MAX-ACCESS   read-create
   STATUS   current
   DESCRIPTION
      "This object indicates the transfer protocol to be used when
      copying files as specified in the following objects.
      1. clmgmtDevCredExportFile
      ."
   DEFVAL   { none }
   ::= { clmgmtDevCredExportActionEntry 3 }

clmgmtDevCredServerAddressType OBJECT-TYPE
   SYNTAX   InetAddressType
   MAX-ACCESS   read-create
   STATUS   current
   DESCRIPTION
      "This object indicates the transport type of the
      address contained in clmgmtDevCredServerAddress object.

This must be set when clmgmtDevCredTransferProtocol
is not none(1) or local(2)."
DEFVAL   { unknown }
::= { clmgmtDevCredExportActionEntry 4 }

clmgmtDevCredServerAddress OBJECT-TYPE
SYNTAX   InetAddress
MAX-ACCESS   read-create
STATUS   current
DESCRIPTION
"This object indicates the the ip address of the server
from which the files must be read or written to if
clmgmtDevCredTransferProtocol is not none(1) or local(2).

All bits as 0s or 1s for clmgmtDevCredServerAddress are not
allowed.

The format of this address depends on the value of the
clmgmtDevCredServerAddressType object"
DEFVAL   { "" }
::= { clmgmtDevCredExportActionEntry 5 }

clmgmtDevCredServerUsername OBJECT-TYPE
SYNTAX   SnmpAdminString (SIZE (0..96))
MAX-ACCESS   read-create
STATUS   current
DESCRIPTION
"This object indicates the remote user name for accessing
files via ftp, rcp, sftp or scp protocols. This object
must be set when the clmgmtDevCredTransferProtocol is
ftp(4), rcp(5), scp(7) or sftp(8). If
clmgmtDevCredTransferProtocol is rcp(5), the remote
username is sent as the server username in an rcp command
request sent by the system to a remote rcp server."
DEFVAL   { "" }
::= { clmgmtDevCredExportActionEntry 6 }

clmgmtDevCredServerPassword OBJECT-TYPE
SYNTAX   SnmpAdminString (SIZE (0..96))
MAX-ACCESS   read-create
STATUS   current
DESCRIPTION
"This object indicates the password used by ftp, sftp or
scp for copying a file to/from an ftp/sftp/scp server.
This object must be set when the
clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
sftp(8). Reading it returns a zero-length string for
security reasons."

```
       DEFVAL        { "" }
       ::= { clmgmtDevCredExportActionEntry 7 }


clmgmtDevCredExportFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE (0..255))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object represents file where device credentials needs
     to be exported to."
   ::= { clmgmtDevCredExportActionEntry 8 }


clmgmtDevCredCommand OBJECT-TYPE
  SYNTAX        INTEGER {
              noOp(1),
              getDeviceCredentials(2)
            }
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the the command to be executed.


     Command                 Remarks
     -------                 -------
     noOp(1)                 No operation will be
                        performed.


     getDeviceCredentials(2)    Exports device credentials"
  DEFVAL        { noOp }
   ::= { clmgmtDevCredExportActionEntry 9 }


clmgmtDevCredCommandState OBJECT-TYPE
  SYNTAX        ClmgmtLicenseActionState
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the state of the action that is
     executed as a result of setting clmgmtDevCredRowStatus
     to active(1)."
   ::= { clmgmtDevCredExportActionEntry 10 }


clmgmtDevCredCommandFailCause OBJECT-TYPE
  SYNTAX        INTEGER {
              none(1),
              unknownError(2),
              transferProtocolNotSupported(3),
              fileServerNotReachable(4),
              unrecognizedEntPhysicalIndex(5),
```

invalidFile(6)
         }
    MAX-ACCESS   read-only
    STATUS   current
    DESCRIPTION
       "This object indicates the the reason for device
       credentials export operation failure.

       The value of this object is valid only when
       clmgmtDevCredCommandState is failed(6).

       none(1)   - action execution has not started yet.
                    If the action is completed and the
                    action is successful, then also
                    none(1) is returned to indicate that
                    there are no errors.
       unknownError(2) - reason for failure is unknown,
                    operation failed, no operation is
                    performed
       transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
                         given is not supported.
       fileServerNotReachable(4)   - file server is not reachable.
       unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
                         valid
       invalidFile(6) - The target file specified is not valid."
    ::= { clmgmtDevCredExportActionEntry 11 }

clmgmtDevCredStorageType OBJECT-TYPE
    SYNTAX   StorageType
    MAX-ACCESS   read-create
    STATUS   current
    DESCRIPTION
       "This object indicates the storage type for this conceptual
       row. Conceptual rows having the value 'permanent' need not
       allow write-access to any columnar objects in the row."
    DEFVAL   { volatile }
    ::= { clmgmtDevCredExportActionEntry 12 }

clmgmtDevCredRowStatus OBJECT-TYPE
    SYNTAX   RowStatus
    MAX-ACCESS   read-create
    STATUS   current
    DESCRIPTION
       "This object indicates the the status of this table entry.
       Once the entry status is set to active(1), the associated
       entry cannot be modified until the action completes
       (clmgmtDevCredCommandStatus is set to a value
       other than inProgress(3)). Once the action completes

the only operation possible after this is to delete
the row.

clmgmtDevCredExportFile is a mandatory object to be
set when creating this entry."
::= { clmgmtDevCredExportActionEntry 13 }

-- Objects for enabling/disabling notifications

clmgmtLicenseUsageNotifEnable OBJECT-TYPE
    SYNTAX   TruthValue
    MAX-ACCESS   read-write
    STATUS   current
    DESCRIPTION
        "This object indicates whether the device should generate
        the notifications related to usage of licenses. This object
        enables/disables sending following notifications:
            clmgmtLicenseExpired
            clmgmtLicenseExpiryWarning
            clmgmtLicenseUsageCountExceeded
            clmgmtLicenseUsageCountAboutToExceed
            clmgmtLicenseSubscriptionExpiryWarning
            clmgmtLicenseSubscriptionExtExpiryWarning
            clmgmtLicenseSubscriptionExpired
            clmgmtLicenseEvalRTUTransitionWarning
            clmgmtLicenseEvalRTUTransition"
    DEFVAL   { true }
    ::= { clmgmtLicenseNotifObjects 1 }

clmgmtLicenseDeploymentNotifEnable OBJECT-TYPE
    SYNTAX   TruthValue
    MAX-ACCESS   read-write
    STATUS   current
    DESCRIPTION
        "This object indicates whether the device should generate
        notifications related to license deployment. This object
        enables/disables sending following notifications:
            clmgmtLicenseInstalled
            clmgmtLicenseCleared
            clmgmtLicenseRevoked
            clmgmtLicenseEULAAccepted"
    DEFVAL   { true }
    ::= { clmgmtLicenseNotifObjects 2 }

clmgmtLicenseErrorNotifEnable OBJECT-TYPE
    SYNTAX   TruthValue

MAX-ACCESS   read-write
STATUS   current
DESCRIPTION
    "This object indicates whether the device should generate
    notifications related to error conditions in enforcing
    licensing. This object enables/disables sending following
    notifications:
        clmgmtLicenseNotEnforced"
DEFVAL   { true }
 ::= { clmgmtLicenseNotifObjects 3 }

-- Notifications

clmgmtLicenseExpired NOTIFICATION-TYPE
  OBJECTS   {
                clmgmtFeatureName,
                clmgmtFeatureVersion
            }
  STATUS   current
  DESCRIPTION
    "This notification is sent, when a feature license
    expires. This notification will be sent continuously
    every week even after the expiry to alert the management
    application."
  ::= { ciscoLicenseMgmtMIBNotifs 1 }

clmgmtLicenseExpiryWarning NOTIFICATION-TYPE
  OBJECTS   {
                clmgmtFeatureName,
                clmgmtFeatureVersion,
                clmgmtFeatureValidityPeriodRemaining
            }
  STATUS   current
  DESCRIPTION
    "This notification is sent when a license is about to
    expire. This notification will go out multiple times.
    First notification goes out when expiry day is 4 weeks
    ahead, second notification when expiry day is 3 weeks
    ahead, third notification when expiry day is 2 weeks
    ahead. This notification will go out daily in the
    last week of license expiry."
  ::= { ciscoLicenseMgmtMIBNotifs 2 }

clmgmtLicenseUsageCountExceeded NOTIFICATION-TYPE
  OBJECTS   {
                clmgmtLicenseFeatureName,
                clmgmtLicenseFeatureVersion,
                clmgmtLicenseMaxUsageCount,

```
                clmgmtFeatureWhatIsCounted,
                clmgmtLicenseComments
            }
    STATUS        current
    DESCRIPTION
        "This notification is sent when clmgmtLicenseUsageCountRemaining
        has reached clmgmtLicenseMaxUsageCount for a counting license."
    ::= { ciscoLicenseMgmtMIBNotifs 3 }


clmgmtLicenseUsageCountAboutToExceed NOTIFICATION-TYPE
    OBJECTS        {
                clmgmtLicenseFeatureName,
                clmgmtLicenseFeatureVersion,
                clmgmtLicenseMaxUsageCount,
                clmgmtLicenseUsageCountRemaining,
                clmgmtFeatureWhatIsCounted,
                clmgmtLicenseComments
            }
    STATUS        current
    DESCRIPTION
        "This notification is sent when clmgmtLicenseUsageCountRemaining
        has reached 80% of clmgmtLicenseMaxUsageCount for a counting
        license. This is a warning notification to the management
        application that very soon the maximum count will be reached
        and after that the device will not allow new entities to
        make use of this license."
    ::= { ciscoLicenseMgmtMIBNotifs 4 }


clmgmtLicenseInstalled NOTIFICATION-TYPE
    OBJECTS        {
                clmgmtLicenseFeatureName,
                clmgmtLicenseFeatureVersion,
                clmgmtLicenseType,
                clmgmtLicenseComments
            }
    STATUS        current
    DESCRIPTION
        "This notification is sent when a license is installed
        successfully."
    ::= { ciscoLicenseMgmtMIBNotifs 5 }


clmgmtLicenseCleared NOTIFICATION-TYPE
    OBJECTS        {
                clmgmtLicenseFeatureName,
                clmgmtLicenseFeatureVersion,
                clmgmtLicenseType,
                clmgmtLicenseComments
            }
```

STATUS   current
DESCRIPTION
    "This notification is sent when a license is cleared
    successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 6 }

clmgmtLicenseRevoked NOTIFICATION-TYPE
  OBJECTS   {
                clmgmtLicenseFeatureName,
                clmgmtLicenseFeatureVersion,
                clmgmtLicenseType,
                clmgmtLicenseComments
            }
  STATUS   current
  DESCRIPTION
    "This notification is sent when a license is revoked
    successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 7 }

clmgmtLicenseEULAAccepted NOTIFICATION-TYPE
  OBJECTS   {
                clmgmtFeatureName,
                clmgmtFeatureVersion
            }
  STATUS   current
  DESCRIPTION
    "This notification is sent when a user accepts End User
    License Agreement (EULA) for a license."
  ::= { ciscoLicenseMgmtMIBNotifs 8 }

clmgmtLicenseNotEnforced NOTIFICATION-TYPE
  OBJECTS   {
                clmgmtFeatureName,
                clmgmtFeatureVersion
            }
  STATUS   current
  DESCRIPTION
    "This notification is sent when a license does not
    exist for a feature, but the feature is a mandatory
    feature and it should run. This notification will be
    sent out periodically to indicate that there is no
    license installed for this feature and it needs to
    be done as soon as possible."
  ::= { ciscoLicenseMgmtMIBNotifs 9 }

clmgmtLicenseSubscriptionExpiryWarning NOTIFICATION-TYPE
  OBJECTS   {
                clmgmtFeatureName,

```
                clmgmtFeatureVersion,
                clmgmtFeatureEndDate
            }
    STATUS        current
    DESCRIPTION
        "This notification is sent when a subscription license of a
        feature is about to expire. This notification will be sent as
        per the following schedule:
        Once a week for the last eight weeks
        Once a day for the last week
        Once a hour for the last day"
     ::= { ciscoLicenseMgmtMIBNotifs 10 }


clmgmtLicenseSubscriptionExtExpiryWarning NOTIFICATION-TYPE
    OBJECTS        {
                clmgmtFeatureName,
                clmgmtFeatureVersion,
                clmgmtFeatureEndDate
            }
    STATUS        current
    DESCRIPTION
        "This notification is sent when the subscription license end
        date of a feature is reached but extension period is left. This
        notification will be sent once a day after the license end date
        is reached."
     ::= { ciscoLicenseMgmtMIBNotifs 11 }


clmgmtLicenseSubscriptionExpired NOTIFICATION-TYPE
    OBJECTS        {
                clmgmtFeatureName,
                clmgmtFeatureVersion,
                clmgmtFeatureEndDate
            }
    STATUS        current
    DESCRIPTION
        "This notification will be sent after a subscription license
        of a feature completely expires. It will be sent once a day
        after the license has completely expired"
     ::= { ciscoLicenseMgmtMIBNotifs 12 }


clmgmtLicenseEvalRTUTransitionWarning NOTIFICATION-TYPE
    OBJECTS        {
                clmgmtFeatureName,
                clmgmtFeatureVersion,
                clmgmtFeatureValidityPeriodRemaining
            }
    STATUS        current
    DESCRIPTION
```

"This notification is sent when Evaluation to Right to use (RTU)
license transition is about to happen. The first notification
will be sent 10 days before the transition and second
notification will be sent 5 days before the transition."
::= { ciscoLicenseMgmtMIBNotifs 13 }

clmgmtLicenseEvalRTUTransition NOTIFICATION-TYPE
  OBJECTS   {
              clmgmtFeatureName,
              clmgmtFeatureVersion
          }
  STATUS   current
  DESCRIPTION
    "This notification is sent, when a feature license transitions
    from a evaluation to a Right to use (RTU) license."
  ::= { ciscoLicenseMgmtMIBNotifs 14 }
-- Conformance

ciscoLicenseMgmtCompliances OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBConform 1 }

ciscoLicenseMgmtGroups OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBConform 2 }

ciscoLicenseMgmtCompliance MODULE-COMPLIANCE
  STATUS   deprecated
  DESCRIPTION
    "Compliance statement for Cisco license mgmt MIB."
  MODULE   -- this module
  MANDATORY-GROUPS {
              clmgmtLicenseDeploymentGroup,
              clmgmtLicenseDeviceInformationGroup,
              clmgmtLicenseInformationGroup,
              clmgmtLicensableFeatureInformationGroup,
              clmgmtLicenseDevCredGroup,
              clmgmtLicenseNotificationEnableGroup,
              clmgmtLicenseUsageNotifGroup,
              clmgmtLicenseDeploymentNotifGroup,
              clmgmtLicenseErrorNotifGroup
          }

  GROUP   clmgmtLicenseStoreInformationGroup
  DESCRIPTION
    "This group is mandatory for all devices where
    multiple license stores are supported."
  ::= { ciscoLicenseMgmtCompliances 1 }

ciscoLicenseMgmtComplianceRev1 MODULE-COMPLIANCE
  STATUS   current
  DESCRIPTION
    "Compliance statement for Cisco license mgmt MIB."
  MODULE   -- this module
  MANDATORY-GROUPS {
            clmgmtLicenseDeploymentGroup,
            clmgmtLicenseDeviceInformationGroup,
            clmgmtLicenseInformationGroup,
            clmgmtLicensableFeatureInformationGroup,
            clmgmtLicenseDevCredGroup,
            clmgmtLicenseNotificationEnableGroup,
            clmgmtLicenseUsageNotifGroup,
            clmgmtLicenseDeploymentNotifGroup,
            clmgmtLicenseErrorNotifGroup
          }

  GROUP   clmgmtLicenseStoreInformationGroup
  DESCRIPTION
    "This group is mandatory for all devices where
    multiple license stores are supported."

  GROUP   clmgmtLicenseSubscriptionGroup
  DESCRIPTION
    "This object group is mandatory for all devices that
    support subscription licensing."

  GROUP   clmgmtLicenseSubscriptionUsageNotifGroup
  DESCRIPTION
    "This notification group is mandatory for all devices that
    support subscription licensing."

  GROUP   clmgmtLicenseRTUGroup
  DESCRIPTION
    "This object group is mandatory for all devices that
    support Right to Use (RTU) licensing."

  GROUP   clmgmtLicenseRTUUsageNotifGroup
  DESCRIPTION
    "This notification group is mandatory for all devices that
    support Right to use (RTU) licensing."
  ::= { ciscoLicenseMgmtCompliances 2 }

-- Units of Conformance

clmgmtLicenseDeploymentGroup OBJECT-GROUP
  OBJECTS   {
            clmgmtNextFreeLicenseActionIndex,

```
            clmgmtLicenseActionEntPhysicalIndex,
            clmgmtLicenseActionTransferProtocol,
            clmgmtLicenseServerAddressType,
            clmgmtLicenseServerAddress,
            clmgmtLicenseServerUsername,
            clmgmtLicenseServerPassword,
            clmgmtLicenseFile,
            clmgmtLicenseStore,
            clmgmtLicenseActionLicenseIndex,
            clmgmtLicensePermissionTicketFile,
            clmgmtLicenseRehostTicketFile,
            clmgmtLicenseBackupFile,
            clmgmtLicenseStopOnFailure,
            clmgmtLicenseAction,
            clmgmtLicenseActionState,
            clmgmtLicenseJobQPosition,
            clmgmtLicenseActionFailCause,
            clmgmtLicenseActionStorageType,
            clmgmtLicenseActionRowStatus,
            clmgmtLicenseIndivActionState,
            clmgmtLicenseIndivActionFailCause,
            clmgmtLicenseAcceptEULA,
            clmgmtLicenseEULAFile
        }
STATUS       current
DESCRIPTION
    "A collection of objects for performing license deployment
    i.e., license installation, clear and revoke"
 ::= { ciscoLicenseMgmtGroups 1 }


clmgmtLicenseStoreInformationGroup OBJECT-GROUP
  OBJECTS       {
            clmgmtLicenseStoreName,
            clmgmtLicenseStoreTotalSize,
            clmgmtLicenseStoreSizeRemaining
        }
STATUS       current
DESCRIPTION
    "A collection of objects that provide information about
    license storages in the device."
 ::= { ciscoLicenseMgmtGroups 2 }


clmgmtLicenseDeviceInformationGroup OBJECT-GROUP
  OBJECTS       { clmgmtDefaultLicenseStore }
STATUS       current
DESCRIPTION
    "A collection of objects that provide information about
    device level licensing support information in the device."
```

```
        ::= { ciscoLicenseMgmtGroups 3 }

clmgmtLicenseInformationGroup OBJECT-GROUP
    OBJECTS        {
                clmgmtLicenseFeatureName,
                clmgmtLicenseFeatureVersion,
                clmgmtLicenseType,
                clmgmtLicenseCounted,
                clmgmtLicenseValidityPeriod,
                clmgmtLicenseValidityPeriodRemaining,
                clmgmtLicenseExpiredPeriod,
                clmgmtLicenseMaxUsageCount,
                clmgmtLicenseUsageCountRemaining,
                clmgmtLicenseEULAStatus,
                clmgmtLicenseComments,
                clmgmtLicenseStatus
            }
    STATUS        current
    DESCRIPTION
        "A collection of objects that provide information about
        licenses and its state."
    ::= { ciscoLicenseMgmtGroups 4 }

clmgmtLicensableFeatureInformationGroup OBJECT-GROUP
    OBJECTS        {
                clmgmtFeatureName,
                clmgmtFeatureVersion,
                clmgmtFeatureValidityPeriodRemaining,
                clmgmtFeatureWhatIsCounted
            }
    STATUS        current
    DESCRIPTION
        "A collection of objects that provide information about
        licensable features in the software image."
    ::= { ciscoLicenseMgmtGroups 5 }

clmgmtLicenseDevCredGroup OBJECT-GROUP
    OBJECTS        {
                clmgmtNextFreeDevCredExportActionIndex,
                clmgmtDevCredEntPhysicalIndex,
                clmgmtDevCredTransferProtocol,
                clmgmtDevCredServerAddressType,
                clmgmtDevCredServerAddress,
                clmgmtDevCredServerUsername,
                clmgmtDevCredServerPassword,
                clmgmtDevCredExportFile,
                clmgmtDevCredCommand,
                clmgmtDevCredCommandState,
```

```
                clmgmtDevCredCommandFailCause,
                clmgmtDevCredStorageType,
                clmgmtDevCredRowStatus
            }
    STATUS      current
    DESCRIPTION
        "A collection of objects for exporting device credentials
        from the device."
    ::= { ciscoLicenseMgmtGroups 6 }


clmgmtLicenseNotificationEnableGroup OBJECT-GROUP
    OBJECTS     {
                clmgmtLicenseUsageNotifEnable,
                clmgmtLicenseDeploymentNotifEnable,
                clmgmtLicenseErrorNotifEnable
            }
    STATUS      current
    DESCRIPTION
        "A collection of objects for controlling
        (enabling/disabling) license notifications to a management
        application."
    ::= { ciscoLicenseMgmtGroups 7 }


clmgmtLicenseUsageNotifGroup NOTIFICATION-GROUP
    NOTIFICATIONS   {
                clmgmtLicenseExpired,
                clmgmtLicenseExpiryWarning,
                clmgmtLicenseUsageCountExceeded,
                clmgmtLicenseUsageCountAboutToExceed
            }
    STATUS      current
    DESCRIPTION
        "A collection of notifications related to license usage."
    ::= { ciscoLicenseMgmtGroups 8 }


clmgmtLicenseDeploymentNotifGroup NOTIFICATION-GROUP
    NOTIFICATIONS   {
                clmgmtLicenseInstalled,
                clmgmtLicenseCleared,
                clmgmtLicenseRevoked,
                clmgmtLicenseEULAAccepted
            }
    STATUS      current
    DESCRIPTION
        "A collection of notifications related to license deployment."
    ::= { ciscoLicenseMgmtGroups 9 }


clmgmtLicenseErrorNotifGroup NOTIFICATION-GROUP
```

```
    NOTIFICATIONS    { clmgmtLicenseNotEnforced }
    STATUS        current
    DESCRIPTION
       "A collection of notifications related to license errors."
     ::= { ciscoLicenseMgmtGroups 10 }


clmgmtLicenseSubscriptionGroup OBJECT-GROUP
   OBJECTS        {
                  clmgmtLicenseStartDate,
                  clmgmtLicenseEndDate,
                  clmgmtFeatureStartDate,
                  clmgmtFeatureEndDate
              }
   STATUS        current
   DESCRIPTION
       "A collection of objects that provide information specific to
       subscription licenses."
     ::= { ciscoLicenseMgmtGroups 11 }


clmgmtLicenseSubscriptionUsageNotifGroup NOTIFICATION-GROUP
   NOTIFICATIONS    {
                  clmgmtLicenseSubscriptionExpiryWarning,
                  clmgmtLicenseSubscriptionExtExpiryWarning,
                  clmgmtLicenseSubscriptionExpired
              }
   STATUS        current
   DESCRIPTION
       "A collection of notifications related to usage of subscription
       licenses."
     ::= { ciscoLicenseMgmtGroups 12 }


clmgmtLicenseRTUGroup OBJECT-GROUP
   OBJECTS        {
                  clmgmtLicensePeriodUsed,
                  clmgmtFeaturePeriodUsed
              }
   STATUS        current
   DESCRIPTION
       "A collection of objects that provide information specific to
       Right to use (RTU) licenses."
     ::= { ciscoLicenseMgmtGroups 13 }


clmgmtLicenseRTUUsageNotifGroup NOTIFICATION-GROUP
   NOTIFICATIONS    {
                  clmgmtLicenseEvalRTUTransitionWarning,
                  clmgmtLicenseEvalRTUTransition
              }
   STATUS        current
```

DESCRIPTION
        "A collection of notifications related to Right to use (RTU)
        licenses."
    ::= { ciscoLicenseMgmtGroups 14 }

END

--%DNP% MLC -Edit MLC

--%DNP% MTF -TRUE MTF
-- **
-- CISCO-IMAGE-LICENSE-MGMT-MIB.my: Cisco MIB to manage image level on
-- Cisco devices.
--
-- August 2007, Ganesan Rajam
--
-- Copyright (c) 2006-2007 by Cisco Systems Inc.
-- All rights reserved.
--
-- **

CISCO-IMAGE-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS
    OBJECT-TYPE,
    MODULE-IDENTITY,
    Unsigned32,
    NOTIFICATION-TYPE
        FROM SNMPv2-SMI
    MODULE-COMPLIANCE,
    OBJECT-GROUP,
    NOTIFICATION-GROUP
        FROM SNMPv2-CONF
    TEXTUAL-CONVENTION,
    TruthValue
        FROM SNMPv2-TC
    SnmpAdminString
        FROM SNMP-FRAMEWORK-MIB
    entPhysicalIndex
        FROM ENTITY-MIB
    ciscoMgmt
        FROM CISCO-SMI;

ciscoImageLicenseMgmtMIB MODULE-IDENTITY
    LAST-UPDATED   "200710160000Z"
    ORGANIZATION   "Cisco Systems Inc."

CONTACT-INFO
    "Cisco Systems

    Customer Service

    Postal: 170 W Tasman Drive

    San Jose, CA 95134

    USA

    Tel: +1 800 553 -NETS

    E-mail: cs-snmp@cisco.com"

DESCRIPTION
"The MIB module for managing the running image level
of a Cisco device. Cisco's licensing mechanism provides
flexibility to run a device on a chosen image level.
This mechanism is referred to as image level licensing.
Image level licensing leverages the universal image
based licensing solution.

The image level licensing mechanism works as follows -

A universal image that contains all levels of software
packages is loaded on to the device. At boot time, the
device determines the highest level of license and brings
up the appropriate software features or subsystems.
The user can configure the image level with which the
device has to boot. The system will verify whether the
appropriate license is available for the configured image
level. The image level for the next boot will be determined
based on the availability of the license. The following
scenarios explains some use-cases of image level licensing:

Scenario 1:
- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features that are part of the
base advsecurity license.
- Customer upgrades to advipservicesk9 license.
- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the
next reboot. After reboot the device will run
advipservicesk9 features.

Scenario 2:
- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity
license on the device.
- This device will run all features that are part of the
base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA)
before using this MIB to configure the image level.

This MIB should be used in conjuntion with
CISCO-LICENSE-MGMT-MIB module to achieve the image level
licensing functionality.

This MIB module defines objects which provides the different
image levels supported by the device and the license required
to enable a particular image level. It also defines objects
to let the user configure the required image level. The MIB
module contains notification which will be triggered when
the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export
the EULA and to configure the required license.

This MIB module is defined generically so it can be used for
both stand-alone as well as stackable devices. The
entPhysicalIndex imported from ENTITY-MIB is used to identify
the device uniquely."
REVISION   "200710160000Z"
DESCRIPTION
    "Initial version of this MIB module."
::= { ciscoMgmt 640 }

ciscoImageLicenseMgmtMIBNotifs OBJECT IDENTIFIER
  ::= { ciscoImageLicenseMgmtMIB 0 }

ciscoImageLicenseMgmtMIBObjects OBJECT IDENTIFIER
  ::= { ciscoImageLicenseMgmtMIB 1 }

ciscoImageLicenseMgmtMIBConform OBJECT IDENTIFIER
  ::= { ciscoImageLicenseMgmtMIB 2 }

BootImageLevel ::= TEXTUAL-CONVENTION
  STATUS   current
  DESCRIPTION
    "This textual convention is used to define
    the image level.

    If the device is running at advipservices
    image level, then the boot image level will
    be 'advipservices'."
  SYNTAX   OCTET STRING (SIZE (0..255))

LicenseNameList ::= TEXTUAL-CONVENTION
  STATUS   current
  DESCRIPTION
     "This textual convention is used to define
     the list of license names. If multiple licenses
     are present then this string will contain all
     the licenses seperated by the ',' character.

     If the license required to run a device at
     advipservices image level is advipservices and
     advsecurity, then the license name list will be
     'advipservices,advsecurity'."
  SYNTAX   OCTET STRING (SIZE (0..255))
-- Table for executing license management actions.

cilmBootImageLevelTable OBJECT-TYPE
  SYNTAX   SEQUENCE OF CilmBootImageLevelEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
     "A table that contains the configuration information of
     current and next boot image level. This table contains
     entries for each software module running in an image
     loaded in the device. The software module is identified by
     cilmModuleName and the device is identified by
     entPhysicalIndex."
  ::= { ciscoImageLicenseMgmtMIBObjects 1 }

cilmBootImageLevelEntry OBJECT-TYPE
  SYNTAX   CilmBootImageLevelEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
     "An entry in the table for each module containing the
     list of objects that define the configuration of next
     boot level. The following information is specified by
     the objects present in the table.

     - Current image level.
     - Configured image level for the next boot.
     - Actual image level for the next boot.
     - License store index for the current license.
     - License index of the current license.
     - License store index for the next boot license.
     - License index of the next boot license."
  INDEX   {
         entPhysicalIndex,
         cilmModuleName

```
            }
    ::= { cilmBootImageLevelTable 1 }


CilmBootImageLevelEntry ::= SEQUENCE {
    cilmModuleName              SnmpAdminString,
    cilmCurrentImageLevel       BootImageLevel,
    cilmConfiguredBootImageLevel  BootImageLevel,
    cilmNextBootImageLevel      BootImageLevel,
    cilmCurrentLicenseStoreIndex  Unsigned32,
    cilmCurrentLicenseIndex      Unsigned32,
    cilmNextBootLicenseStoreIndex Unsigned32,
    cilmNextBootLicenseIndex     Unsigned32
}


cilmModuleName OBJECT-TYPE
  SYNTAX       SnmpAdminString
  MAX-ACCESS    not-accessible
  STATUS       current
  DESCRIPTION
    "This object is used as one of the two indices in
    cilmBootImageLevelTable. This object indicates the module
    name of the software package. There can be multiple
    modules in an image performing specific functionality.
    For example, in a wireless image there can be two modules
    - a base image module and a wireless module."
  ::= { cilmBootImageLevelEntry 1 }


cilmCurrentImageLevel OBJECT-TYPE
  SYNTAX       BootImageLevel
  MAX-ACCESS    read-only
  STATUS       current
  DESCRIPTION
    "This object indicates the current image level that
    the module is running."
  ::= { cilmBootImageLevelEntry 2 }


cilmConfiguredBootImageLevel OBJECT-TYPE
  SYNTAX       BootImageLevel
  MAX-ACCESS    read-write
  STATUS       current
  DESCRIPTION
    "This object indicates the configured image level
    of the module for the next boot.

    Note: The configured next boot image level may not
    be the actual next boot image level. The actual next
    boot image level is denoted by cilmNextBootImageLevel
    which is determined based on the license availability."
```

::= { cilmBootImageLevelEntry 3 }

cilmNextBootImageLevel OBJECT-TYPE
  SYNTAX   BootImageLevel
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the next boot image level. The
    next boot image level can be different from configured
    level. The next boot image level is determined based
    on the availability of required license."
  ::= { cilmBootImageLevelEntry 4 }

cilmCurrentLicenseStoreIndex OBJECT-TYPE
  SYNTAX   Unsigned32
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the license store index where the
    currently used license is stored. This object has the same
    value as clmgmtLicenseStoreIndex object and uniquely
    identifies an entry in clmgmtLicenseStoreInfoTable in
    CISCO-LICENSE-MGMT-MIB.

    Note: The license store index can be '0' if no license is
    installed and device is running base image."
  ::= { cilmBootImageLevelEntry 5 }

cilmCurrentLicenseIndex OBJECT-TYPE
  SYNTAX   Unsigned32
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the license index of the currently used
    license. This object has the same value as clmgmtLicenseIndex and
    uniquely identifies an entry in clmgmtLicenseInfoTable in
    CISCO-LICENSE-MGMT-MIB.

    Note: The license index can be '0' if no license is
    installed and device is running base image."
  ::= { cilmBootImageLevelEntry 6 }

cilmNextBootLicenseStoreIndex OBJECT-TYPE
  SYNTAX   Unsigned32
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the license store index where the

next boot license is stored. This object has the same
value as clmgmtLicenseStoreIndex object and uniquely
identifies an entry in clmgmtLicenseStoreInfoTable in
CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is
installed for the next boot."
::= { cilmBootImageLevelEntry 7 }

cilmNextBootLicenseIndex OBJECT-TYPE
  SYNTAX   Unsigned32
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
    "This object indicates the license index of the next boot
    license. This object has the same value as clmgmtLicenseIndex
    and uniquely identifies an entry in clmgmtLicenseInfoTable in
    CISCO-LICENSE-MGMT-MIB.

    Note: The license index can be '0' if no license is
    installed for the next boot."
  ::= { cilmBootImageLevelEntry 8 }

cilmImageLevelToLicenseMapTable OBJECT-TYPE
  SYNTAX   SEQUENCE OF CilmImageLevelToLicenseMapEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "This table contains the mapping between different
    image levels of each modules in the image and the
    license required to run the modules at a particular
    image level. This table can be used to identify the
    different image levels and the appropriate licenses
    required for each."
  ::= { ciscoImageLicenseMgmtMIBObjects 2 }

cilmImageLevelToLicenseMapEntry OBJECT-TYPE
  SYNTAX   CilmImageLevelToLicenseMapEntry
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
    "An entry in the table containing the following
    information.
    - The image levels at the which the modules can be run.
    - The license required to the run a module at a
    particular image level.

- The priority of the license."
INDEX   {
                entPhysicalIndex,
                cilmModuleName,
                cilmImageLicenseMapIndex
            }
  ::= { cilmImageLevelToLicenseMapTable 1 }

CilmImageLevelToLicenseMapEntry ::= SEQUENCE {
    cilmImageLicenseMapIndex   Unsigned32,
    cilmImageLicenseImageLevel BootImageLevel,
    cilmImageLicenseName   LicenseNameList,
    cilmImageLicensePriority   Unsigned32
}

cilmImageLicenseMapIndex OBJECT-TYPE
  SYNTAX   Unsigned32
  MAX-ACCESS   not-accessible
  STATUS   current
  DESCRIPTION
      "This is a running index used to identify an entry
      of this table."
  ::= { cilmImageLevelToLicenseMapEntry 1 }

cilmImageLicenseImageLevel OBJECT-TYPE
  SYNTAX   BootImageLevel
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
      "This object indicates the image level at which
      a module can be run. A module can be run at
      different image levels. An entry will be created
      in this table for every module and image level
      combination."
  ::= { cilmImageLevelToLicenseMapEntry 2 }

cilmImageLicenseName OBJECT-TYPE
  SYNTAX   LicenseNameList
  MAX-ACCESS   read-only
  STATUS   current
  DESCRIPTION
      "This object indicates the list of licenses needed to
      be installed for the module to run at the image level
      mentioned by cilmImageLicenseImageLevel object of this
      entry."
  ::= { cilmImageLevelToLicenseMapEntry 3 }

cilmImageLicensePriority OBJECT-TYPE

SYNTAX   Unsigned32 (1..255)
MAX-ACCESS   read-only
STATUS   current
DESCRIPTION
    "This object indicates the priority of the image level
    mentioned by cilmImageLicenseImageLevel object of this
    entry. The image level with the highest priority license
    will be considered as the default level in the absense of
    next boot image level configuration. For example if there
    are three licenses l1, l2 and l3 in the ascending order of
    priority, then by default l1 will be the level at which the
    module will be running. If the next boot level is configured
    then the configuration will override the priority. The highest
    priority license supports a feature set which is a super set of
    all other licenses."
    ::= { cilmImageLevelToLicenseMapEntry 4 }

-- Global Objects

cilmEULAAccepted OBJECT-TYPE
    SYNTAX   TruthValue
    MAX-ACCESS   read-write
    STATUS   current
    DESCRIPTION
        "This object when set to TRUE means that the user has
        accepted the END USER LICENSE AGREEMENT. This object
        has to be set to TRUE by the user before using the
        objects in the cilmBootImageLevelTable to configure
        the license."
    DEFVAL   { false }
    ::= { ciscoImageLicenseMgmtMIBObjects 3 }
-- Notification control

cilmNotifCntl OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIBObjects 4 }

cilmImageLevelChangedNotif OBJECT-TYPE
    SYNTAX   TruthValue
    MAX-ACCESS   read-write
    STATUS   current
    DESCRIPTION
        "Specify whether or not a notification should be
        generated on the detection of change in next boot
        image level.

If set to TRUE, cilmBootImageLevelChanged notification
will be generated. It is the responsibility of the
management entity to ensure that the SNMP administrative
model is configured in such a way as to allow the
notification to be delivered."
REFERENCE
"See also RFC3413 for explanation that notifications
are under the ultimate control of the MIB module in
this document."
DEFVAL   { false }
::= { cilmNotifCntl 1 }

-- Notifications

cilmBootImageLevelChanged NOTIFICATION-TYPE
OBJECTS   {
                cilmCurrentImageLevel,
                cilmConfiguredBootImageLevel
            }
STATUS   current
DESCRIPTION
"This notification is triggered when next boot image level
is changed in the management entity. The current and
configured image level are indicated by cilmCurrentImageLevel
and cilmConfiguredBootImageLevel objects respectively."
::= { ciscoImageLicenseMgmtMIBNotifs 1 }
-- Conformance

cilmModuleCompliances OBJECT IDENTIFIER
::= { ciscoImageLicenseMgmtMIBConform 1 }

cilmModuleGroups OBJECT IDENTIFIER
::= { ciscoImageLicenseMgmtMIBConform 2 }

cilmModuleCompliance MODULE-COMPLIANCE
STATUS   current
DESCRIPTION
"Compliance statement for Cisco Image level license mgmt MIB."
MODULE   -- this module
MANDATORY-GROUPS {
                cilmAdminGroup,
                cilmNotifGroup
            }

GROUP   cilmOperGroup
DESCRIPTION
"This group is mandatory for all devices where

multiple license are supported."
        ::= { cilmModuleCompliances 1 }

-- Units of Conformance

cilmAdminGroup OBJECT-GROUP
    OBJECTS   {
                cilmCurrentImageLevel,
                cilmConfiguredBootImageLevel,
                cilmNextBootImageLevel,
                cilmCurrentLicenseStoreIndex,
                cilmCurrentLicenseIndex,
                cilmNextBootLicenseStoreIndex,
                cilmNextBootLicenseIndex,
                cilmEULAAccepted,
                cilmImageLevelChangedNotif
            }
    STATUS   current
    DESCRIPTION
        "Objects for performing license set operation for setting
        next boot level."
    ::= { cilmModuleGroups 1 }

cilmOperGroup OBJECT-GROUP
    OBJECTS   {
                cilmImageLicenseImageLevel,
                cilmImageLicenseName,
                cilmImageLicensePriority
            }
    STATUS   current
    DESCRIPTION
        "Objects for getting current image level configuration data."
    ::= { cilmModuleGroups 2 }

cilmNotifGroup NOTIFICATION-GROUP
    NOTIFICATIONS   { cilmBootImageLevelChanged }
    STATUS   current
    DESCRIPTION
        "Objects for getting current image level configuration data."
    ::= { cilmModuleGroups 3 }

END

1.354 adduser 3.118ubuntu2

1.354.1 Available under license :

This package was first put together by Ian Murdock
<imurdock@debian.org> and was maintained by Steve Phillips
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1.355 x-sys 0.0.0-20211216021012-1d35b9e2eb4e

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1.356 gofpdf 1.10.1

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1.357 lockfile 0.12.2

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1.358 jcmturner-dnsutils 2.0.0

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cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
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lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
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lib/libgss/g_accept_sec_context.c

lib/libgss/g_acquire_cred.c

lib/libgss/g_canon_name.c

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
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lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
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lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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    include/iprop_hdr.h
    kadmin/server/ipropd_svc.c
    lib/kdb/iprop.x
    lib/kdb/kdb_convert.c
    lib/kdb/kdb_log.c
    lib/kdb/kdb_log.h
    lib/krb5/error_tables/kdb5_err.et
    kprop/kpropd_rpc.c
    kprop/kproplog.c

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#
Names should be added to this file only after verifying that
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the appropriate Contributor License Agreement, found here:
#
http://code.google.com/legal/individual-cla-v1.0.html
http://code.google.com/legal/corporate-cla-v1.0.html
#
The agreement for individuals can be filled out on the web.

Names should be added to this file like so:
Individual's name <submission email address>
Individual's name <submission email address> <email2> <emailN>
#
An entry with multiple email addresses specifies that the
first address should be used in the submit logs and

that the other addresses should be recognized as the
same person when interacting with Gerrit.

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/* checkTag : validation tool for libzstd

* command :

* $ ./checkTag tag

* checkTag validates tags of following format : v[0-9].[0-9].[0-9]{any}

* The tag is then compared to zstd version number.

* They are compatible if first 3 digits are identical.

* Anything beyond that is free, and doesn't impact validation.

* Example : tag v1.8.1.2 is compatible with version 1.8.1

* When tag and version are not compatible, program exits with error code 1.

* When they are compatible, it exists with a code 0.

* checkTag is intended to be used in automated testing environment.

*/

1.379 dpkg 1.19.7ubuntu3.2

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/channel.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc++/create_channel_posix.h

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/server_initializer.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/node_generator.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/ext/health_check_service_server_builder_option.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/grpc_library.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/rpc_service_method.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/sync.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/server_posix.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/grpc_cronet.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/grpc_security_constants.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/test/server_context_test_spouse.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/status.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/compression_types.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-

1.47.0/grpc_root/include/grpc/grpc_posix.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/php_generator.cc

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/php_plugin.cc

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/config.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/resource_quota.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/gpr_types.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/server_builder_plugin.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/node_generator_helpers.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/channel_interface.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/propagation_bits.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/node_generator.cc

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/health_check_service_interface.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/php_generator_helpers.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/rpc_service_method.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/gpr_slice.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/connectivity_state.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/php_generator.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/status_code_enum.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/create_channel_posix.h

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Found in path(s):
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-

1.47.0/grpc_root/include/grpc/event_engine/slice.h

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```
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 */
```

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/server_callback.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/server_callback_handlers.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/async_stream.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/client_callback.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/sync_stream.h

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Metadata-Version: 1.2
Name: grpcio-tools
Version: 1.47.0
Summary: Protobuf code generator for gRPC
Home-page: https://grpc.io
Author: The gRPC Authors
Author-email: grpc-io@googlegroups.com
License: Apache License 2.0
Description: gRPC Python Tools
        =================

        Package for gRPC Python tools.

        Supported Python Versions

Python >= 3.6

Installation

The gRPC Python tools package is available for Linux, Mac OS X, and Windows.

Installing From PyPI
~~~~~~~~~~~~~~~~~~~~~

If you are installing locally...

::

  $ pip install grpcio-tools

Else system wide (on Ubuntu)...

::

  $ sudo pip install grpcio-tools

If you're on Windows make sure that you installed the :code:`pip.exe` component
when you installed Python (if not go back and install it!) then invoke:

::

  $ pip.exe install grpcio-tools

Windows users may need to invoke :code:`pip.exe` from a command line ran as
administrator.

n.b. On Windows and on Mac OS X one *must* have a recent release of :code:`pip`
to retrieve the proper wheel from PyPI. Be sure to upgrade to the latest
version!

You might also need to install Cython to handle installation via the source
distribution if gRPC Python's system coverage with wheels does not happen to
include your system.

Installing From Source
~~~~~~~~~~~~~~~~~~~~~~~

Building from source requires that you have the Python headers (usually a
package named :code:`python-dev`) and Cython installed. It further requires a
GCC-like compiler to go smoothly; you can probably get it to work without
GCC-like stuff, but you may end up having a bad time.

::

    $ export REPO_ROOT=grpc # REPO_ROOT can be any directory of your choice
    $ git clone -b RELEASE_TAG_HERE https://github.com/grpc/grpc $REPO_ROOT
    $ cd $REPO_ROOT
    $ git submodule update --init

    $ cd tools/distrib/python/grpcio_tools
    $ python ../make_grpcio_tools.py

    # For the next command do `sudo pip install` if you get permission-denied errors
    $ GRPC_PYTHON_BUILD_WITH_CYTHON=1 pip install .

You cannot currently install Python from source on Windows. Things might work
out for you in MSYS2 (follow the Linux instructions), but it isn't officially
supported at the moment.

Troubleshooting
~~~~~~~~~~~~~~~

Help, I ...

* **... see a** :code:`pkg_resources.VersionConflict` **when I try to install
  grpc**

  This is likely because :code:`pip` doesn't own the offending dependency,
  which in turn is likely because your operating system's package manager owns
  it. You'll need to force the installation of the dependency:

  :code:`pip install --ignore-installed $OFFENDING_DEPENDENCY`

  For example, if you get an error like the following:

  ::

    Traceback (most recent call last):
    File "<string>", line 17, in <module>
      ...
    File "/usr/lib/python2.7/dist-packages/pkg_resources.py", line 509, in find
      raise VersionConflict(dist, req)
    pkg_resources.VersionConflict: (six 1.8.0 (/usr/lib/python2.7/dist-packages), Requirement.parse('six>=1.10'))

  You can fix it by doing:

  ::

    sudo pip install --ignore-installed six

* **... see compiler errors on some platforms when either installing from source or from the source distribution**

If you see

::

   /tmp/pip-build-U8pSsr/cython/Cython/Plex/Scanners.c:4:20: fatal error: Python.h: No such file or directory
   #include "Python.h"
                    ^
   compilation terminated.

You can fix it by installing `python-dev` package. i.e

::

   sudo apt-get install python-dev

If you see something similar to:

::

   third_party/protobuf/src/google/protobuf/stubs/mathlimits.h:173:31: note: in expansion of macro 'SIGNED_INT_MAX'
      static const Type kPosMax = SIGNED_INT_MAX(Type); \\
                           ^

And your toolchain is GCC (at the time of this writing, up through at least
GCC 6.0), this is probably a bug where GCC chokes on constant expressions
when the :code:`-fwrapv` flag is specified. You should consider setting your
environment with :code:`CFLAGS=-fno-wrapv` or using clang (:code:`CC=clang`).

Usage

Given protobuf include directories :code:`$INCLUDE`, an output directory
:code:`$OUTPUT`, and proto files :code:`$PROTO_FILES`, invoke as:

::

   $ python -m grpc_tools.protoc -I$INCLUDE --python_out=$OUTPUT --grpc_python_out=$OUTPUT $PROTO_FILES

To use as a build step in distutils-based projects, you may use the provided
command class in your :code:`setup.py`:

::

```
setuptools.setup(
  # ...
  cmdclass={
    'build_proto_modules': grpc_tools.command.BuildPackageProtos,
  }
  # ...
)
```

Invocation of the command will walk the project tree and transpile every
:code:`.proto` file into a :code:`_pb2.py` file in the same directory.

Note that this particular approach requires :code:`grpcio-tools` to be
installed on the machine before the setup script is invoked (i.e. no
combination of :code:`setup_requires` or :code:`install_requires` will provide
access to :code:`grpc_tools.command.BuildPackageProtos` if it isn't already
installed). One way to work around this can be found in our
:code:`grpcio-health-checking`
`package <https://pypi.python.org/pypi/grpcio-health-checking>`_:

::

```
  class BuildPackageProtos(setuptools.Command):
    """Command to generate project *_pb2.py modules from proto files."""
    # ...
    def run(self):
      from grpc_tools import command
      command.build_package_protos(self.distribution.package_dir[''])
```

Now including :code:`grpcio-tools` in :code:`setup_requires` will provide the
command on-setup as desired.

For more information on command classes, consult :code:`distutils` and
:code:`setuptools` documentation.

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 3
Classifier: License :: OSI Approved :: Apache Software License
Requires-Python: >=3.6

Found in path(s):
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/PKG-INFO
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpcio_tools.egg-info/PKG-INFO
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/* "grpc_tools/_protoc_compiler.pyx":1

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*/

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_tools/_protoc_compiler.cpp
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*
*/

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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/opencensus.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/support/message_allocator.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/sync.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/test/default_reactor_test_peer.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/support/validate_service_config.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/security/tls_credentials_options.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/security/alts_context.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/delegating_channel.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/message_allocator.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-

1.47.0/grpc_root/include/grpcpp/impl/codegen/server_context.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpcpp/security/alts_util.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/src/compiler/config_protobuf.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/src/compiler/cpp_plugin.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpcpp/security/cronet_credentials.h

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1.47.0/grpc_root/include/grpcpp/impl/codegen/security/auth_context.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpcpp/impl/codegen/async_unary_call.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/src/compiler/python_generator.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/src/compiler/python_private_generator.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc/support/alloc.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpc/support/sync_generic.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/include/grpcpp/impl/server_builder_option.h

* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/support/async_stream.h
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/support/time.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/channel.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/src/compiler/ruby_generator.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/impl/codegen/atm_windows.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/codegen/metadata_map.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/call.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/support/channel_arguments.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpc/byte_buffer.h
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/grpc_root/include/grpcpp/impl/serialization_traits.h
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* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_version.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/_parallel_compile_patch.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_tools/_protoc_compiler.pyx
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_root/src/compiler/BUILD
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_tools/protoc.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_tools/__init__.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_tools/test/protoc_test.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-1.47.0/setup.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_tools/command.py
* /opt/cola/permits/1362038476_1660896469.918055/0/grpcio-tools-1-47-0-tar-gz/grpcio-tools-
1.47.0/grpc_tools/test/BUILD.bazel
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1.47.0/third_party/protobuf/src/google/protobuf/io/gzip_stream_unittest.sh
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1.47.0/third_party/protobuf/src/google/protobuf/compiler/zip_output_unittest.sh

1.386 toml 0.3.1

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1.389 jackc-puddle 1.1.3

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1.391 x-crypto 0.0.0-20220214200702-86341886e292

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1.392 logrus 1.8.1

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1.394 libyaml 0.2.5

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1.395 cheekybits-genny 1.0.0

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1.396 nuid 1.0.1

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1.397 tablewriter 0.0.4

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1.398 pcre 10.34-7ubuntu0.1

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1.399 klauspost-compress 1.9.7

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1.400 protobuf 3.19.1

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1.401 iputils 20190709-3

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work, in isolation, is not a derivative work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

 When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

 Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.
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 6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

 You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

  a) Accompany the work with the complete corresponding
  machine-readable source code for the Library including whatever
  changes were used in the work (which must be distributed under
  Sections 1 and 2 above); and, if the work is an executable linked
  with the Library, with the complete machine-readable "work that
  uses the Library", as object code and/or source code, so that the
  user can modify the Library and then relink to produce a modified

executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)
will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least
three years, to give the same user the materials specified in
Subsection 6a, above, for a charge no more than the cost of
performing this distribution.

d) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.

e) Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.

 For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the materials to be distributed need not include anything that is
normally distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
the executable.

 It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
distribute.
^L
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permitted, and provided that you do these two things:

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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1.403 mawk 1.3.4.20200120 2

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1.409 jackc-pgx 4.15.0

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1.411 gjson 1.11.0

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1.412 diffutils 3.7-3

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1.413 sed 4.7 1

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Individual's name <submission email address> <email2> <emailN>
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1.431 x-oauth2 0.0.0-20200902213428-5d25da1a8d43

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1.432 cloud-google-com-go 0.70.0

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package cloud

import (
 "bytes"
 "io/ioutil"
 "os"
 "path/filepath"
 "strings"
 "testing"
)

var sentinels = []string{
 "Copyright",
 "Google",
 `Licensed under the Apache License, Version 2.0 (the "License");`,
}

func TestLicense(t *testing.T) {
 t.Parallel()
 err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
```

```
if err != nil {
 return err
 }

 if ext := filepath.Ext(path); ext != ".go" && ext != ".proto" {
 return nil
 }
 if strings.HasSuffix(path, ".pb.go") {
 // .pb.go files are generated from the proto files.
 // .proto files must have license headers.
 return nil
 }
 if path == "bigtable/cmd/cbt/cbtdoc.go" {
 // Automatically generated.
 return nil
 }
 if path == "cmd/go-cloud-debug-agent/internal/debug/elf/elf.go" {
 // BSD license, which is compatible, is embedded in the file.
 return nil
 }
 src, err := ioutil.ReadFile(path)
 if err != nil {
 return nil
 }
 src = src[:300] // Ensure all of the sentinel values are at the top of the file.

 // Find license
 for _, sentinel := range sentinels {
 if !bytes.Contains(src, []byte(sentinel)) {
 t.Errorf("%v: license header not present. want %q", path, sentinel)
 return nil
 }
 }

 return nil
 })
 if err != nil {
 t.Fatal(err)
 }
}
```

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1.433 paramiko 2.11.0

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#
http://code.google.com/legal/individual-cla-v1.0.html
http://code.google.com/legal/corporate-cla-v1.0.html
#
The agreement for individuals can be filled out on the web.

Names should be added to this file like so:
Individual's name <submission email address>
Individual's name <submission email address> <email2> <emailN>
#
An entry with multiple email addresses specifies that the
first address should be used in the submit logs and
that the other addresses should be recognized as the
same person when interacting with Gerrit.

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1.439 zlib 1.2.12

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* zlib.h -- interface of the 'zlib' general purpose compression library
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  The data format used by the zlib library is described by RFCs (Request for
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  (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
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1.440 prometheus-procfs 0.6.0

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metrics from the pseudo-filesystem proc.

1.441 golang-genproto 0.0.0-20210716133855-ce7ef5c701ea

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  b) Accompany it with a written offer, valid for at least three
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  distributed under the terms of Sections 1 and 2 above on a medium
  customarily used for software interchange; or,

  c) Accompany it with the information you received as to the offer
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  in the event an application does not supply such function or
  table, the facility still operates, and performs whatever part of
  its purpose remains meaningful.

  (For example, a function in a library to compute square roots has
  a purpose that is entirely well-defined independent of the
  application. Therefore, Subsection 2d requires that any
  application-supplied function or table used by this function must
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must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

  If distribution of object code is made by offering access to copy
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distribute the source code, even though third parties are not
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Whether this is true is especially significant if the work can be
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  If such an object file uses only numerical parameters, data
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functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
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whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or
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1.445 packaging 21.2

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*
* usage: mkmntdirs [fstab]
*
*/

Found in path(s):
* /opt/cola/permits/1344947999_1657894591.0906107/0/alpine-baselayout-3-2-0-r22-tar-gz/alpine-baselayout-tar-gz/mkmntdirs.c
* /opt/cola/permits/1344947999_1657894591.0906107/0/alpine-baselayout-3-2-0-r22-tar-gz/mkmntdirs.c

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1.449 ncurses 6.2 0ubuntu2

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1.450 tdb 1.45.5

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1.451 xz 5.2.4 1ubuntu1.1

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Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: XZ Utils
Upstream-Contact:
Lasse Collin <lasse.collin@tukaani.org>
https://tukaani.org/xz/lists.html

Source:

https://tukaani.org/xz

https://git.tukaani.org/xz.git

Comment:

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.

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 From: Lasse Collin <lasse.collin@tukaani.org>
 To: Jonathan Nieder <jrnieder@gmail.com>
 Subject: Re: XZ utils for Debian
 Date: Sun, 19 Jul 2009 13:28:23 +0300
 Message-Id: <200907191328.23816.lasse.collin@tukaani.org>
 .
 [...]
 .
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changelog.gz (commit 975d8fd) explains:
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Other-Authors: Roland McGrath, Akim Demaille, Paul Eggert,
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Origin: configure.ac from XZ Utils,
      visibility.m4 serial 1 (gettext-0.15),
      Autoconf 2.52g
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dos/config.h was generated with autoheader, which tells Autoconf to

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Files: po/Makevars

Origin: gettext-runtime/po/Makevars (gettext-0.12)

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1.452 goprotobuf 1.4.3

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1.453 go-md2man 2.0.0-20190314233015-f79a8a8ca69d

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1.454 gojsonreference 0.0.0-20180127040603-bd5ef7bd5415

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1.455 ply 3.11

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PLY (Python Lex-Yacc)   Version 3.11

[![Build Status](https://travis-ci.org/dabeaz/ply.svg?branch=master)](https://travis-ci.org/dabeaz/ply)

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Introduction

============

PLY is a 100% Python implementation of the common parsing tools lex
and yacc. Here are a few highlights:

- PLY is very closely modeled after traditional lex/yacc.
  If you know how to use these tools in C, you will find PLY
  to be similar.

- PLY provides *very* extensive error reporting and diagnostic
  information to assist in parser construction. The original
  implementation was developed for instructional purposes. As
  a result, the system tries to identify the most common types
  of errors made by novice users.

- PLY provides full support for empty productions, error recovery,
  precedence specifiers, and moderately ambiguous grammars.

- Parsing is based on LR-parsing which is fast, memory efficient,
  better suited to large grammars, and which has a number of nice
  properties when dealing with syntax errors and other parsing problems.
  Currently, PLY builds its parsing tables using the LALR(1)
  algorithm used in yacc.

- PLY uses Python introspection features to build lexers and parsers.
  This greatly simplifies the task of parser construction since it reduces
  the number of files and eliminates the need to run a separate lex/yacc
  tool before running your program.

- PLY can be used to build parsers for "real" programming languages.
  Although it is not ultra-fast due to its Python implementation,
  PLY can be used to parse grammars consisting of several hundred
  rules (as might be found for a language like C). The lexer and LR
  parser are also reasonably efficient when parsing typically
  sized programs. People have used PLY to build parsers for
  C, C++, ADA, and other real programming languages.

How to Use
==========

PLY consists of two files : lex.py and yacc.py. These are contained
within the 'ply' directory which may also be used as a Python package.
To use PLY, simply copy the 'ply' directory to your project and import
lex and yacc from the associated 'ply' package. For example:

    import ply.lex as lex
    import ply.yacc as yacc

Alternatively, you can copy just the files lex.py and yacc.py
individually and use them as modules. For example:

    import lex
    import yacc

The file setup.py can be used to install ply using distutils.

The file doc/ply.html contains complete documentation on how to use
the system.

The example directory contains several different examples including a
PLY specification for ANSI C as given in K&R 2nd Ed.

A simple example is found at the end of this document

Requirements
============
PLY requires the use of Python 2.6 or greater. However, you should
use the latest Python release if possible. It should work on just
about any platform. PLY has been tested with both CPython and Jython.
It also seems to work with IronPython.

Resources
=========
More information about PLY can be obtained on the PLY webpage at:

    http://www.dabeaz.com/ply

For a detailed overview of parsing theory, consult the excellent
book "Compilers : Principles, Techniques, and Tools" by Aho, Sethi, and
Ullman. The topics found in "Lex & Yacc" by Levine, Mason, and Brown
may also be useful.

The GitHub page for PLY can be found at:

    https://github.com/dabeaz/ply

An old and relatively inactive discussion group for PLY is found at:

    http://groups.google.com/group/ply-hack

Acknowledgments
===============
A special thanks is in order for all of the students in CS326 who
suffered through about 25 different versions of these tools :-).

The CHANGES file acknowledges those who have contributed patches.

Elias Ioup did the first implementation of LALR(1) parsing in PLY-1.x.
Andrew Waters and Markus Schoepflin were instrumental in reporting bugs
and testing a revised LALR(1) implementation for PLY-2.0.

Special Note for PLY-3.0
========================
PLY-3.0 the first PLY release to support Python 3. However, backwards
compatibility with Python 2.6 is still preserved. PLY provides dual
Python 2/3 compatibility by restricting its implementation to a common
subset of basic language features. You should not convert PLY using
2to3--it is not necessary and may in fact break the implementation.

Example
=======

Here is a simple example showing a PLY implementation of a calculator
with variables.

```
# -----------------------------------------------------------------------------
# calc.py
#
# A simple calculator with variables.
# -----------------------------------------------------------------------------

tokens = (
    'NAME','NUMBER',
    'PLUS','MINUS','TIMES','DIVIDE','EQUALS',
    'LPAREN','RPAREN',
    )

# Tokens

t_PLUS    = r'\+'
t_MINUS   = r'-'
t_TIMES   = r'\*'
t_DIVIDE  = r'/'
t_EQUALS  = r'='
t_LPAREN  = r'\('
t_RPAREN  = r'\)'
t_NAME    = r'[a-zA-Z_][a-zA-Z0-9_]*'

def t_NUMBER(t):
    r'\d+'
    t.value = int(t.value)
    return t

# Ignored characters
```

```python
t_ignore = " \t"

def t_newline(t):
    r'\n+'
    t.lexer.lineno += t.value.count("\n")

def t_error(t):
    print("Illegal character '%s'" % t.value[0])
    t.lexer.skip(1)

# Build the lexer
import ply.lex as lex
lex.lex()

# Precedence rules for the arithmetic operators
precedence = (
    ('left','PLUS','MINUS'),
    ('left','TIMES','DIVIDE'),
    ('right','UMINUS'),
    )

# dictionary of names (for storing variables)
names = { }

def p_statement_assign(p):
    'statement : NAME EQUALS expression'
    names[p[1]] = p[3]

def p_statement_expr(p):
    'statement : expression'
    print(p[1])

def p_expression_binop(p):
    '''expression : expression PLUS expression
              | expression MINUS expression
              | expression TIMES expression
              | expression DIVIDE expression'''
    if p[2] == '+'  : p[0] = p[1] + p[3]
    elif p[2] == '-': p[0] = p[1] - p[3]
    elif p[2] == '*': p[0] = p[1] * p[3]
    elif p[2] == '/': p[0] = p[1] / p[3]

def p_expression_uminus(p):
    'expression : MINUS expression %prec UMINUS'
    p[0] = -p[2]

def p_expression_group(p):
    'expression : LPAREN expression RPAREN'
```

```
    p[0] = p[2]

  def p_expression_number(p):
    'expression : NUMBER'
    p[0] = p[1]

  def p_expression_name(p):
    'expression : NAME'
    try:
        p[0] = names[p[1]]
    except LookupError:
        print("Undefined name '%s'" % p[1])
        p[0] = 0

  def p_error(p):
    print("Syntax error at '%s'" % p.value)

  import ply.yacc as yacc
  yacc.yacc()

  while True:
    try:
        s = raw_input('calc > ')   # use input() on Python 3
    except EOFError:
        break
    yacc.parse(s)
```

Bug Reports and Patches
========================
My goal with PLY is to simply have a decent lex/yacc implementation
for Python. As a general rule, I don't spend huge amounts of time
working on it unless I receive very specific bug reports and/or
patches to fix problems. I also try to incorporate submitted feature
requests and enhancements into each new version. Please visit the PLY
github page at https://github.com/dabeaz/ply to submit issues and pull
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Found in path(s):

* /opt/cola/permits/1160874329_1620411264.5/0/dabeaz-ply-3-11-0-g0f398b7-1-tar-gz/dabeaz-ply-
0f398b7/ply/lex.py
* /opt/cola/permits/1160874329_1620411264.5/0/dabeaz-ply-3-11-0-g0f398b7-1-tar-gz/dabeaz-ply-
0f398b7/ply/yacc.py

1.456 gax-go 2.0.5

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1.457 debianutils 4.9.1

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1.458 lumberjack 2.0.0

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1.459 cryptography 37.0.4

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1.460 future 0.18.2-1.ph3

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1.461 gzip 1.10 0ubuntu4

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1.462 mpdecimal 2.4.2-3

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* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-
jar/io/grpc/protobuf/ProtoServiceDescriptorSupplier.java
* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-jar/io/grpc/protobuf/package-
info.java
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jar/io/grpc/protobuf/ProtoMethodDescriptorSupplier.java
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jar/io/grpc/protobuf/StatusProto.java
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* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-
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* /opt/cola/permits/1212202758_1634074081.68/0/grpc-protobuf-1-25-0-sources-1-jar/io/grpc/protobuf/ProtoUtils.java

1.465 opentracing-contrib-go-grpc 0.0.0-20180928155321-4b5a12d3ff02

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1.466 go-grpc-prometheus 1.2.1-0.20191002090509-6af20e3a5340

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1.467 python-setuptools 45.2.0-1

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1.469 oklog-run 1.1.0

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as a successor of a language called ABC. Guido remains Python's
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In 1995, Guido continued his work on Python at the Corporation for
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In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see http://www.zope.com). In 2001, the Python Software Foundation (PSF, see http://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
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2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1.1	2010	PSF	yes
3.1.3	3.1.2	2010	PSF	yes
3.1.4	3.1.3	2011	PSF	yes
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