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# 1.6 jwalterweatherman 1.1.0

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# 1.10 mgo 2.0.0-20160801194620b6121c6199b7

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mgo - MongoDB driver for Go

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# 1.11 tsenart-tb 0.0.0-20181025101425-0d2499c8b6e9

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# Token Bucket (tb) [![Build Status](https://secure.travis-ci.org/tsenart/tb.png)](http://travis-ci.org/tsenart/tb) [![GoDoc](https://godoc.org/github.com/tsenart/tb?status.png)](https://godoc.org/github.com/tsenart/tb)

This package provides a generic lock-free implementation of the "Token bucket" algorithm where handling of non-conformity is left to the user.

- > The token bucket is an algorithm used in packet switched computer networks and telecommunications networks. It can be used to check that data transmissions, in the form of packets, conform to defined limits on bandwidth and burstiness (a measure of the unevenness or variations in the traffic flow)
- -- <cite>[Wikipedia](http://en.wikipedia.org/wiki/Token\_bucket)</cite>

This implementation of the token bucket generalises its applications beyond packet rate conformance. Hence, the word \*generic\*. You can use it to throttle any flow over time as long as it can be expressed as a number (bytes/s, requests/s, messages/s, packets/s, potatoes/s, heartbeats/s, etc...).

The \*lock-free\* part of the description refers to the lock-free programming techniques (CAS loop) used in the core `Bucket` methods (`Take` and `Put`). [Here is](http://preshing.com/20120612/an-introduction-to-lock-free-programming/) a good overview of lock-free programming you can refer to.

All utility pacakes such as [http](http/) and [io](io/) are just wrappers around the core package. This ought to be your one stop shop for all things \*\*throttling\*\* in Go so feel free to propose missing common functionality.

```
## Install
```shell
$ go get github.com/tsenart/tb
```
## Usage
```

Read up the [docs](https://godoc.org/github.com/tsenart/tb) and have a look at some [examples](examples/).

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Found in path(s):

\*/opt/cola/permits/1217549803\_1636346581.25/0/tsenart-tb-zip/tb-master/README.md

# 1.12 spf13-pflag 1.0.5

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# 1.13 go-toml 1.8.1

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# 1.15 google-uuid 1.1.2

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# 1.16 goprotobuf 1.4.2

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# 1.20 golang-genproto 0.0.0-20191108220845-16a3f7862a1a

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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).

https://github.com/matttproud/golang\_protobuf\_extensions

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DNS library in Go

https://miek.nl/2014/august/16/go-dns-package/

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LevelDB key/value database in Go

https://github.com/syndtr/goleveldb

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

https://github.com/syndtr/gosnappy

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go-zookeeper - Native ZooKeeper client for Go

https://github.com/samuel/go-zookeeper

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Time series compression algorithm from Facebook's Gorilla paper

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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"`
// 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 {
 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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 * limitations under the License.
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 and the state of th
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
 // 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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```

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=====

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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
// 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 (1 *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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# 1.21 jjeffcaii-reactor-go 0.5.1

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## 1.22 panjf2000-ants 2.4.3

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## 1.23 rsocket-go 0.8.5

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## 1.24 errors 0.9.1

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## 1.25 gotenv 1.2.0

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# 1.26 rcrowley-go-metrics 0.0.0-20201227073835-cf1acfcdf475

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## 1.27 go-uuid 1.2.0

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## 1.28 gorilla 1.4.2

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# 1.29 jwt-go 3.2.0+incompatible

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## 1.30 go.uber.org/atomi 1.7.0

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## 1.32 logrus 1.2.0

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## 1.33 x-term 0.0.0-20201126162022-

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## 1.34 amqp 1.0.0

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